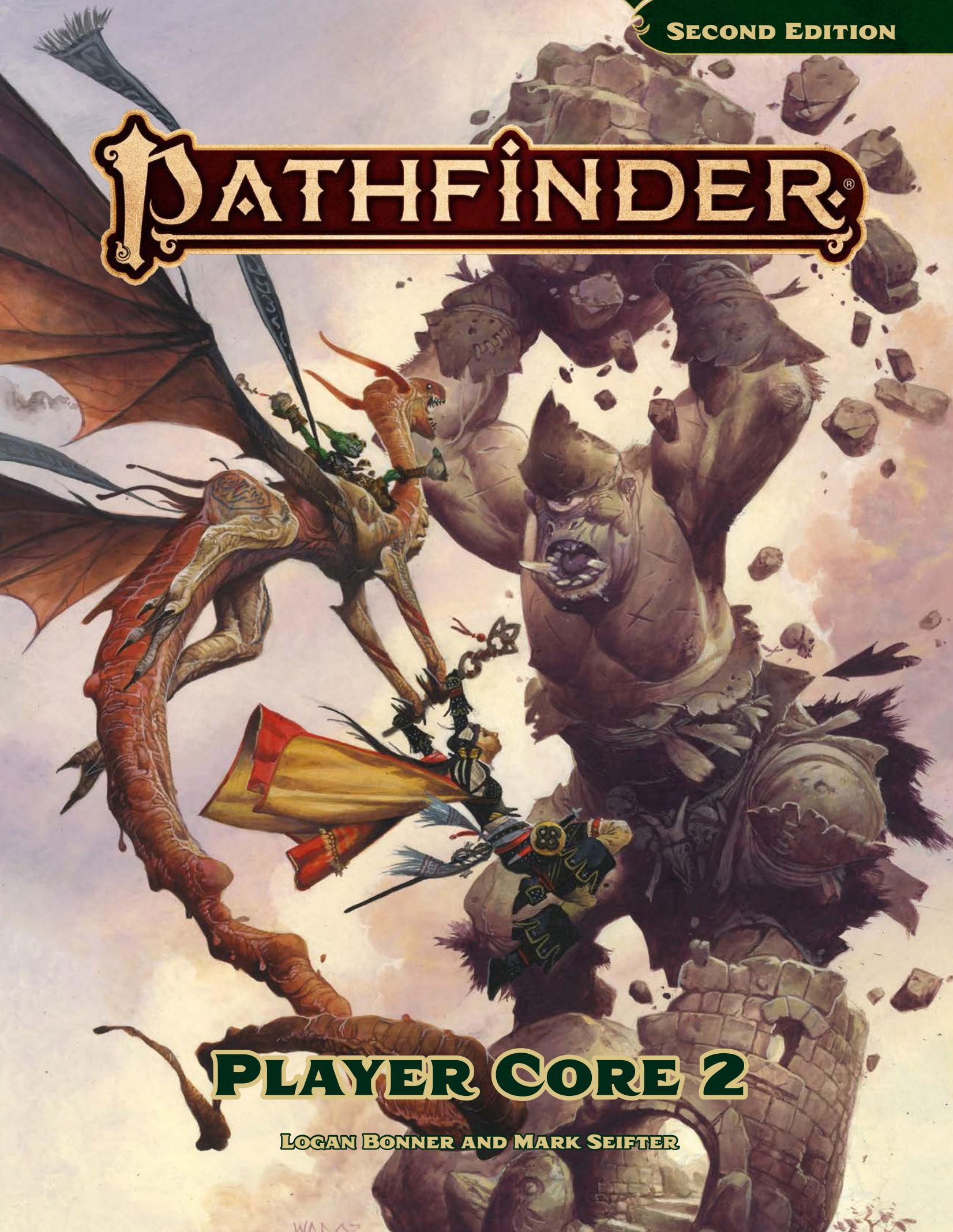
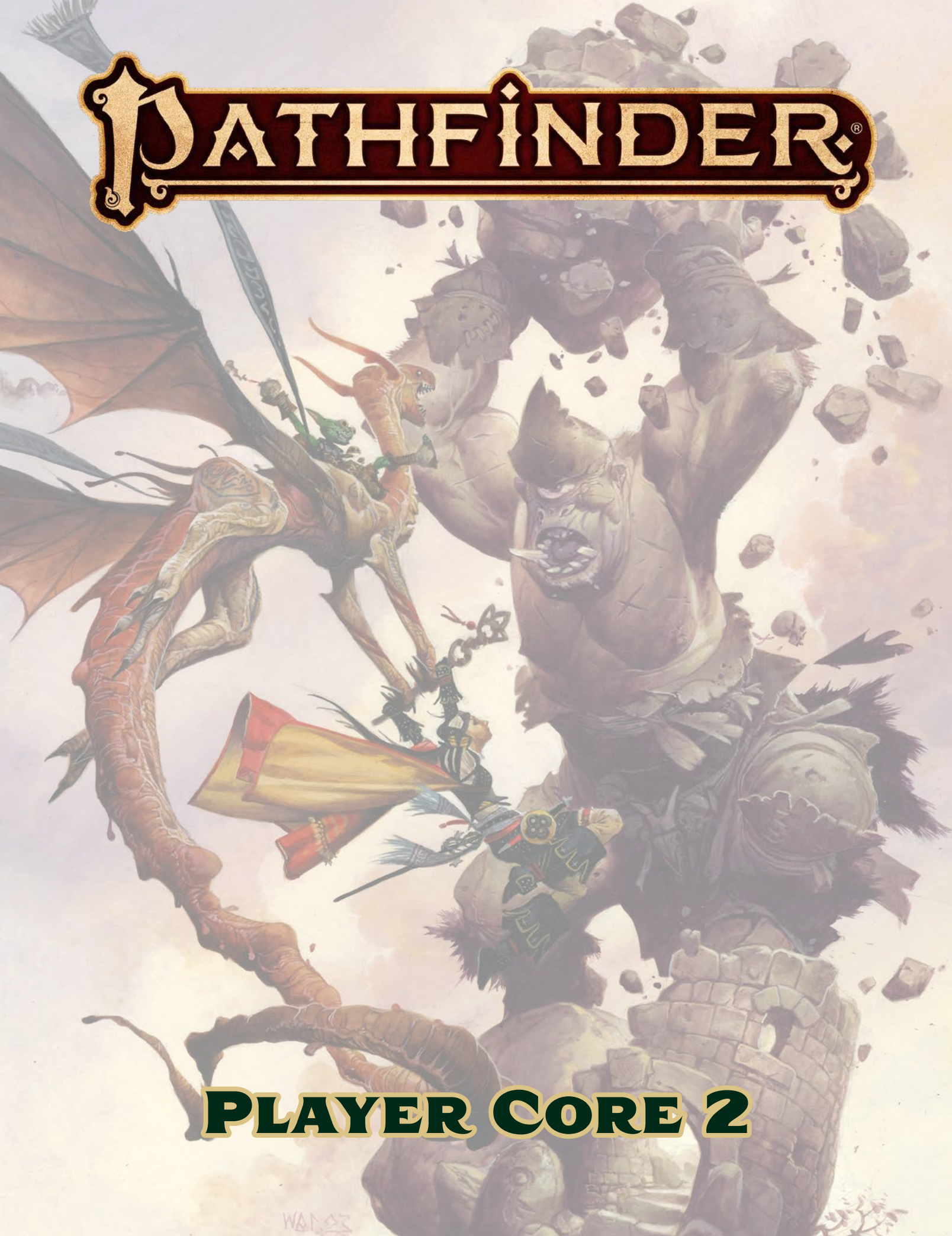

Second Edition
Pathfinder®
Player Core 2
Logan Bonner and Mark Seifter


PATHFINDER®
PLAYER CORE 2

PATHFINDER

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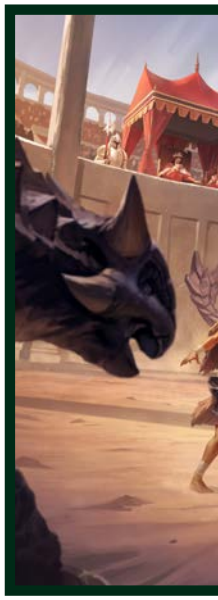
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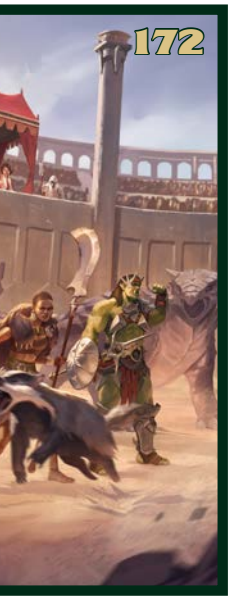
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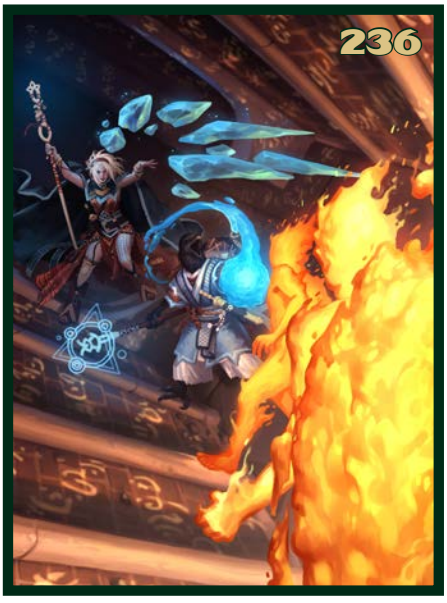
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Introduction

Pathfinder is a game of imagination where you can bring nearly any idea to life. This book combines with* Player Core*, expanding on its options and giving you even more ways to play the character you want!

More of Everything

Player Core 2 provides even more options for player characters. Along with the ancestries and classes summarized on the following page, there are additional general and skill feats, equipment, spells, and treasure round out your characters' abilities.

Alongside the eight new multiclass archetypes for the classes in this book, you can find archetypes for all sorts of characters starting on page 172. These can expand any Pathfinder character in unexpected directions, helping them discover new abilities to match their developing stories. Many of these archetypes support combat specializations, like the bastion and wrestler, while others show off the roles characters may be stepping into, like the blessed one and marshal. Even characters' growing skills can uncover deeper specializations, like the archaeologist and medic.

In addition to an expansive slate of ancestries, this book also contains three versatile heritages suitable for characters of any ancestry:

- Dhampirs are the mortal offspring of vampires, walking the line between life and undeath.
- Dragonbloods possess obvious draconic traits owing to dragons' influence, either direct or on their ancestors.
- Duskwalkers are souls reincarnated as a result of a bargain between psychopomps, the guides of the dead.

How to Use This Book

The new options in this book expand on those in *Player Core*, and that book is required to use *Player Core 2*. It's easy to dive in using an ancestry, class, and archetype from this book, but endless variations come to life when combining these with options from *Player Core* and other sources.

If you're creating a new character, you're probably interested in the new ancestries (page 7), classes (page 54), and backgrounds (page 50).

Even characters you've already created can benefit from archetypes (page 172), along with new options for feats (page 224), spells (page 236), and items (page 272).

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ANCESTRIES

CATFOLK



Catfolk are highly social, feline humanoids prone to curiosity and wandering. Page 8.

HOBGOBLIN



Hobgoblins are taller and stronger than their goblin kin, often arranging themselves into military structures. Page 12.

KHOLO



Kholos are hyena-headed humanoids who embrace practicality and pragmatism. Page 16.

KOBOLD



Kobolds are small and reptilian, with features marked by the power they choose to follow. Page 20.

LIZARDFOLK



Lizardfolk are scaled humanoids with a history that stretches into the distant past. Page 24.

RATFOLK



Ratfolk are small, clever, and adaptable humanoids with ratlike features and a love of community. Page 28.

TENGU



Tengus are gregarious and resourceful avian humanoids who collect knowledge and treasures alike. Page 32.

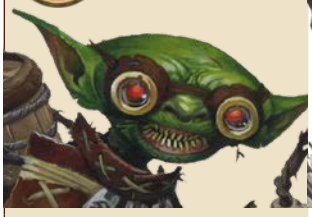
TRIPKEE



Tripkees are froglike humanoids whose spirit often exceeds their stature. Page 36.

CLASSES

ALCHEMIST



The alchemist throws alchemical bombs and drinks concoctions of their own making. Page 56.

BARBARIAN



The barbarian flies into a rage on the battlefield, smashing foes with abandon. Page 70.

CHAMPION



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies. Page 86.

INVESTIGATOR



The investigator uses knowledge to uncover mysteries and best their foes. Page 100.

MONK



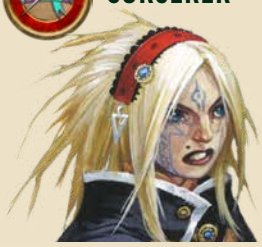
The monk wields the secrets of martial arts in dazzling displays of battlefield prowess. Page 114.

ORACLE



The oracle balances powerful divine magic with a supernatural curse. Page 128.

SORCERER



The sorcerer's magical might flows from their blood and manifests as fantastic spells and abilities. Page 144.

SWASHBUCKLER



The swashbuckler thwarts their foes with panache earned through showy acts. Page 158.



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 carries the blood of dragons or vampires. Only you can decide!

This chapter expands your starting character options from those available in *Player Core* and includes each of the following sections. You can also find a summary of each ancestry and heritage, along with the classes in this book, on page 5 so that you can make the primary decisions for creating your character at a glance.

Ancestries

Expand beyond the populous ancestries found in the *Player Core*. Many of these ancestries are less common than those presented in that book. The ancestry entry format is described on page 41 of *Player Core*.

- **Catfolk** (page 8), or amurruns, are humanoid felines who believe they were created to protect the wilderness from great danger.
- **Hobgoblins** (page 12) are goblins' stronger and taller cousins, often devoted to proving themselves in battle.
- **Kholos** (page 16) are hyena-headed humanoids who practice ancestor worship and consume their dead to honor them.
- **Kobolds** (page 20) are diligent crafters whose small, reptilian forms are influenced in the egg by the proximity of powerful magic.
- **Lizardfolk** (page 24), or iruxi, have fanged snouts, long tails, and rich oral traditions.
- **Ratfolk** (page 28), or ysoki, pack into tight spaces and are markedly industrious and fastidious.
- **Tengu** (page 32) are corvid-like humanoids with an affinity for blades and the rumored mystical ability to absorb bad luck.
- **Tripkees** (page 36) are froglike humanoids who rely on their cunning and curiosity to keep their communities safe.

Versatile Heritages

As in *Player Core*, this book presents versatile heritages, which are certain heritages that can occur across all ancestries, and which you can choose instead of one of the heritages listed in your ancestry's section. For instance, if your father was a vampire, you could be a dhampir whether you're a human, orc, or catfolk. Rules for versatile heritages are found on page 74 of *Player Core*.

- **Dhampirs** (page 42) are part vampires due to an early connection to vampire blood.
- **Dragonbloods** (page 44) are scions of powerful dragons, often exhibiting their majesty and magic.
- **Duskwalkers** (page 48) are souls reincarnated into mortal form, who are tied to psychopomp guardians.

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 pirate-laden Shackles, tengu 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. This discussion might point toward ways an uncommon ancestry might figure into the game and set the stage for how they interact with the other characters. 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 52.

Backgrounds

This chapter contains new backgrounds for characters from all walks of life, from couriers to saboteurs. 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 50)
- **Rare Backgrounds** (page 52)

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CATFOLK

Curious and gregarious wanderers, catfolk combine the 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 the chosen guardians of natural places in the world and are often recklessly brave, even in the face of overwhelming opposition. They believe that strong communities, breadth of experience, and continual self-improvement aid them in this fight.

As quick as their 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.

Others probably...

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

Physical Description

Although all catfolk walk upright and have soft fur, a 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.

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

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 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. They 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.

Catfolk are given short names in their youth. Adolescent catfolk are free to choose a different name when they first leave home.

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

Beliefs

Most catfolk believe they were uplifted from great primeval cats to confront the evil abominations despoiling natural places and laboring to unmake reality. Many, however, enjoy the freedom to travel and like to set their own paths in life. 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.

Popular Edicts travel the world, protect natural places, fastidiously maintain your appearance

Popular Anathema leave questions unanswered

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 433 of *Player Core*. 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.

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.

Liminal Catfolk

You've inherited a closeness to the far corners of the world, where the boundaries between dimensions grow thin. You can cast the *detect magic* cantrip as an occult innate spell at will. A cantrip is heightened to half your level rounded up. You also gain a +1 circumstance bonus to Occultism checks to Recall Knowledge about creatures that originated on planes other than the Universe.

Nine Lives Catfolk

Your family has always seems to bounce back from disaster, not through physical hardiness or specialized skill, but from sheer luck. Other catfolk whisper that you have nine lives. While you're dying, you don't add your dying value to the DC of your recovery checks (this means the DC is typically 10). In addition, you gain the Diehard general feat.

Sharp-Eared Catfolk

You were born with big, expressive ears that move with your moods and perk up at any unexpected sound. You gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action. As long as you're aware of a creature via sound, once per round, your ears can help you Point Out the creature to all allies as a free action.

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 can select from among the following ancestry feats.

RARITY
Uncommon

HIT POINTS
8

SIZE
Medium

SPEED
25 feet

ATTRIBUTE BOOSTS
Dexterity
Charisma
Free

ATTRIBUTE FLAW
Wisdom

LANGUAGES
Amurrun
Common
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Elven, Gnomish, Goblin, Halfling, Iruxi, Jotun, Fey, 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.

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1st Level

Cat Nap — Feat 1

CATFOLK CONCENTRATE EXPLORATION

Frequency once per hour

You can regain your energy quickly with a brief nap. You sleep for 10 minutes, after which you gain temporary Hit Points equal to your level that last for 1 hour.

Cat's Luck — Feat 1

CATFOLK FORTUNE

Frequency once per day

Trigger You fail a Reflex saving throw.

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

Catfolk Dance — Feat 1

CATFOLK

You have a habit of always being in the way when other creatures attempt to move. Attempt an Acrobatics check against an adjacent creature's Reflex DC.

Critical Success The target creature gains a –2 circumstance penalty to Reflex saves and is off-guard until the start of your next turn.

Success The target creature gains a –2 circumstance penalty to Reflex saves until the start of your next turn.

Catfolk Lore — Feat 1

CATFOLK

Growing up among catfolk has taught you the traditional values of freedom, stewardship, and quick reactions to 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 gain the Additional Lore general feat for Catfolk Lore.

Catfolk Weapon Familiarity — Feat 1

CATFOLK

You gain access to all uncommon weapons with the catfolk trait. You have familiarity with weapons with the catfolk trait plus the kama, kukri, scimitar, and sickle—for the purpose of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

Saber Teeth — Feat 1

CATFOLK

You have long fangs, natural or augmented. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the unarmed trait.

Well-Met Traveler — Feat 1

CATFOLK

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

Climbing Claws — Feat 5

CATFOLK

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

Graceful Guidance — Feat 5

CATFOLK

You can demonstrate how to quickly twist out of the way of dangerous effects. You can use the Aid reaction to grant a bonus to an ally's Reflex save. As usual for Aid, you need to prepare by using an action on your turn to encourage the ally.

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.

Lucky Break — 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 saving throw, Will saving throw, Acrobatics check, or Athletics check in addition to Reflex saving throws. You still can use Cat's Luck only once per day.

Pride Hunter — Feat 5

CATFOLK

You avoid the attention of creatures focused on your allies. You can use lesser cover from your allies to Hide.

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.

Well-Groomed — Feat 5

CATFOLK

You are fastidious about keeping clean. You gain a +2 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. If you have a different ability that would improve the save in this way (such as the battle hardened fighter class feature), if you roll a critical failure on the save you get a failure instead.

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 persistent poison damage on a critical hit.

Evade Doom — Feat 9

CATFOLK

You can elude supernatural disaster. When you would gain the doomed condition, you can attempt a DC 17 flat check. On a success, you don't gain the doomed condition.

Luck of the Clowder — Feat 9

CATFOLK

Prerequisites Cat's Luck

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

Predator's Growl — Feat 9

CATFOLK

Prerequisites expert in Intimidation

Trigger You successfully Seek a hidden or undetected creature.

You give a throaty growl to attempt to Demoralize a creature you just found. You don't take the –4 penalty for not sharing a language with the creature.

Silent Step — Feat 9

CATFOLK FLOURISH

You Step, then Hide or Sneak. You still need to meet the requirements to Hide or Sneak, as normal.

Wary Skulker — Feat 9

CATFOLK

You can perform the Scout exploration activity at the same time as the Avoid Notice exploration activity.

13th Level

Black Cat Curse — Feat 13

CATFOLK 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. The target rerolls 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, calling your companion back from the brink of unconsciousness. Your ally isn't knocked out and remains at 1 Hit Point. Their wounded condition still increases by 1 as though they had been dying and recovered.

17th Level

Elude Trouble — Feat 17

CATFOLK

Trigger A creature missed you with a melee attack.

Stride up to your Speed. This movement doesn't trigger reactions from the creature that missed you.

Reliable Luck — Feat 17

CATFOLK

Prerequisites Cat's Luck

You survive danger with surprising regularity. You can use Cat's Luck once per hour, rather than once per day.

Ten Lives — Feat 17

CATFOLK

Prerequisites Evade Doom

When your character would die, you can attempt a DC 17 flat check. On a success, you're instead reduced to 0 HP and a dying value 1 less than what would normally kill you (typically dying 3). This doesn't change the result for any other creature affected.



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HOBGOBLIN

Taller and stronger than their goblin kin, hobgoblins are equals in strength and size to humans, with broad shoulders and long, powerful arms. The Avistani cycle of unthinking conflict with hobgoblins has recently been upended by Oprak, the newly established hobgoblin nation in the mountains between Nidal and Nirmathas. Now under strict orders to not start conflicts with other nations, these hobgoblins have begun to cautiously investigate in the spirit of cooperation rather than conquest. Many people, especially those who suffered terrible cruelties caused by hobgoblins, fear that this is simply a pause in aggression while Oprak gains enough strength to crush its rivals. Others hope these bold soldiers might prove to be powerful allies.

You might...

- Seek out the most effective and practical solutions to any problem.
- Encourage a clear chain of command among any group you travel with, following orders even if you disagree with them.



Others probably...

- Consider you dangerous, due to your reputation and intimidating appearance.
- Recognize your incredible endurance, dedication, and discipline.

Physical Description

Hobgoblins have bald, wide heads and beady eyes, as well as gray skin that becomes steely blue when tanned. They're remarkably hardy; hobgoblins recover from illnesses quickly and are able to exert themselves for long periods of time with little difficulty.

Hobgoblins mature quickly, and most can walk, talk, and hold a weapon by the time they are 1 year old. They reach adolescence by the age of 8 to 12 and adulthood around 14. Hobgoblins typically live up to 70 years of age.

Society

Hobgoblins structure their society after military hierarchies. Even civilian groups such as farming collectives or trading houses organize into regiments, companies, and divisions. Hobgoblin veterans hold a high place in their society, usually becoming leaders or advisors. Magic is rarely practiced and often derided, as most hobgoblins don't trust it over the strength of their own sword arms. Their arts tend to have a military bent; many hobgoblins consider stirring marches and weaponsmithing the only artistic endeavors worth pursuing.

Like goblins, hobgoblin names tend to be simple, though hobgoblin names usually sound more guttural and forceful. On rare occasions, hobgoblins will alter their names, keeping the core but adding aspects, usually in response to extreme trauma or a life-altering event. Hobgoblins have no surnames, considering them both pointless and presumptuous; an individual's merits and demerits are to be earned by their actions, not by an association with a particular lineage.

Sample Names: Aze, Druknar, Ghargam, Hathkren, Imakra, Kralaeng, Mazkol, Olzu, Rezal, Sivkrag, Volmak, Zornum

Beliefs

Most hobgoblins prefer to live within established hierarchies. While many consider sentimentality weak, those with mild temperaments have recently found success in diplomacy and international outreach. Faith has little place in hobgoblin society, as many feel it is impractical, though religious hobgoblins can gain a begrudging modicum of acceptance due to their useful healing magic.

Popular Edicts disdain arcane magic, hide sentimentality and positive emotions, jump at chances to prove yourself

Popular Anathema disobey military orders

Hobgoblin Heritages

Hobgoblins have a wide range of physiological differences based primarily on their family lineage. Choose one of the following hobgoblin heritages at 1st level.

Elfbane Hobgoblin

Hobgoblins were engineered long ago from the unreliable and fecund goblins to be used as an army against the elves. Although the elves ultimately freed the hobgoblins from their bondage, some hobgoblins retain ancestral resistance to magic, which they refer to as "elf magic." You gain the Resist Elf Magic reaction.

Resist Elf Magic ↷ **Trigger** You attempt a saving throw against a magical effect but haven't rolled yet; **Effect** Your ancestral resistance to magic protects you. You gain a +1 circumstance bonus to the triggering saving throw. If the triggering effect is arcane, you gain a +2 circumstance bonus instead.

Runtboss Hobgoblin

You come from a long line of hobgoblins who commanded goblins. You are smaller than other hobgoblins, but goblins still listen to any commands you bellow. You gain the Group Coercion skill feat. If you roll a success on an Intimidation check to Coerce a goblin, you get a critical success instead; if you roll a critical failure, you get a failure instead.

Shortshanks Hobgoblin

You have a longer torso and broader shoulders than most hobgoblins, making your legs seem short by comparison. This gives you a strong, muscular core and lowers your center of gravity—features that assist you in riding and climbing—and you've trained at riding in a saddle from an extremely early age. You gain the Ride feat. Additionally, you are not off-guard while you Climb.

Smokeworker Hobgoblin

Your family have been alchemists, engineers, and scientists for generations, laboring on projects that bring smoke and fire to the field of battle. You gain fire resistance equal to half your level (minimum 1). You automatically succeed at the DC 5 flat check to target a concealed creature if that creature is concealed only by smoke.

Warmarch Hobgoblin

You come from a line of wandering mercenaries constantly on the march and scavenging food on the trail. If you fail, but don't critically fail, to Subsist in the wilderness, you can still keep yourself fed with poor meals. When exploring, you can Hustle twice as long before you have to stop.

Warrenbred Hobgoblin

Your ancestors lived underground. Your ears are larger than those of other hobgoblins and sensitive to echoes. While you're underground, when you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one. In addition, if you roll a success on an Acrobatics check to Squeeze, you get a critical success instead.

Hobgoblin 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 hobgoblin, you choose from among the following ancestry feats.

RARITY
Uncommon

HIT POINTS
8

SIZE
Medium

SPEED
25 feet

ATTRIBUTE BOOSTS
Constitution
Intelligence
Free

ATTRIBUTE FLAW
Wisdom

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

TRAITS
Hobgoblin
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.

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1ST LEVEL

ALCHEMICAL SCHOLAR FEAT 1

HOBGOBLIN

You gain the Alchemical Crafting feat. If you would automatically gain that feat (from your background or the alchemist class, for example), you instead gain a different 1st-level Crafting skill feat. Add an additional common 1st-level alchemical formula to your formula book when you take this feat. Each time you gain a level beyond 1st, add one common alchemical formula of that level to your formula book.

CANTORIAN REINFORCEMENT FEAT 1

HOBGOBLIN

The life energy that helped create the first hobgoblins is particularly potent in you, protecting you from ongoing maladies. If you roll a success on a saving throw against a disease or poison, you get a critical success instead. If you have a different ability that would improve the save in this way (such as the battle hardened fighter class feature), if you roll a critical failure on the save you get a failure instead.

HOBGOBLIN LORE FEAT 1

HOBGOBLIN

You've studied traditional hobgoblin exercises and fieldcraft, all of which have a militaristic bent. You gain the trained proficiency rank in Athletics and Crafting. 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 gain the Additional Lore general feat for Hobgoblin Lore.

HOBGOBLIN WEAPON FAMILIARITY FEAT 1

HOBGOBLIN

You gain access to all uncommon weapons with the hobgoblin trait. You have familiarity with weapons with the hobgoblin trait plus the composite longbow, composite shortbow, glaive, longbow, longsword, and shortbow—for the purpose of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

LEECH-CLIP ◆◆ FEAT 1

HOBGOBLIN

You are trained to capture deserters, or "leeches." Make a melee Strike with weapon from the flail group. On a hit, the target takes a –10-foot status penalty to its Speed (or a –15-foot status penalty on a critical hit). The penalty lasts for 1 round. It 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.

REMORSELESS LASH FEAT 1

HOBGOBLIN

You're skilled at beating an enemy when their morale is already breaking. When you succeed at a melee weapon Strike against a frightened enemy, that enemy can't reduce their frightened condition below 1 until the beginning of your next turn.

SNEAKY FEAT 1

HOBGOBLIN

Stealth is an important tool in your arsenal. You can move 5 feet farther when you take the Sneak action, up to your Speed.

In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you don't have cover or greater cover and aren't concealed at the end of the Sneak action, as long as you have cover or greater cover or are concealed at the end of your turn.

STONE FACE FEAT 1

HOBGOBLIN

You've mastered the art of composure, even in the face of fear. You gain a +1 circumstance bonus to saves against effects with the fear trait and a +2 circumstance bonus to your Will DC against Intimidation skill actions, such as Demoralize.

VIGOROUS HEALTH FEAT 1

HOBGOBLIN

You can withstand blood loss startlingly well. Whenever you would gain the drained condition, you can attempt a DC 17 flat check. On a success, you don't gain the drained condition.

5TH LEVEL

AGONIZING REBUKE FEAT 5

HOBGOBLIN

When you terrorize your enemies, you also cause them painful mental distress. When you successfully Demoralize an enemy, that enemy takes 1d4 mental damage at the start of each of its turns. This effect ends if the creature loses the frightened condition, if it is more than 30 feet away from you, or if 1 minute passes, whichever comes first. If you have master proficiency in Intimidation, the damage increases to 2d4, and if you have legendary proficiency, the damage increases to 3d4.

EXPERT DRILL SERGEANT FEAT 5

HOBGOBLIN

While exploring, when you are leading and allies are Following the Expert, instead of granting a +2 circumstance bonus in the applicable skill, you grant a +3 circumstance bonus if you're an expert and a +4 circumstance bonus if you're a master.

RECOGNIZE AMBUSH ◆ FEAT 5

HOBGOBLIN

Trigger You roll initiative.

Your combat training has honed you to be ready for an attack at all times. You Interact to draw a weapon.

RUNTSAGE FEAT 5

HOBGOBLIN

Unlike most of your kind, who dismiss goblins as embarrassments or expendable annoyances, you have

studied the methodology behind their irresponsible and incomprehensible actions. You gain the Adopted Ancestry general feat and must select goblin as the feat's chosen ancestry. You also gain one 1st-level goblin ancestry feat.

9TH LEVEL

CANTORIAN REJUVENATION ◆◆ FEAT 9

HEALING HOBGOBLIN VITALITY

Frequency once per day

The life-giving energy that flows in your blood revitalizes you. You recover 4d6 Hit Points and gain 10 temporary Hit Points for 1 minute. At 15th level, you instead recover 6d6 HP and gain 15 temporary HP.

FELL RIDER FEAT 9

HOBGOBLIN

Prerequisite animal companion

You have trained with your animal companion to become a terrifying juggernaut on the battlefield. Your animal companion becomes trained in Intimidation. If your animal companion uses Support while serving as your mount, it grants you the effects of the Aid reaction on your first Intimidation check to Demoralize on the same turn, even though it can't take reactions.

PRIDE IN ARMS ↷ FEAT 9

AUDITORY EMOTION HOBGOBLIN MENTAL

Trigger An ally within 30 feet brings an enemy to 0 Hit Points.

With a shout of triumph, you grant inspiration to an ally fight on. The triggering ally gains temporary Hit Points equal to their Constitution modifier until the end of their next turn.

SQUAD TACTICS FEAT 9

HOBGOBLIN

You are adept at working with your allies to surround an enemy. If an enemy is within reach of you and at least two of your allies, that enemy is off-guard to you.

13TH LEVEL

CAN'T FALL HERE ↷ FEAT 13

AUDITORY HOBGOBLIN MANIPULATE

Frequency once per day

Trigger An adjacent and willing ally would be reduced to 0 HP but not killed.

You physically help an ally remain standing and encourage them to push through their pain against dire odds. Your ally doesn't fall unconscious and remains at 1 Hit Point. The ally also gains a number of temporary Hit Points equal to your level that last for 1 minute. Fighting onward with such an injury isn't without consequence; your ally's wounded condition increases by 1.

WAR CONDITIONING FEAT 13

HOBGOBLIN

You have extensive training in remote environments, allowing you to move through these areas easily. When you gain this feat, you can choose to gain either a climb Speed of 20 feet or a swim Speed of 20 feet.

17TH LEVEL

CANTORIAN RESTORATION ↷ FEAT 17

HEALING HOBGOBLIN VITALITY

Frequency once per day

Trigger A living creature within 60 feet would die.

The energy that flows in your blood can save a life in the direst of times. You prevent the creature from dying and restore 6d8 + your Constitution modifier Hit Points to it. You can't use Cantorian Restoration if the triggering effect was a death effect or an effect that leaves no remains, such as *disintegrate*.

RALLYING CRY ◆◆ FEAT 17

AUDITORY HOBGOBLIN

Frequency once per day

You call out to your allies and push them to give their all in combat. All allies in a 30-foot emanation that can hear you gain a number of temporary Hit Points equal to your level. In addition, these allies become quickened for 1 minute but can use the extra action only to Step, Stride, or Strike.



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KHOLO

Kholo have bad reputations as brutal raiders and demon-worshipers. Many believe that kholo are witches, cannibals, and worse. The truth is more complex. Kholo are eminently practical and pragmatic hunters and raiders. To them, honor is just another word for pointless risk. Any loss of a kholo affects not just the individual, but their packmates and kin as well. Wasting time on anything but victory, whether it's mercy or cruelty, is seen as little shy of immoral. Kholo are masters of ambushes, tactical feints, and psychological warfare. Equally misunderstood is the kholo practice of ancestor worship and endocannibalism. Kholo consume their dead as a sign of reverence, holding a grand feast and transforming the bones into art or weapons. Kholo extend this honor to respected foes, hoping to bring their enemy's cunning or strength into the clan.

You might...

- Be physically demonstrative—hugging, punching, or licking your friends.
- Keep a bone from a favorite relative to ask for advice.



Others probably...

- Are intimidated by your size, teeth, and eerie laugh.
- Respect the brutal efficiency of your hunting style.

Physical Description

Kholo are hyena-like humanoids with short muzzles, sharp teeth, and large and expressive round ears. Their bodies are covered in shaggy fur, rougher on the back and softer and lighter on the stomach and throat, usually in an off-white, tan, or brown shade; spots and stripes are both common. Kholo typically stand between 6 and 7 feet tall. Women are usually about a head taller than men and correspondingly stronger. Kholo are considered adults at 15 and live about 60 years on average.

Society

Kholo generally live in semi-nomadic clans of 10 to 20 family groups, containing between 100 to 200 members. They are ruled by a council of female kholo who are typically selected from the elders of each family. Bonekeepers focus on tending to the wishes of kholo ancestors and gods—they take their name from the ancestral bones that festoon their clothing and homes. Storytellers serve as teachers and sages, and are expected to have an encyclopedic knowledge of clan history, regional lore, and anything else relevant to the clan.

Newborn kholo are given a root name, typically that of a bone, plant, or animal (though never Hyena, as this is considered narcissistic). As a kholo reaches certain milestones in their life, they add descriptors to their name.

Sample Names: Baobab, Jackal, Onyx Elephant in Shadows, Red Thorn, Unbent Iron Reed, White Acacia, Wistful Tooth, Woodpecker

Beliefs

Kholo have an unsentimental, matter-of-fact approach to life and prioritize results over methods. They are usually loyal and generous to their people and ruthless toward outsiders—whether this behavior is considered acceptable varies depending on who they view as "their people."

Many kholo pay homage to Lamashtu, both as the originator of their people and a guide in a chaotic world. However, some kholo often give homage to Calistria and Shelyn. Nethys is the patron of bonekeepers.

Popular Edicts strengthen your allies and packmates, recount the tales of your ancestors, neutralize foes with tactics and cunning

Popular Anathema risk yourself or your packmates for no reason, let a dead kholo or loved one rot like carrion

Kholo Heritages

Kholo physiology can vary greatly across the land. Choose one of the following kholo heritages at 1st level.

Ant Kholo

You're a sharp-featured, big-eared kholo about 3 feet tall. Many are skeptical that you are in fact a kholo. Your size is Small instead of Medium. You are trained in Deception (or another skill if you were already trained in Deception). You gain a +1 circumstance bonus to Deception checks to Lie when specifically claiming innocence, to Deception DCs against Sense Motive checks to uncover such lies, and to initiative checks when you roll Deception for initiative.

Cave Kholo

Storytellers spin ancient tales claiming that kholo lived in caves and underground before most of your kind ventured into the light. You're a throwback to these ancients, with a broad chest and markings that resemble short black slashes instead of spots. Your eyes are developed to see perfectly in the dark, a valuable advantage to your clan. You gain darkvision.

Dog Kholo

You're a nimble-bodied kholo with a prehistoric, almost dog-like build. Though you typically move like a quadruped, you can still stand and fight like a biped, allowing you to use all equipment normally. If you have both hands free, you can increase your Speed to 30 feet as you run on all fours.

Great Kholo

You're an imposing, powerful kholo, with tawny fur and brown spots on your hide. You gain 10 Hit Points from your ancestry instead of 8 and gain a +1 circumstance bonus to Athletics checks to Reposition, Shove, or Trip.

Sweetbreath Kholo

You're a striped, pale-furred kholo with oddly pleasant breath, which you can use to entrance your prey. You are trained in Diplomacy (or another skill if you were already trained in Diplomacy). You also gain a +1 circumstance bonus to checks to Make an Impression if the target can smell your breath.

Winter Kholo

You're a hardy kholo covered in thick, tufted fur that makes you able to survive in the harsh winters of the colder territories. 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).

Witch Kholo

You're a shaggy, dark-furred kholo capable of making some truly uncanny sounds. You can cast the *figment* cantrip as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. In addition, you gain a +1 circumstance bonus to checks to Create a Diversion and Impersonate when using only your voice.

Kholo 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 kholo, you can choose from among the following ancestry feats.

RARITY
Uncommon

HIT POINTS
8

SIZE
Medium

SPEED
25 feet

ATTRIBUTE BOOSTS
Strength
Intelligence
Free

ATTRIBUTE FLAW
Wisdom

LANGUAGES
Common
Kholo
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Elven, Fey, Iruxi, Necril, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Kholo
Humanoid

BITE
Your sharp teeth and powerful jaws are fearsome weapons. You have a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group.

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.

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1st Level

Ask the Bones ◆ Feat 1

KHOLO

Frequency once per day

You keep the bone of an ancestor or a friend to call upon for advice. Attempt to Recall Knowledge. If the bones belonged to a person particularly knowledgeable on the subject, you gain a +1 circumstance bonus to your check.

Crunch Feat 1

KHOLO

Your jaws can crush bone and bite through armor. Your jaws unarmed attack deals 1d8 piercing damage instead of 1d6 and gains the grapple trait.

Hyena Familiar Feat 1

KHOLO

Hyenas serve kholo as pets and trackers. Some kholos, such as yourself, draw the attention of smaller hyenas that are vessels for magical spirits. You gain a Tiny hyena as a familiar.

Kholo Lore Feat 1

KHOLO

You paid close attention to the senior hunters in your clan to learn their tricks. You gain the trained proficiency rank in Stealth 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 gain the Additional Lore general feat for Kholo Lore.

Kholo Weapon Familiarity Feat 1

KHOLO

You gain access to all uncommon weapons with the kholo trait. You have familiarity with weapons with the kholo trait plus the flail, khopesh, mambele, and war flail—for the purpose of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

Pack Hunter Feat 1

KHOLO

You were taught how to hunt as part of a pack. You gain a +2 circumstance bonus to checks to Aid, and your allies gain a +2 circumstance bonus to checks to Aid you.

Sensitive Nose Feat 1

KHOLO

Your large black nose isn't just for show. You can pick up on the faintest scents near you and track them down. You gain imprecise scent with a range of 30 feet.

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

5th Level

Absorb Strength ◆ Feat 5

UNCOMMON KHOLO

Frequency once per hour

Requirements You are adjacent to an enemy's corpse who has been dead for no longer than 1 minute.

You consume a piece of your enemy, absorbing their strength. You gain temporary Hit Points equal to the enemy's level that last for 1 minute.

Distant Cackle Feat 5

KHOLO

Prerequisites witch kholo heritage

It takes a very brave person to enter the laughter-haunted forest where you dwell. You can cast *ventriloquism* once per day as a 1st-rank occult innate spell.

Pack Stalker Feat 5

KHOLO

Prerequisites expert in Stealth

Ambushes are an honored kholo tradition. You gain the Terrain Stalker feat and can extend its effects to a single ally so long as they remain within 10 feet of you. If you have master proficiency in Stealth, you can extend the effect to two allies. If you have legendary proficiency in Stealth, you can extend it to four allies.

Rabid Sprint ◆◆ Feat 5

FLOURISH KHOLO

Prerequisites dog kholo heritage

Requirements You have both your hands free.

You run on all fours as fast as you can. Stride three times.

Affliction Resistance Feat 5

KHOLO

Your diet has strengthened you against diseases and poisons. You gain a +1 circumstance bonus to saving throws against diseases and poisons. If you roll a success on a saving throw against a disease or poison, you get a critical success instead. If you have a different ability that would improve the save in this way (such as the battle hardened fighter class feature), if you roll a critical failure on the save you get a failure instead.

Left-Hand Blood ◆ Feat 5

KHOLO

Frequency once per hour

It's said that the flesh of the right side of a hyena can heal diseases, but that the flesh of the left side is deadly and poisonous. You deal 1 slashing damage to yourself to poison a weapon you are holding. If you hit with the weapon and deal damage, the target also takes 1d4 persistent poison damage. The poison on your weapon becomes inert after you hit, or at the end of your next turn, whichever comes first.

RIGHT-HAND BLOOD FEAT 5

KHOLO

It's said that the flesh of the right side of a hyena can heal diseases, but that the flesh of the left side is deadly and poisonous. You can deal 1 slashing damage to yourself to feed someone blood from your right side and Administer First Aid or take 2d8 damage to Treat Disease or Treat Wounds; in either case, you don't need a healer's toolkit, and you gain a +1 item bonus to your check. Blood from your left side causes the check to critically fail automatically.

9TH LEVEL

AMBUSH HUNTER FEAT 9

KHOLO

You are always searching for the perfect opportunity to ambush your enemies. You can perform the Scout exploration activity at the same time as the Avoid Notice exploration activity.

BREATH LIKE HONEY FEAT 9

KHOLO

Prerequisites sweetbreath kholo heritage

You smell of honey and savory things. Your circumstance bonus to checks to Make an Impression if the target can smell your breath increases to +2. In addition, you can cast *enthrall* as a 3rd-rank occult innate spell once per day, except the spell has a range of 30 feet and the olfactory trait instead of the auditory trait. Targets don't gain any circumstance bonus for disagreeing with you.

GRANDMOTHER'S WISDOM FEAT 9

KHOLO

You carry the bones of your ancestors with you, and you can ask them for counsel. You can cast *augury* twice per day as a 2nd-rank occult innate spell.

LAUGHING KHOLO FEAT 9

KHOLO

Prerequisites master in Intimidation

Your sinister giggle is a sound of warning and threat. You gain the Battle Cry skill feat. You don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language.

13TH LEVEL

ANCESTOR'S RAGE FEAT 13

KHOLO

You transform into an enormous, otherworldly hyena. You can cast *animal form* (canine form only) once per day as a 5th-rank occult innate spell.

BONEKEEPER'S BANE FEAT 13

KHOLO

Whenever an enemy starts its turn adjacent to you, it must attempt a Will saving throw against your class DC or spell DC, whichever is highest. On a failure, the enemy takes a –1 status penalty to attack rolls and skill checks for as long as it remains adjacent to you. Regardless of the result of its save, the creature is then temporarily immune to bonekeeper's bane for 24 hours.

17TH LEVEL

FIRST TO STRIKE, FIRST TO FALL FEAT 17

KHOLO

Whenever you successfully Strike a creature that has not acted in the first round of combat, that creature is off-guard until the end of your next turn. If that creature is reduced to 0 Hit Points before the end of your next turn, you and all allies within 30 feet of the creature become quickened until the end of your next turn. You can use the extra action only to Step, Stride, or Strike.

IMPALING BONE FEAT 17

KHOLO

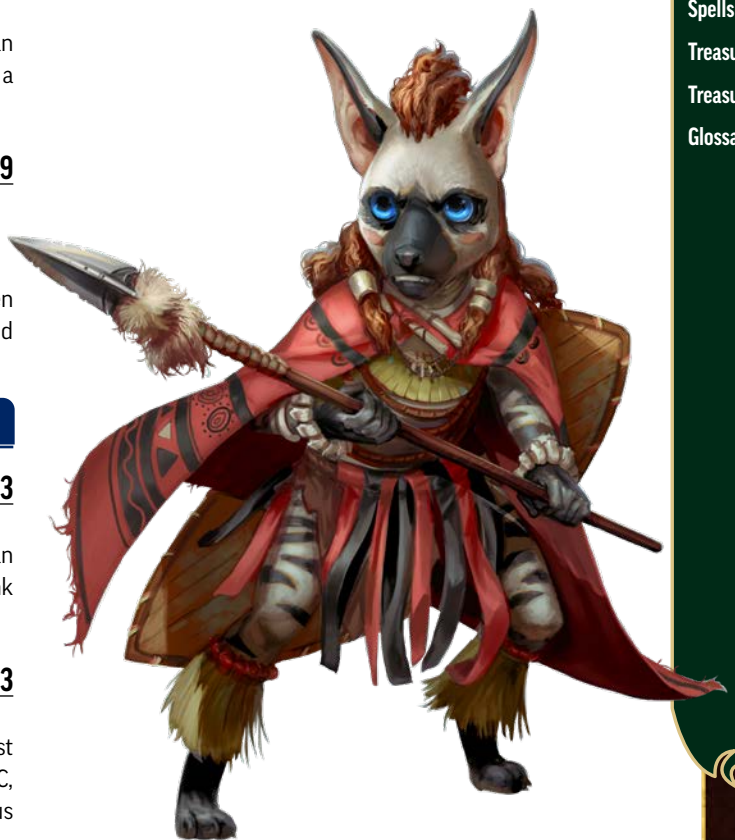
Once per day, you can cast *impaling spike* as a 7th-rank innate occult spell, except the spike is made of bone instead of cold iron. The bone from the spell has the effects of the *ghost touch* property rune and can immobilize incorporeal creatures as if they were corporeal.

LEGENDARY LAUGH FEAT 17

KHOLO

Prerequisites Laughing Kholo

Your laugher echoes in the minds of your enemies. You can Demoralize creatures up to 60 feet away. Additionally, whenever you successfully Demoralize a creature, it takes 3d8 mental damage (or 6d8 mental damage on a critical success).



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KOBOLD

Every kobold instinctively understands the importance of power, and many are inclined to venerate those who have it, whether they be mighty dragons, cruel fiends, imperious fey, or even ancient artifacts. Kobolds seek out these alliances out of a sense of pragmatism—after all, who would dare bully a kobold who serves an ancient dragon?—but also because kobold eggs incubated near such loci of power take on physical traits (and sometimes abilities) similar to those of the warren's benefactor. On their own, kobolds are ingenious crafters and devoted allies, but outsiders who trespass into their territory find them to be inspired skirmishers and clever ambushers. 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.

If you want a character with deadly cunning and who bears the mark of a powerful benefactor, you should play a kobold.

You might...

- 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.

Physical Description

Kobolds are short (about 3 feet tall), reptilian humanoids with slender bodies, long tails, and stout horns. Their features often reflect the nature of their warren's benefactor, such as vestigial draconic wings or glowing crystalline growths. These differences set warrens apart, though all kobolds are generally easily recognizable as such.

Kobolds mature quickly, reaching adulthood by about 12 years and living to about 60. Some rare kobolds live even longer after harnessing the power of a magical benefactor.

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 benefactor (like a dragon) or a potent source of supernatural power (like an artifact or sorcerous leader). Kobold societies regularly adopt laws and cultural norms inspired by their benefactor's personality. However, kobolds are infamous for sensing a proverbial sinking ship, and once their source of power fails or seems doomed, their morale breaks swiftly.

A young kobold's given name is rarely more than a syllable or two. However, as they age, achieve status, and accomplish great deeds, they might add more syllables to their names. 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

Beliefs

All but the most iconoclastic kobolds have a natural respect for hierarchies and rules, relying on their ancestral social strategies for survival.

Organized religion feels natural for most kobolds. They're often drawn to deities related to their benefactors, such as Asmodeus if the benefactor is a devil, or dragon deities like Apsu and Dahak if the benefactor is a dragon. Kobolds also often find themselves drawn to cults, particularly those with powerful magical creatures as figureheads.

Popular Edicts find your place in any power structure, take pride in your allies' strength, win with your wits

Popular Anathema face a threat alone, throw caution to the wind

Kobold Heritages

Proud, opportunistic, and crafty, kobolds manifest certain physical aspects due to their benefactor. Choose one of the following kobold heritages at 1st level.

Cavernstalker Kobold

You hatched in a warren with narrow tunnels that was also home to a being of primal earth energy, which has made you limber and 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

Thanks to your warren's association with a dragon, your scales are sturdier than other kobolds'. You gain 10 Hit Points from your ancestry instead of 6. You gain a +1 circumstance bonus to saves against dragon breath, effects with the sleep trait, and effects that would make you paralyzed.

Elementheart Kobold

When you hatched, you imprinted on a creature strongly associated with one of the Elemental Planes, such as an elemental or genie. Choose air, earth, fire, metal, water, or wood for your elemental benefactor. You gain resistance equal to half your level (minimum 1) to the damage type associated with your elemental benefactor: cold for air, electricity for earth, fire for fire, sonic for metal, acid for water, or poison for wood.

Spellhorn Kobold

Since hatching in the vicinity of a powerful source of magic, a trace of it flows through your veins. Choose one common cantrip from the arcane spell list (238, *Player Core* 304–307). You can Cast this Spell as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. You are trained in the spell attack modifier and spell DC statistics, and your key spellcasting ability is Charisma.

Strongjaw Kobold

Your warren is noted for their powerful jaws and sharp teeth, either to help protect against natural predators or due to reverence of a mighty beast. 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.

Tunnelflood Kobold

You grew up in a warren crisscrossed by underwater passages, whether natural or excavated, and were influenced by a powerful aquatic entity or being of primal water. You gain a swim Speed of 15 feet.

Venomtail Kobold

Thanks to the proximity of a venomous creature to your warren, you were born with a vestigial spur in your tail that secretes deadly venom. You gain the Tail Toxin action.

Tail Toxin ❖ (manipulate) **Frequency** once per day; **Requirements** You are wielding a piercing or slashing weapon; **Effect** 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.

RARITY
Uncommon

HIT POINTS
6

SIZE
Small

SPEED
25 feet

ATTRIBUTE BOOSTS
Dexterity
Charisma
Free

ATTRIBUTE FLAW
Constitution

LANGUAGES
Common
Sakvroth
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Diabolic, Draconic, Dwarven, Empyrean, Fey, Gnomish, and Petran, 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.

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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

Prerequisite dragonscaled kobold heritage

As kin to 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 Lore — Feat 1

KOBOLD

You attentively learned key kobold survival strategies 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 gain the Additional Lore general feat for Kobold Lore.

Kobold Weapon Familiarity — Feat 1

KOBOLD

You gain access to all uncommon weapons with the kobold trait. You have familiarity with weapons with the kobold trait plus the greatpick, light pick, and pick—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

Scamper ❖ — Feat 1

KOBOLD

Requirements You are adjacent to at least one enemy.

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 making traps. 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.

You follow 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

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

If the snare normally takes 1 minute to Craft, you can Craft it with 3 Interact actions instead. Each day during your daily preparations, you can prepare three snares from your formula book for quick deployment (increasing to four snares if you're a master in Crafting and five if you're legendary). Snares prepared in this way don't cost you any resources to Craft.

When a creature critically fails its saving throw against and takes damage from the initial effect of a snare you Crafted and deployed, that creature is off-guard until the end of its next turn.

Winglets — Feat 5

KOBOLD

Through the lingering influence of your warren's patron, you've sprouted a small set of wings. While not suitable for full flight, these weak wings can help you jump further with a small flap. When Leaping horizontally, you move an additional 5 feet. This additional distance isn't cumulative with the increased Leap distance from the Powerful Leap feat. In addition, when you attempt a Long Jump, you can jump a distance up to 10 feet farther than you normally would based on the result of your Athletics check, though you still can't jump farther than your Speed. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first.

9th Level

Between the Scales — Feat 9

KOBOLD

You've learned to take advantage of slips in your foes' defenses. When you Strike an off-guard creature using a melee weapon or unarmed attack that has the agile and finesse traits, it gains the backstabber trait.

Briar Battler — Feat 9

KOBOLD

When you're in difficult terrain from an environmental feature, you can Take Cover, even if the feature wouldn't ordinarily be large enough for you to Take Cover.

Close Quarters — Feat 9

KOBOLD

If you're Small or smaller, you can end your movement in the same square as a Small or smaller ally. No more than two creatures can share the same space when using this ability or a similar one.

Evolved Spellhorn — Feat 9

KOBOLD

Prerequisites spellhorn kobold heritage

Your inborn arcane power grows. Choose one common 1st-rank arcane spell and one common 2nd-rank arcane spell. You can cast each of these spells once per day as arcane innate spells.

Fleeing Shriek ❖❖ — Feat 9

AUDITORY KOBOLD SONIC

Frequency once per hour

You let out an ear-piercing screech. Each creature in a 10-foot emanation takes 5d6 sonic damage, with a basic Fortitude saving throw against the higher of your class DC or spell DC. You then Stride, and this movement doesn't trigger reactions from any creature that failed or critically failed its saving throw.

At 11th level and every 2 levels thereafter, the damage increases by 1d6.

Winglet Flight ❖ — Feat 9

KOBOLD

Prerequisites Winglets

Frequency once per round

Intense use and exercise have made your winglets more powerful. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 20 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

13th Level

Resplendent Spellhorn — Feat 13

KOBOLD

Prerequisites Evolved Spellhorn

Your magic continues to flourish. Choose one common 3rd-rank arcane spell and one common 4th-rank arcane spell. You can cast each of these spells once per day as arcane innate spells.

Tumbling Diversion ❖ — Feat 13

KOBOLD

Prerequisites expert in Acrobatics and Deception

Attempt to Tumble Through an opponent's space. If you succeed or critically succeed and don't end your movement adjacent to that opponent, you can attempt to Create a Diversion to distract that opponent. You gain a +1 circumstance bonus to the Deception check (or a +2 circumstance bonus if you critically succeeded at the Acrobatics check to Tumble Through) to Create a Diversion. If you succeed or critically succeed to Create a Diversion, you become hidden to only the creature whose space you Tumbled Through.

Vicious Snares — Feat 13

KOBOLD

Prerequisites expert in Crafting, Snare Crafting

You deal an additional 1d6 precision damage with damage snares you craft. This increases to 2d6 additional precision damage if you're legendary in Crafting.

17th Level

Benefactor's Majesty ❖ — Feat 17

HEALING KOBOLD VISUAL

Frequency once per day

You tap into the grandeur of your warren's benefactor. You gain temporary Hit Points equal to your level, which last for 1 minute. In addition, you can immediately attempt a flat check to remove each type of persistent damage you have. Finally, until the start of your next turn, any creature targeting you with a harmful attack, spell, or ability much first succeed at a DC 11 flat check or the action is disrupted as the creature avoids setting eyes upon your majesty.

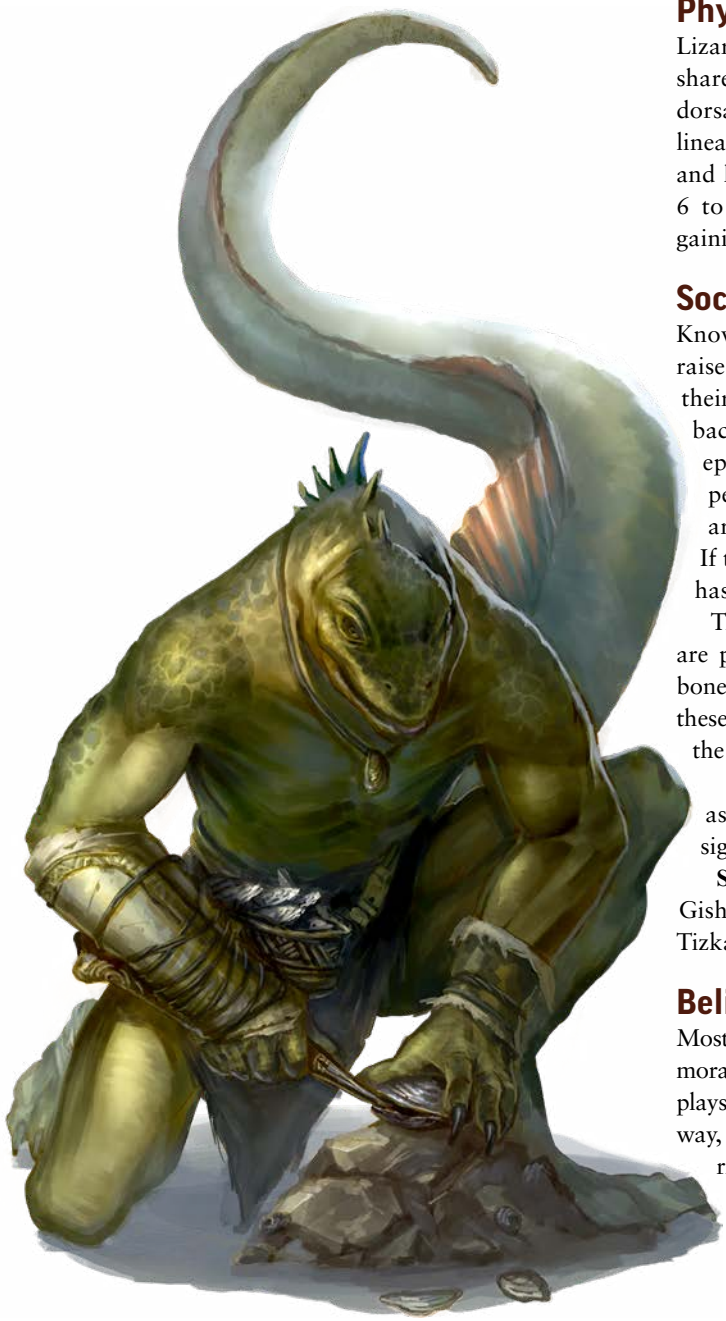


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LIZARDFOLK

Lizardfolk are consummate survivors, heirs to empires considered ancient even by the elves.

Lizardfolk move through the societies of other humanoids with the steely reserve of born predators. They have a well-deserved reputation as outstanding rangers and unsentimental fighters. Though lizardfolk have adapted to many different environments, many of them still prefer to remain near bodies of water, using their ability to hold their breath to their advantage. As a result, they usually prefer equipment that is not easily damaged by moisture, eschewing leather and metal for gear made of stone, ivory, glass, and bone.



You might...

- Hold your people's history in high regard and look to the past for solutions to present problems.
- Strive to adapt perfectly to your environment while also keeping your culture and traditions intact.

Others probably...

- Assume you are beholden to tradition and have ancient knowledge.
- See you as cold-blooded and callous due to your subdued physical reactions.

Physical Description

Lizardfolk vary depending on their environment, but share toothy snouts and long, powerful tails. Many sport dorsal spikes or flashy neck frills that hint at their clan lineage. Lizardfolk reach physical adulthood at age 15 and live up to 120 years. The average lizardfolk stands 6 to 7 feet tall, but grows throughout their lifetime, gaining strength and size with age.

Society

Known among themselves as iruxis, lizardfolk are raised communally from the moment they break from their shells. They have an oral tradition stretching back thousands of years, brought to life through epic poems, evocative carvings, and ancestral rites performed among fields of fossilized bone. Lizardfolk are passionate astrologers with one eye on the future. If they seem slow to act, it's because their long history has taught them the value of patience.

True iruxi settlements are often overlooked, as they are partially or mostly submerged in water. Lizardfolk bones often adorn the walls, as many lizardfolk believe these remains can be animated by ancestral spirits when the residents are in danger.

Lizardfolk names are typically chosen by the clan's astrologer in accordance to omens and which star signs are ascendant when an iruxi egg hatches.

Sample Names: Arasheg, Barashk, Essaru, Enshuk, Gishkim, Hazi, Inishish, Kutak, Nasha, Shulkuru, Tizkar, Utakish, Zelkelek

Beliefs

Most iruxis are unconcerned with heavy questions of morality and focus their efforts on a local level. Iruxi religion plays a large role in their culture, but in a heavily practical way, blending animism and ancestor worship with druidic rites. Of the gods, only Gozreh is commonly revered.

Popular Edicts keep memories of the past alive, wait for your prey, adapt your plans to fit the environment

Popular Anathema defy the will of the stars

Lizardfolk Heritages

While most lizardfolk prefer wetlands, eons of evolution and cultural adaptation enable them to live in more challenging environments. Choose one of the following lizardfolk heritages at 1st level.

Cliffscale Lizardfolk

Your toes are adapted for gripping and climbing. You gain the Combat Climber feat as a bonus feat, and as long as you aren't wearing footwear, you can use the sticky pads on your feet to climb, leaving your hands free. Additionally, if you roll a success on an Athletics check to climb, you get a critical success instead.

Cloudleaper Lizardfolk

Your body is light with flaps of skin along your limbs that catch the air that passes beneath you. As long as you can act and have enough room, you can open the flaps to slow any fall just enough to avoid taking damage (whether you have the room to do so depends on the GM's discretion).

Frilled Lizardfolk

You can flare your neck frill and flex your dorsal spines, Demoralizing your foes. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language. You also gain the Threatening Approach action.

Threatening Approach ❖❖ **Effect** You Stride to be adjacent to a foe and Demoralize that foe. If you succeed, the foe is frightened 2 instead of frightened 1.

Sandstrider Lizardfolk

Your thick scales help you retain water and combat the sun's glare. You gain fire resistance equal to half your level (minimum 1). 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.

Unseen Lizardfolk

You can change your skin color to blend in with your surroundings, making minor shifts with a single action and dramatic changes over the course of an hour. When you're in an area where your coloration is roughly similar to the environment (for instance, forest green in a forest), you can use the minor, single-action application of this ability to make localized changes that help you blend into your surroundings, gaining a +2 circumstance bonus to Stealth checks until your surroundings change in coloration or pattern.

Wetlander Lizardfolk

Your family is descended from the most common lizardfolk heritage, and you are accustomed to aquatic environments. You gain a 15-foot swim Speed.

Woodstalker Lizardfolk

You move easily through thick forest and jungle, using every branch or bush. You can always use the Take Cover action when in forest or jungle terrain to gain cover, even if you're not next to an obstacle you would normally be able to Take Cover behind. You gain the Terrain Stalker feat, even if you're not trained in Stealth, and you must choose underbrush as your chosen terrain.

Lizardfolk 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 lizardfolk, you choose from among the following ancestry feats.

RARITY
Uncommon

HIT POINTS
8

SIZE
Medium

SPEED
25 feet

ATTRIBUTE BOOSTS
Strength
Wisdom
Free

ATTRIBUTE FLAW
Intelligence

LANGUAGES
Common
Iruxi
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Amurrun, Boggard, Draconic, Elven, Fey, Jotun, Thalassic, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Lizardfolk
Humanoid

CLAWS
Your sharp claws offer an alternative to the fists other humanoids bring to a fight. You have a claw unarmed attack that deals 1d4 slashing damage, is in the brawling group, and has the agile and finesse traits.

AQUATIC ADAPTATION
Your reptilian biology allows you to hold your breath for a long time. You gain the Breath Control general feat as a bonus feat.

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1st Level

Bone Magic — Feat 1

LIZARDFOLK

Your connection to your iruxi ancestors manifests as a simple primal spell that you cast using a fragment of an ancestor's bones. Choose one cantrip from either the occult spell list or the primal spell list. You can cast this cantrip as an innate spell at will, and it's heightened to a spell rank equal to half your level rounded up.

Special Choose when you gain this feat whether your innate spells are primal or occult; this choice applies to all innate spells you gain from lizardfolk ancestry feats that have Bone Magic as a prerequisite.

Iruxi Armaments — Feat 1

LIZARDFOLK

Your weapons are those you were born with. Choose one of the following options:

- **Claws** Your claw attack deals 1d6 slashing damage instead of 1d4 and gains the versatile P trait.
- **Fangs** You gain a fangs unarmed attack that deals 1d8 piercing damage and is in the brawling group.
- **Tail** You gain a tail unarmed attack that deals 1d6 bludgeoning damage, is in the brawling group, and has the sweep trait.

At 5th level, whenever you get a critical hit with one of the unarmed attacks you have gained or improved with this feat, you get its critical specialization effect.

Special You can take this feat multiple times, choosing a different unarmed attack option each time.

Lizardfolk Lore — Feat 1

LIZARDFOLK

You listened carefully to the tales passed down among your community. You gain the trained proficiency rank in Survival and either Nature or 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 gain the Additional Lore general feat for either Astrology Lore or Lizardfolk Lore.

Marsh Runner — Feat 1

LIZARDFOLK

Prerequisites You have a swim Speed.

When you use the Step action, you can ignore difficult terrain caused by flooding, swamps, or quicksand. In addition, when you use the Acrobatics skill to Balance on narrow surfaces or uneven marshy ground, you aren't off-guard, and if you roll a success on the Acrobatics check, you get a critical success instead.

Parthenogenic Hatchling — Feat 1

LIZARDFOLK

You were hatched from an unfertilized egg during hard times for your people, and are a biological copy of your mother. 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. If you have a different ability that would improve the save in this way (such as the battle hardened fighter class feature), if you roll a critical failure on the save you get a failure instead.

You take damage only every 2 hours from thirst and every 2 days from starvation, rather than every hour and every day.

Special You can select this feat only at 1st level.

Reptile Speaker — Feat 1

LIZARDFOLK

You hear the sounds of reptiles as language. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that are reptiles (the GM determines which animals count as reptiles).

5th Level

Envenom Fangs ◆ — Feat 5

LIZARDFOLK

Prerequisites Iruxi Armaments (Fangs)

Frequency once per hour

You envenom your fangs. If the next fangs Strike you make before the end of your next turn hits and deals damage, the Strike deals an additional 1d6 persistent poison damage. The poison becomes inert after you hit, or at the end of your next turn, whichever comes first.

Flexible Tail — Feat 5

LIZARDFOLK

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.

Gecko's Grip — Feat 5

LIZARDFOLK

You cling to walls with a preternatural grip. You gain the Combat Climber feat as a bonus feat, and if you roll a success on an Athletics check to climb, you get a critical success instead.

Special If you have the cliffscale lizardfolk heritage, you instead gain a climb Speed of 15 feet.

Shed Tail ↷ — Feat 5

LIZARDFOLK

Prerequisites Iruxi Armaments (Tail)

Trigger You become grabbed.

Requirements You have a fully grown tail.

You can shed a portion of your tail to escape. You cease being grabbed, then Stride without triggering any reactions from the creature that grabbed you. It takes 1 day for your tail to fully grow back. Until it does, you can't use your tail unarmed attack, and you take a –2 circumstance penalty on checks to Balance.

SWIFT SWIMMER FEAT 5

LIZARDFOLK

You gain a swim Speed of 15 feet.

Special If you have the wetlander lizardfolk heritage, your swim Speed instead increases to 25 feat.

9TH LEVEL

DANGLE FEAT 9

LIZARDFOLK

You can hang by your tail from any suitable anchor point, such as a tree branch, balcony, or rocky outcropping (subject to the GM's discretion), typically while climbing. While hanging, you have free use of all your other limbs, so you can perform tasks that require both hands, such as firing a bow or swinging a greatsword.

HONE CLAWS ❖ FEAT 9

LIZARDFOLK

Prerequisites Iruxi Armaments (Claws)

Frequency once per hour

You grind or gnaw a particularly wicked edge onto your claws. The next claws Strike you hit and deal damage with deals an additional 1d6 bleed damage. You cannot have more than one instance of Hone Claws active at a time.

TERRAIN ADVANTAGE FEAT 9

LIZARDFOLK

Non-lizardfolk creatures in difficult terrain are off-guard to you. If you have a swim Speed, non-lizardfolk creatures that are in water and lack a swim Speed are also off-guard to you.

13TH LEVEL

BONE INVESTITURE FEAT 13

LIZARDFOLK

Prerequisites Bone Magic

You encase yourself in spiritual dinosaur bones to become a Huge dinosaur. You can cast *dinosaur form* on yourself as a 5th-rank innate spell once per day.

IRUXI SPIRIT STRIKE FEAT 13

LIZARDFOLK

Your iruxi unarmed attacks channel the spiritual energy of your ancestors. Any unarmed attacks you acquire from the lizardfolk ancestry, lizardfolk heritages, or lizardfolk ancestry feats gain the effects of a *ghost touch* property rune.

PRIMAL RAMPAGE FEAT 13

LIZARDFOLK

You gain *unfettered movement* and *mountain resilience* as 4th-rank primal innate spells that you can cast once per day. As a 3-action activity, you can Cast a Spell twice to cast both of these innate spells, as long as they are both still available for the day.

17TH LEVEL

FOSSIL RIDER FEAT 17

LIZARDFOLK

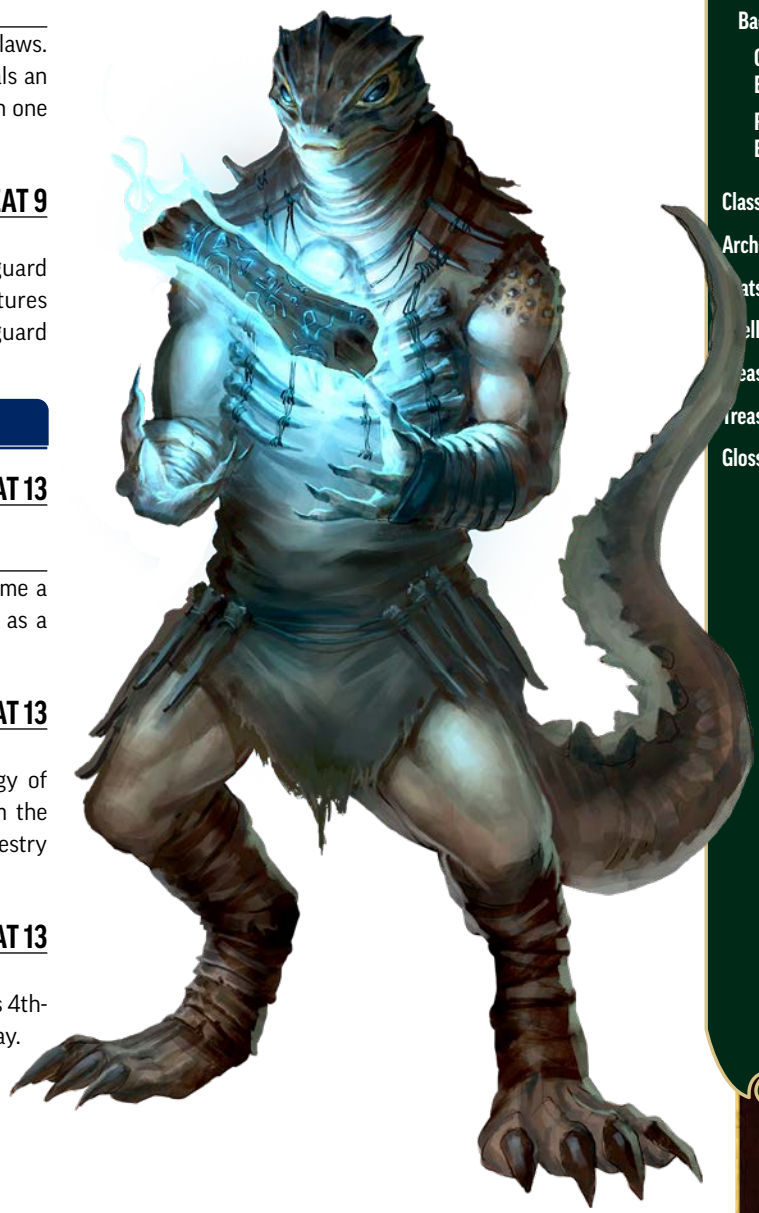
Prerequisites Bone Magic

Using your ancestors' bones, you manifest their spirits around you in a fossilized form. You can cast *mask of terror* on yourself as an innate spell once per day. When you do, you appear as a skeletal lizardfolk ancestor, twisted in a way that inspires the deepest fears of those who observe you.

SCION TRANSFORMATION FEAT 17

LIZARDFOLK PRIMAL

You go into hibernation for twenty-four hours and perform a ritual dedicated to your ancestors, undergoing a one-time metamorphosis. You permanently gain the effects of enlarge, and your maximum Hit Points increase by your level. The ritual transforms most of your gear to the appropriate size for your new body (though powerful items like artifacts or items strongly tied to their original size may not transform, at the GM's discretion).



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RATFOLK

Ysoki are beings that most surface-dwelling humanoids refer to as "ratfolk." They are a communal people who prefer cramped conditions, with up to 100 individuals living in a given home. If they can't find homes in town, ratfolk 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 ratfolk!

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.

Others probably...

- 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 ratfolk 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 ratfolk to maintain cleanliness, though this is also reinforced through their strong social structures. Because their appearance is often considered disturbing by other humanoids—and people may even mistake them for wererats—ratfolk often conceal their physical features with layers of clothing when moving through spaces dominated by other ancestries.

Society

Ysoki culture values cooperation and community. Every ratfolk learns—through communal games, social occasions, and sports—to forge fast friendships and connections with ratfolk outside their family. With a long tradition of working as traders and tinkers, ratfolk 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, and many ratfolk can speak to such animals.

Every ysoki family has perhaps two dozen names that have been passed down from generation to generation, sometimes with minor alterations or alternative nicknames. Ratfolk are often assigned nicknames and sobriquets by humanoids they interact with, but most find these names distasteful and endure them only when outside their communities.

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

Beliefs

Ratfolk 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.

Though ratfolk 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 embodies many things that are otherwise antithetical to ratfolk—she urges followers to put their own interests above others. To most ratfolk, Grandmother Rat accomplishes all those things they need done, but which they would not wish to do.

Popular Edicts put your community's interests above your own, maintain a cleanly appearance, be honest in your dealings

Popular Anathema throw away something that might be useful

Ratfolk Heritages

Ratfolk 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. 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 longer than 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

Your long snout gives 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 433 of the *Player Core*. 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 Perception checks to Seek a creature or object within the range of your scent.

Sewer Rat

You come from a long line of ratfolk with a community based in the sewers beneath a large settlement. You are immune to the disease putrid plague. You gain a +1 circumstance bonus to saving throws against diseases and poisons. If you roll a success on a saving throw against a disease or poison, you get a critical success instead. If you have a different ability that would improve the save in this way (such as the battle hardened fighter class feature), if you roll a critical failure on the save you get a failure instead.

Shadow Rat

Your ancestors lived in dark spaces underground, granting you dark fur and a vaguely unnatural mien. 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.

Snow Rat

You have a thicker coat and bulkier frame to defend against the cold, granting you 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).

Tunnel Rat

You can easily compress your body and squeeze through gaps. You gain the Quick Squeeze feat as a bonus feat, even if you aren't trained in Acrobatics. Tight spaces not tight enough to require the Squeeze action aren't difficult terrain for you.

Rarity
Uncommon

Hit Points
6

Size
Small

Speed
25 feet

Attribute Boosts
Dexterity
Intelligence
Free

Attribute Flaw
Strength

Languages
Common
Ysoki
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Draconic, Dwarven, Gnomish, Goblin, Halfling, Kholo, Orcish, Sakvroth, 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.

Sharp Teeth
Your prominent incisors offer an alternative to the fists other humanoids bring to a fight. You have a jaws unarmed attack that deals 1d4 piercing damage, is in the brawling group, and has the agile and finesse traits.

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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 ratfolk, 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

You've learned 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 *spacious pouch*.

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 212 of the *Player Core*, 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 gain the Additional Lore general feat for Ratfolk Lore.

Ratspeak — Feat 1

RATFOLK

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 trained in Crafting. If you are trained in Crafting from another source (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 toolkit without taking the –2 circumstance penalty, improvising tools from whatever you have at hand. You gain a +1 circumstance bonus to Crafting checks to Repair an item when you have a repair toolkit.

Vicious Incisors — Feat 1

RATFOLK

Your jaws unarmed attack deals 1d6 piercing damage instead of 1d4, and gains the backstabber trait. 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 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 attempt a roll against a *quandary* 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

Cornered Fury — Feat 5

RATFOLK

If a foe of a larger size than you critically hits and damages you, that foe is off-guard to you for 1 round.

Lab Rat — Feat 5

RATFOLK

You've spent more than your share of time in an alchemy lab. You have been exposed to a wide variety of alchemical poisons and harmful substances, leaving you with an increased tolerance of their effects. You have a +1 circumstance bonus to saves against poisons and diseases. If you roll a success on your saving throw against a poison or disease, you get a critical success instead.

Quick Stow ◆ — Feat 5

RATFOLK

Prerequisites Cheek Pouches

Frequency once per round

You Interact to store one item you're holding in your cheek pouches (provided it fits).

Rat Magic — Feat 5

RATFOLK

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.

Ratfolk Roll ◆◆ — Feat 5

MOVE RATFOLK

You roll up into a ball and move up to four times your Speed in

a straight line down an incline. If you reach the bottom of the incline or hit an obstacle during this first turn of movement, you stop rolling safely. Otherwise, you automatically keep rolling at this Speed during subsequent turns until you hit the bottom of the incline or an obstacle ends this movement (which can happen in the middle of your turn). You're slowed 2 each turn after the first that you keep rolling, and if you hit an obstacle on a turn after the first, you and the obstacle both take 4d6 bludgeoning damage and you stop rolling.

9TH LEVEL

BIG MOUTH — FEAT 9

RATFOLK

Prerequisites Cheek Pouches

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

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

You can transform into an innocuous-looking rat. You gain the effects of a 1st-rank *pest form* spell, but you must assume the battle form of a Tiny rat.

UNCANNY CHEEKS — FEAT 9

RATFOLK

You gain the Prescient Consumable and Prescient Planner feats (*Player Core* 260), except that you always withdraw the objects from your cheek pouches. This means the object you retrieve must fit in your cheek pouches; this is generally an item of negligible Bulk unless you also have the Cheek Pouches feat.

13TH LEVEL

SHINSTABBER — FEAT 13

RATFOLK

Prerequisites Overcrowd

As long as you're Small or smaller, you can end your movement in the same square as an ally of any size. Only two creatures total can share the same space when using this ability or a similar one.

SKITTERING SNEAK — FEAT 13

RATFOLK

You squish, slink, and skitter from cover to cover with great speed and stealth. You can move up to your full Speed when you Sneak.

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.

17TH LEVEL

CALL THE SWARM ❖❖❖ — FEAT 17

RATFOLK

Prerequisites Ratspeak

Frequency once per day

You give a shrill whistle and point, and a massive swarm of rats pours forth from the surrounding terrain to fill a 30-foot burst within 120 feet. The rats scurry over the ground and climb up walls and surfaces, biting and clawing as they deal 6d8 piercing damage to all enemies in the area. The rats continue to swarm in the area for the next minute, dealing 3d8 piercing damage to any enemy that ends its turn in the area and transforming the area into difficult terrain (though the rats allow you and your allies to pass normally). You can Dismiss the effect.

GREATER THAN THE SUM — FEAT 17

RATFOLK

You call upon the familial bonds you share with your allies and other ratfolk to become an overwhelming force in battle. You can cast *enlarge* as a 6th-rank primal innate spell once per day.



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Tengu

Tengu 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, tengu 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, tengu tend to be nonjudgmental, though their willingness to associate with lawbreakers has often led some to regard 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 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.

Others probably...

- 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

Tengu 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 tengu wear open sandals or simply go barefoot. Tengu 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 tengu have vestigial wings.

Society

The greatest divide in tengu society is between tengu remaining in their ancestral home and those who have dispersed across the world. Tengu refer to these two groups as those "in the roost" and those "migrating," respectively. Roosted tengu 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 tengu, on the other hand, voraciously absorb the culture of the various nations and settlements that they now call home.

Roosted tengu tend toward more traditional names, while migrating tengu readily absorb and repurpose the culture of those around them.

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

Beliefs

Tengu often follow the faith of the region in which they were raised, though the tengu ancestral deity is the storm god Hei Feng. Before their diaspora, tengu practiced a syncretic faith that blended a polytheistic worship of the deities responsible for creating the natural world. As tengu folklore posits that tengu 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.

Popular Edicts protect tengu traditions, adopt the lessons of other cultures, seek out natural wonders

Popular Anathema lose control of your emotions

Tengu Heritages

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

Dogtooth Tengu

In addition to a beak, your mouth also features a number of vicious, pointed teeth. Some legends claim your powerful jaws can even bite through steel. While you aren't that strong yet, your fangs can still leave terrible wounds. Your beak unarmed attack gains the deadly d8 trait.

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 *vitality lash* cantrip as a primal innate spell at will. A cantrip is heightened to a spell rank 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.

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 P traits.

Wavediver Tengu

You're one of the rare tengu who can cut through water like a bird through air, and you often lurk in rivers or oceans where few expect you. You gain a swim Speed of 15 feet.

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

Mariner's Fire — **Feat 1**

TENGU

You conjure uncanny orbs of spiritual flame that float above or below the water's surface.

Rarity
Uncommon

Hit Points
6

Size
Medium

Speed
25 feet

Attribute Boosts
Dexterity
Free

Languages
Common
Tengu
Additional languages equal to your Intelligence modifier (if positive). Choose from Dwarven, Elven, Halfling, Gnomish, Goblin, Fey, 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.

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You can cast the *ignition* cantrip as a primal innate spell at will, heightened to a spell rank equal to half your level rounded up. Your *ignition* spell takes the form of orbs of fire, and you can cast it underwater.

ONE-TOED HOP ❖ FEAT 1

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.

SCAVENGER'S SEARCH FEAT 1

TENGU

You're always on the lookout for supplies and valuables. You gain a +2 circumstance bonus to locate objects (including secret doors and hazards) you search for within 30 feet with a Seek action.

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 friends to you. You can cast the *electric arc* cantrip as a primal innate spell at will. A cantrip is heightened to a spell rank 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 gain the Additional Lore general feat for Tengu Lore.

TENGU WEAPON FAMILIARITY FEAT 1

TENGU

You gain access to all uncommon weapons with the tengu trait plus the katana, khakkara, temple sword, and wakizashi. You have familiarity with these weapons—for the purpose of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

During your daily preparations, you can practice with a weapon from the sword group that's in your possession. You gain familiarity with that weapon as well. This lasts until you practice with a different sword in the same way.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

UNCANNY AGILITY FEAT 1

TENGU

You have near-supernatural poise that lets you move swiftly across the most unsteady surfaces. You gain the Steady Balance skill feat. You can Step into difficult terrain caused by uneven ground, such as a rocky field, hilly incline, or rocking ship.

5TH LEVEL

EAT FORTUNE ↷ FEAT 5

CONCENTRATE 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

You 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 remain in your human form indefinitely, until you Dismiss this effect.

MAGPIE SNATCH ❖❖ FEAT 5

TENGU

You move quickly, snatching a shiny item that catches your eye. Stride twice, and you can Interact to pick up an unattended object at any point during your movement.

SOARING FLIGHT ❖ FEAT 5

TENGU

Prerequisites skyborn tengu heritage

Frequency once per round

You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 20 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

TENGU FEATHER FAN ❖ FEAT 5

TENGU

You've learned to bind some of your feathers together into a

fan to focus your ancestral magic. You gain a *tengu feather fan*: a magic item of light Bulk with a level equal to your level and the primal trait. You (and only you) can cast tengu magic with the Wave Fan activation. If your fan is lost or destroyed, you can create a replacement during your daily preparations; if you do so, your previous fan falls apart into mundane feathers.

Your tengu feather fan contains a 1st-rank *gust of wind* spell. Further feats might add more spells and grant you additional activations of your *tengu feather fan*, but you can never have more than three activations per day, no matter how many such feats you have.

Activate—Wave Fan (manipulate) **Frequency** once per day; **Effect** You cast your choice of one spell contained in your *tengu feather fan*. You can instead cast a cantrip you've gained from a heritage or an ancestry feat; this doesn't use up one of the fan's daily activations.

This activation takes the spell's normal number of actions. The spell's DC is your class DC or spell DC, whichever is higher.

9TH LEVEL

SOARING FORM FEAT 9

TENGU

Prerequisites Soaring Flight

You have a fly Speed of 20 feet at all times.

WIND GOD'S FAN FEAT 9

TENGU

Prerequisites Tengu Feather Fan

Your fan can stir up even more powerful winds. You can use the Wave Fan activation one additional time per day. Add a 3rd-rank *wall of wind* spell to the spells contained within your fan.

13TH LEVEL

HARBINGER'S CLAW FEAT 13

AUDITORY DIVINE MISFORTUNE TENGU

Frequency once per day

Trigger A creature within 60 feet is about to attempt an attack roll or skill check.

You caw ominously, cursing the creature with misfortune. The target creature must roll the triggering check twice and take the lower result.

JINX GLUTTON FEAT 13

TENGU

Prerequisites Eat Fortune

You can Eat Fortune once per hour, rather than once per day.

THUNDER GOD'S FAN FEAT 9

TENGU

Prerequisites Tengu Feather Fan

Your fan unleashes the fury of the storm. You can use the Wave Fan activation one additional time per day. Add a 5th-rank *lightning bolt* spell to the spells contained within your fan.

17TH LEVEL

GREAT TENGU FORM FEAT 17

TENGU

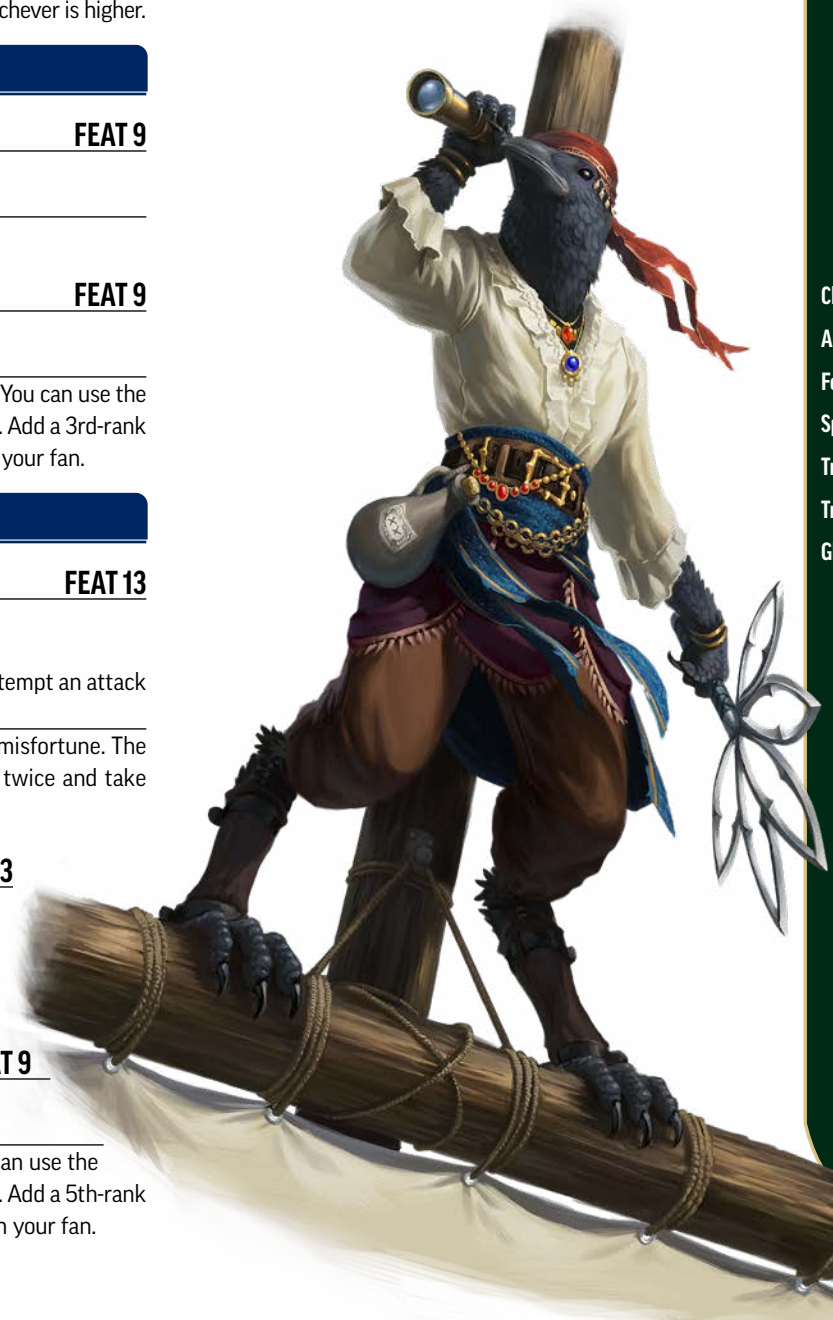
Prerequisites Long-Nosed Form

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

TRICKSTER TENGU FEAT 17

TENGU

You can transform yourself or the bodies of others to express your displeasure. Once per day, you can cast either *aerial form* or *cursed metamorphosis* as a 7th-rank primal innate spell. You must take the form of a bird when casting this *aerial form*.



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TRIPKEE

Tripkees are a shy and cautious people who generally seek to avoid being drawn into the affairs of others. Despite their cautious outlook and small stature, adventurous tripkees still take bold and noble action when the situation demands it.

Tripkees are reclusive treetop survivalists who harvest their homes' bounty, utilizing their canopy homes as natural fortifications against the threats posed by larger predators. Their reliance on cunning and simple tools has led to tripkees often being mischaracterized as rudimentary, though this does poor justice to their skill in the cultivation of hidden orchards and camouflaged causeways tucked away in treetop nations. Tripkees are most likely to emerge from their forest homes to trade, explore, and combat threats that would despoil the world.

If you want a character who is small in stature but large in spirit, and possesses qualities of a tree frog, you should play a tripkee.

You might...

- Seek out clever ways to exploit your environment when overcoming challenges.
- Make friends slowly, concerned by cautionary tales of exploitative strangers.

Others probably...

- Trust in your impartial, measured approach to understanding situations and solving problems.
- Give you space, fearing that touching you would prove toxic.



Physical Description

Tripkees resemble humanoid tree frogs, with oversized eyes, wide mouths, and gangly physiques. Their slight frames and large toes can afford excellent grip while climbing, while their colorful skin provides reliable camouflage that varies by their home environment—green and brown for jungle-dwelling groups, blue and orange for riparian communities, and many other colors between. A tripkee grows quickly, reaching their adult size of approximately 2 feet in height about 3 years after hatching, though they're only considered adults around age 12. Tripkees rarely live beyond 60 years, though exceptional individuals occasionally live as long as a century.

Society

Tripkees lead a sophisticated hunter-gatherer lifestyle within which they reshape the landscape to suit their needs: building spillways to trap fish, seeding fruit-bearing trees, sowing cover-granting foliage for future hunts, and more techniques that often escape an agriculturist's eye. These strategies rely on community cooperation as well as dispersed populations, so tripkees commonly live in small villages, each part of a complex web of alliances and relationships. Reclusiveness has preserved tripkee lives and lifestyles for millennia, yet they increasingly find themselves threatened by ancient evils and new explorers alike.

Tripkee names often include resonant vowels and chirped consonants that remain difficult for non-tripkees to vocalize properly. Tripkees that travel widely often adopt one or more names more easily replicated by their associates.

Sample Names: Aalpo'ol, Bogwynne, Ctaprak, Eegru, Gpoun, Gruoksh, Hrrauti, Iopo, Iykiki, Kyrsiik, Mhruugu, Oplugo, Quaasol, Yolkuu, Ztaal

Beliefs

Taught to wait, observe, and respect natural processes of life and death, many tripkees adopt patient attitudes. Those who take a more active role suppressing cruelty may join organizations that blend religion and philosophy, such as the tripkee fiend-keepers who absorb an unholy being into their soul to contain and eventually transform its villainy through their own virtuous acts. Nature deities like Gozreh or Erastil often earn tripkees' respect, yet communities usually prefer less prominent, more intimate divinities such as empyreal lords, psychopomp ushers, or the fey Eldest.

Popular Edicts improve your part of the world without causing harm to others, practice patience whenever possible

Popular Anathema create architecture that supplants the natural world, take rash action that brings risk to your community

Tripkee Heritages

Choose one of the following tripkee heritages at 1st level.

Poisonhide Tripkee

You may be small, but the poison glands concealed across your body hide a deadly defense. You gain the Toxic Skin reaction.

Toxic Skin ↷ (poison) **Frequency** once per hour; **Trigger** A creature touches you, such as by Grappling you, successfully hitting you with an unarmed attack, or using a touch-range spell against you; **Effect** You exude a deadly toxin. The triggering creature takes 1d4 poison damage (basic Fortitude save using your class DC or spell DC, whichever is higher). At 3rd level and every 2 levels thereafter, the damage increases by 1d4.

Riverside Tripkee

Your ancestors live in and on the water. You gain a 15-foot swim Speed.

Snaptongue Tripkee

Your tongue is especially long, and you can launch it with extraordinary range and precision. You can use your tongue to deliver spells with a range of touch and perform extremely simple Interact actions, such as opening some types of unlocked doors. Your tongue 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.

Stickytoe Tripkee

Your hands and feet exude a film that helps them adhere to surfaces. You gain a +2 circumstance bonus to your Fortitude and Reflex DC against attempts to Disarm, Shove, Reposition, or Trip you. When ascending trees, vines, and other foliage, if you roll a success on the Athletics check to Climb, you get a critical success instead.

Thickskin Tripkee

Your thick leathery skin resembles that of a toad. You gain 8 Hit Points from your ancestry instead of 6. You gain a +1 circumstance bonus to saves against diseases and poisons.

Windweb Tripkee

Tough webbing along your hands and toes can slow any fall. As long as you have one hand free, you take no falling damage, regardless of the distance you fall.

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 tripkee, you select from among the following ancestry feats.

1st Level

Croak Talker — Feat 1

TRIPKEE

You can communicate with the simplest of frogs and other similar creatures using long-winded croaks. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that are amphibians (most amphibians have the amphibious trait).

Hunter's Defense ↷ — Feat 1

TRIPKEE

Prerequisites trained in Nature

Frequency once per hour

RARITY
Uncommon

HIT POINTS
6

SIZE
Small

SPEED
25 feet

ATTRIBUTE BOOSTS
Dexterity
Wisdom
Free

ATTRIBUTE FLAW
Strength

LANGUAGES
Common
Tripkee
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Boggard, Chthonian, Draconic, Elven, Fey, Iruxi, Thalassic, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Tripkee
Humanoid

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.

NATURAL CLIMBER
You gain a +2 circumstance bonus to Athletics checks to Climb.

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Trigger A creature with the animal, beast, elemental, fey, fungus, or plant trait attacks you, and you can see the attacker.

Your canny understanding of natural and primal creatures helps you predict and dodge their attacks. The triggering attack roll targets your Nature 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 off-guard, even though you wouldn't take the –2 circumstance penalty against the attack.

JUNGLE STRIDER FEAT 1

TRIPKEE

You are adept at dodging roots, foliage, and other jungle obstacles. You ignore difficult terrain in forests and jungles. In addition, when you use the Acrobatics skill to Balance on narrow surfaces or uneven ground made of plant material, you aren't off-guard, and when you roll a success at one of these Acrobatics checks, you get a critical success instead.

NOCTURNAL TRIPKEE FEAT 1

TRIPKEE

You tend to do most of your hunting and work at night and have adapted to the requirements of nocturnal life. You gain darkvision, allowing you to see in darkness and dim light just as well as you can in bright light. However, in darkness, you see in black-and-white only.

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

TERRIFYING CROAK ❖ FEAT 1

TRIPKEE

Prerequisites trained in Intimidation

You release a haunting croak that reminds those around you of their fears. Attempt an Intimidation check to Demoralize a creature within 30 feet; you do not take a penalty to this check for not speaking a language. If the check is successful, the target cannot reduce their frightened condition below 1 for 1 round.

TRIPKEE LORE FEAT 1

TRIPKEE

You are well versed in tripkee culture and tactics. You gain the trained proficiency in Nature and Stealth. If you would automatically become trained in one of those skills, you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Tripkee Lore.

TRIPKEE WEAPON FAMILIARITY FEAT 1

TRIPKEE

You gain access to all uncommon weapons with the tripkee trait. You have familiarity with weapons with the tripkee trait plus the blowgun, dart, hatchet, scythe, and shortbow—for the purpose of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

5TH LEVEL

FANTASTIC LEAPS FEAT 5

TRIPKEE

Your leaps seem to defy gravity as you soar through the air in a single bound. When Leaping, increase the maximum distance you can Leap horizontally by 10 feet, and the maximum distance you can Leap vertically by 5 feet.

LONG TONGUE FEAT 5

TRIPKEE

Prerequisites snaptongue tripkee

You've learned to stretch your exceptionally long tongue beyond its original limits. When you use your tongue to deliver touch-range spells or perform very simple Interact actions, you can do so at a distance that is 5 feet beyond your usual reach.

PRODIGIOUS CLIMBER FEAT 5

TRIPKEE

Your natural climbing ability and technique has made you a potent climber. You gain a climb Speed of 10 feet.

Special If you have the stickytoe tripkee heritage, you instead gain a climb Speed of 20 feet.

TENACIOUS NET FEAT 5

TRIPKEE

Escaping your nets is no simple task. The Athletics DC to Force Open or Escape your nets increases from 16 to 18. After a creature you grabbed with a net Escapes or Forces Open the net, stray strands of the net cling to the creature, causing them to remain off-guard until the beginning of their next turn.

TRIPKEE GLIDE ❖ FEAT 5

TRIPKEE

Prerequisites windweb tripkee

Requirements You must have at least one hand free.

You can use your webbed feet to guide your fall. You glide slowly toward the ground, 5 feet down (10 feet if you don't have both hands free) and up to 25 feet forward through the air. As long as you spend at least 1 action gliding each round and have not yet reached the ground, you remain in the air at the end of your turn.

VOMIT STOMACH ↻ FEAT 5

TRIPKEE

Trigger You gain the sickened condition or fail a saving throw against an ingested poison.

Frequency once per day

In dire circumstances you can vomit out your stomach to expel toxins. Reduce your sickened condition by 2 and immediately attempt a saving throw with a +2 circumstance bonus against any ingested poisons you have been exposed to within the last minute. You become off-guard for 1 round as your exposed stomach makes you especially vulnerable to attacks.

9th Level

Absorb Toxin ↷ — Feat 9

TRIPKEE

Prerequisites You are not immune to diseases or poisons

Trigger You attempt a saving throw against a disease or poison effect that affects an area.

Your skin readily absorbs poison and can consciously draw toxins into your body to spare others. Attempt a counteract check against the triggering effect; your counteract rank equals half your level (rounded up), and for the roll use either your class DC – 10 or your spellcasting attribute modifier plus your spellcasting proficiency bonus. If you counteract the triggering effect, you end the effect for all other creatures in the area; however, you must still save against the effect with a –2 penalty to the initial save.

Moisture Bath ◆ — Feat 9

MANIPULATE TRIPKEE

Frequency one per day

Your moist skin is especially resistant to damage from temperature-altering effects. Attempt a DC 10 flat check; on a success you recover from any ongoing persistent fire and persistent cold damage. Additionally, you gain fire and cold resistance equal to half your level for 1 minute.

Ricocheting Leap — Feat 9

TRIPKEE

Prerequisites Wall Jump

You quickly use your momentum to topple and spring off of foes. You can use Wall Jump to make additional jumps off of creatures larger than you as if they were walls. Once per turn when you make an additional jump off of a creature in this way, you can also attempt to Shove or Trip that creature as a free action.

Tongue Tether — Feat 9

TRIPKEE

Prerequisites snaptongue tripkee

Your tongue can momentarily latch on as readily as your hands. So long as you can freely open your mouth, you do not need free hands in order to Disarm, Grab an Edge, Reposition, or Trip. If you have the Long Tongue feat, you can Disarm, Grab an Edge, Reposition, and Trip with your tongue at a distance that is 5 feet beyond your normal reach.

13th Level

Envenomed Edge — Feat 13

TRIPKEE

With a combination of your poison glands and herbal concoctions, you can consistently deliver venomous attacks when you hit an enemy's weak points. When you critically hit using a Strike with a weapon or unarmed attack and deal slashing or piercing damage with that Strike, you deal an additional 1d4 persistent poison damage to your target.

Hop Up ◆ — Feat 13

TRIPKEE

Trigger You lose the unconscious condition.

Your frog-like agility awakens as soon as you do. You Stand. This movement doesn't trigger reactions.

17th Level

Unbound Leaper — Feat 17

TRIPKEE

Your jumping prowess is unmatched. You can Leap up to 30 feet in any direction without touching the ground and without requiring an Athletics check; when doing so, you must land on a space of solid ground within 30 feet of you, or else you fall after using your next action. You can exceed your normal Speed while Leaping.

Special If you have the Fantastic Leaps feat, the total distance you can Leap horizontally is 40 feet, and the total distance you can Leap vertically is 35 feet.



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Versatile Heritages

The peoples of Golarion are many, and they have a long history of intermingling or dabbling with forces capable of altering the very fabric of a mortal body or soul. The children born to such parents might have traits from each of their parents or physiological manifestations of the forces their ancestors were influenced by, manifesting as a specific heritage. For more information about versatile heritages, see pages 74–75 of Player Core.

The most common versatile heritages by far are those born from the pairing of two different ancestries, such as the aiuvarin and dromaar mixed heritages (*Player Core* 82). Other individuals are born under far stranger circumstances, such as having a parent who was affected by monstrous, undead, or extraplanar energies. As these circumstances aren't unique to a single ancestry, these 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.



DHAMPIR

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 certain 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, attribute boosts and attribute 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 vampire that birthed a dhampir character, or the type of dragon that influenced a dragonblood'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.

Roleplaying a Versatile Heritage

As most versatile heritages are uncommon or rare, playing a character with a versatile heritage generally offers unique and sometimes challenging roleplaying opportunities. The origins of a character's versatile heritage immediately offers a

strong chance to create an interesting and compelling background for your character. While obvious events related to a character's birth, such as having unique parentage, offer explanations for a character's versatile heritage, this might also be a good opportunity to create an even more personalized explanation for the heritage.

For example, a dhampir character could have been born due to long-term exposure to void energy, transforming the character before birth. A dragonblood character might have earned the blessing of a powerful dragon at some point during their adult life, changing the character into a dragonblood far later than usual. The circumstances—well-known or otherwise—of a duskwalker's death could be full of interesting story potential. Players of characters with versatile heritages are encouraged to work with their GMs and fellow players to create interesting origin ideas without monopolizing the spotlight at the table.

A versatile heritage can influence not only a character's origins, but also their outlook and personality. The nature of a versatile heritage causes a character to stand out among most cultures and societies. In many cases, a versatile heritage might isolate a character. This can manifest in distrust of the character's origins, an unhealthy fixation with the character, or any other unfortunately othering responses from strangers. The isolation that comes from these reactions could cause a character to become bitter or withdrawn.

The nature of the versatile heritage could also lead to the character having to "live in two worlds." A character of mixed ancestry heritage might need to learn two different sets of cultures and societal expectations. Learning to navigate these expectations can come with its own roleplaying challenges.

Of course, players who would rather ignore all of these roleplaying opportunities and challenges are encouraged to do so as well. Roleplaying a character should be a rewarding and exciting experience overall, and removing these additional aspects is perfectly reasonable.

In This Book

This book includes the rules for three versatile heritages.

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 svetochers, who come from the most common vampires called moroi, and straveikas, born of aged and unsettling nosferatus.

Dragonblood

While there are many ways a mortal can be imbued with draconic powers, dragonbloods have an inherent natural affinity. Children born of draconic lineage or blessed by a dragon deity find themselves skirting the line of mortal and dragon, often taking on draconic appearances and boasting strong personalities.

The four lineages for dragonbloods found here are represented by the traditions of magic from which a dragon is born.

Planar Scions: 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.



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Dhampir

Many call vampires the children of the night, but it's 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. 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 occult 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 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 vitality and void 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 void healing ability, which means you are harmed by vitality damage and healed by void 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 select from dhampir feats and feats from your ancestry whenever you gain an ancestry feat.

Dhampir Feats

The following feats are available to dhampir characters.

Lineages

Dhampir can select any of the following lineages.

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 a 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're trained in Diplomacy. If you would automatically be trained in it, you instead become trained in a skill of your choice.

1ST LEVEL

EYES OF NIGHT FEAT 1

DHAMPIR

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.

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're trained 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 gain the Additional Lore general feat for 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 the Diplomacy skill 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. You can cast *charm* as a divine innate spell once per day. Its spell rank is equal to half your level rounded up, but it doesn't increase its duration or number of targets at 4th and 8th rank.

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 saving throws against diseases. If you roll a success on a saving throw against a disease, you get a critical success instead. If you have a different ability that would improve the save in this way (such as the battle hardened fighter class feature), if you roll a critical failure on the save you get a failure instead.

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 weapon and unarmed Strikes 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 *mist* as 2nd-rank 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

Frequency once per hour

You can transform into a harmless bat. You gain the effects of a 4th-rank *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. You can cast *vampiric exsanguination* as a 7th-rank divine innate spell once per day.

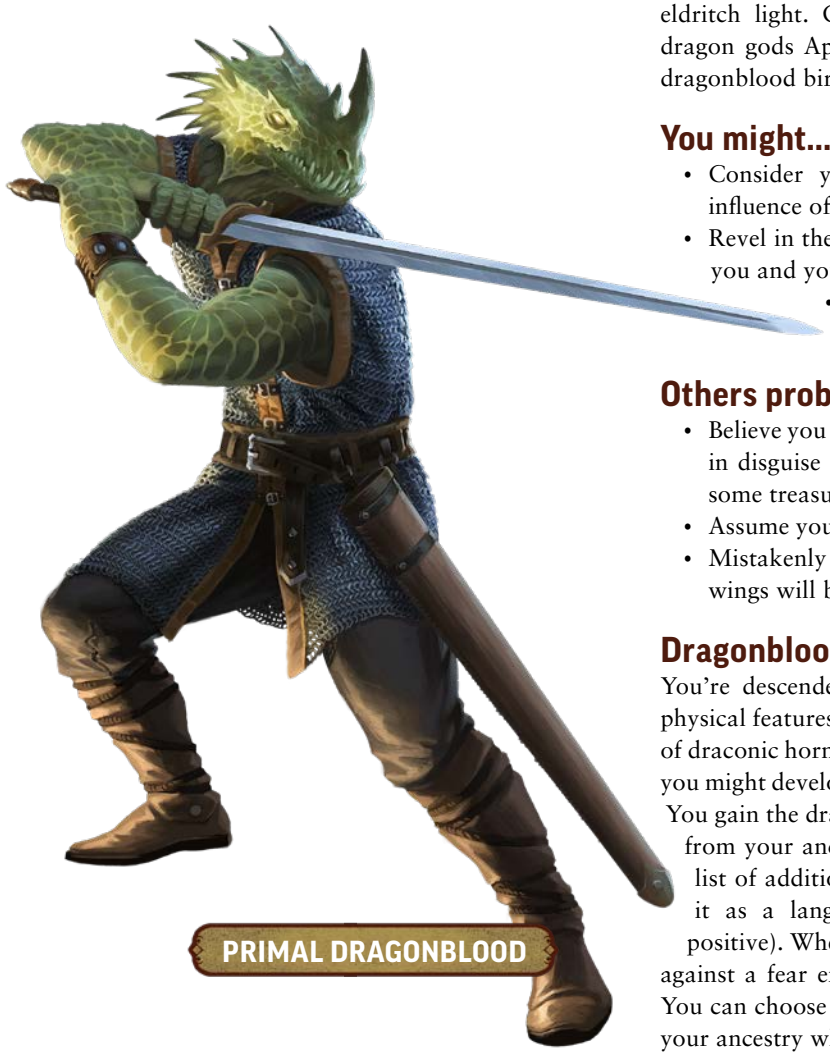
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DRAGONBLOOD

Dragons are powerful creatures, and many have involved themselves deeply in the lives of others. Some might be treated with reverence by a group of smaller humanoids, acting as their protector or, in rare cases, deity incarnate. Others take on a humanoid form to live within a civilization as their neighbors' equal, sometimes hiding their true identity to observe or manipulate. Whatever the dragon's intent or actions during these times, they leave an indelible impression on the people they encounter, whether or not those people realize it. A child may be born as the result of such an influence, and these offspring are known as dragonbloods.

A dragonblood may be born from any ancestry and found in just about any region of Golarion, as dragons tend to go where they please. Some dragonbloods possess obvious draconic traits, from clawed hands to leathery wings to a mighty reptilian tail; these features always resemble similar aspects of the dragonblood's draconic forebear. For instance, the scion of an adamantine dragon might have thick, plate-like scales on their chest. Other dragonbloods more closely resemble dragons than the other half of their heritage, leading many to mistake them for kobolds, iruxis, or other reptilian ancestries; such dragonbloods who are proud of their draconic lineage are quick to point out this mistake. There are also those dragonbloods whose outward appearances suggest only a hint of dragon blood. They might have a barely noticeable sheen to their skin or the small nubs of horns, but they often have an outsized force of personality or innate magical abilities.

Areas in which dragons have more influence or cultural significance see a higher population of dragonbloods than other places. The countries of Tian Xia are often referred to as the Dragon Empires due to the fact that many dragons take active roles in local humanoid societies. A leader in the Lands of the Linnorm Kings who takes on a curse from killing a linnorm might find that the eyes of their next offspring glow with an eldritch light. Communities that pay homage to the dragon gods Apsu or Dahak can also be blessed with dragonblood births.



PRIMAL DRAGONBLOOD

You might...

- Consider yourself quite courageous due to the influence of your draconic heritage.
- Revel in the deference some other ancestries pay to you and your ilk.
- Feel a burden of responsibility to live up to the legacy of your ancestors.

Others probably...

- Believe you are in a dragon's employ or are a dragon in disguise and want you to reveal the location of some treasure.
- Assume you can breathe fire or some other element.
- Mistakenly think touching your scales, horns, or wings will bring them good luck.

Dragonblood (Uncommon Heritage)

You're descended in some way from a dragon. Your physical features might show this outwardly, with a pair of draconic horns, patches of scaly skin, or even a tail, or you might develop an internal reserve of draconic power. You gain the dragonblood trait, in addition to the traits from your ancestry. Add Draconic to your ancestry's list of additional languages (allowing you to choose it as a language if your Intelligence modifier is positive). When you roll a success on a saving throw against a fear effect, you get a critical success instead. You can choose from dragonblood feats and feats from your ancestry whenever you gain an ancestry feat.

Dragonblood Feats

The following feats are available to dragonblood characters.

Lineages

Dragonblood can select any of the following lineages. 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.

ARCANE DRAGONBLOOD FEAT 1

DRAGONBLOOD LINEAGE

You descend from a dragon that wields mastery of their magical abilities, such as a fortune dragon or mirage dragon. As such, you can instinctively grasp the intricacies of magic. You gain the trained proficiency rank in Arcana. If you would automatically become trained in Arcana (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Arcane Sense skill feat. If you choose a draconic exemplar, you must choose an arcane dragon.

DIVINE DRAGONBLOOD FEAT 1

DRAGONBLOOD LINEAGE

You can trace your lineage to a dragon with almost deific powers, such as a diabolic dragon or empyreal dragon. You are blessed with a small bit of divine protection. You gain the trained proficiency rank in Religion. If you would automatically become trained in Religion (from your background or class, for example), you instead become trained in a skill of your choice. In addition, you are endowed quick reactions. You gain a +1 circumstance bonus to initiative rolls. If you choose a draconic exemplar, you must choose a divine dragon.

OCCULT DRAGONBLOOD FEAT 1

DRAGONBLOOD LINEAGE

Your blood contains a tiny fragment of unusual or inexplicable power from a mysterious dragon, such as a conspirator dragon or omen dragon. You are drawn to the stranger parts of the world and can generally spot them with a glance. You gain the trained proficiency rank in Occultism. If you would automatically become trained in Occultism (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Oddity Identification skill feat. If you choose a draconic exemplar, you must choose an occult dragon.

PRIMAL DRAGONBLOOD FEAT 1

DRAGONBLOOD LINEAGE

A dragon with a deep connection to the natural world, such as an adamantine dragon or a horned dragon, resides somewhere on your family tree. You tend to trust your instincts and might take on the role of a protector of the wilderness. You gain the trained proficiency rank 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 can use Nature to Sense Direction and Subsist in the wilds. If you choose a draconic exemplar, you must choose a primal dragon.

DRACONIC EXEMPLARS

Some abilities reference your draconic exemplar, which is a specific type of dragon from which you draw your draconic powers–typically the type of dragon whose blood runs in your veins. You can choose your exemplar when you create your character, but are only *required* to choose one when you select a feat or other option that requires you to have one (such as Breath of the Dragon). This means your draconic nature might be a mystery to you for some time.

The table below lists the dragons from *Monster Core* and their specifications. The dragon breath entry lists if the given breath uses a Fortitude (F), Reflex (R), or Will (W) saving throw. If you choose a dragon from a different source, work with your GM to determine if you have access to it.

Dragon	Tradition	Speeds	Dragon Breath
Adamantine	Primal	Burrow	Cone of bludgeoning R
Conspirator	Occult	Climb	Cone of poison F
Diabolic	Divine	–	Cone of fire R
Empyreal	Divine	–	Cone of spirit R
Fortune	Arcane	–	Cone of force R
Horned	Primal	Swim	Cone of poison F
Mirage	Arcane	Climb	Cone of mental W
Omen	Occult	–	Cone of mental W

1ST LEVEL

BREATH OF THE DRAGON ◆◆ FEAT 1

DRAGONBLOOD MAGICAL

Tapping into the physiology of your draconic ancestor, you can exhale a torrent of energy in a 15-foot cone or a 30-foot line, 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 above). This ability has the trait associated with the type of damage it deals.

DRACONIC ASPECT FEAT 1

DRAGONBLOOD

You have an obvious draconic feature, such as sharp claws, a snout full of sharp teeth, or strong reptilian tail, that you can use offensively. 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)
- **Jaws** 1d6 piercing (forceful, unarmed)
- **Tail** 1d6 bludgeoning (sweep, trip, 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.

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DRACONIC RESISTANCE FEAT 1

DRAGONBLOOD

Draconic magic safeguards you against harm. You gain resistance equal to half your level (minimum 1) to the damage type associated with your draconic exemplar. Double this resistance against damage of that type dealt to you by dragons.

If your draconic exemplar is associated with bludgeoning, piercing, or slashing damage, instead of gaining resistance to that type you can choose acid, cold, fire, electricity, or sonic.

DRACONIC SIGHT FEAT 1

DRAGONBLOOD

Prerequisites low-light vision

You have a fraction of the senses of your draconic forebear. You gain low-light vision, or you gain darkvision if your ancestry already grants you low-light vision.

DRAGON LORE FEAT 1

DRAGONBLOOD

You've set your mind on learning more about your ancestor and their kin, and perhaps you were even raised by a dragon parent. You've come to understand how dragons can invoke fear but also how they've contributed to society as a whole. You gain the trained proficiency rank in Diplomacy and Intimidation. 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 gain the Additional Lore general feat for Dragon Lore.

SCALY HIDE FEAT 1

DRAGONBLOOD

You were born with a layer of scales across your entire body that resemble those of your draconic progenitor. When you're unarmored, the scales give you a +2 item bonus to AC with a Dexterity cap of +3. The item bonus to AC from these scales is cumulative with armor potency runes on your explorer's clothing, the *mystic armor* spell, or *bands of force* (*GM Core* 286).

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



ARCANE DRAGONBLOOD

5TH LEVEL

DEADLY ASPECT FEAT 5

DRAGONBLOOD

Prerequisites Draconic Aspect

You have honed the unarmed attack your draconic heritage has granted you to a lethal degree. The unarmed attack you gained from Draconic Aspect gains the deadly d8 trait.

DRACONIC SCENT FEAT 5

DRAGONBLOOD

Your sense of smell has heightened to be as keen as that of a dragon. You gain imprecise scent with a range of 30 feet. At their discretion, the GM might double this range if you're downwind from the creature or halve this range if you're upwind.

DRAGON'S FLIGHT ❖ FEAT 5

DRAGONBLOOD

Frequency once per round

You have grown a small pair of draconic wings or have honed your use of the wings you've had since birth. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 20 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

TRADITIONAL RESISTANCES FEAT 5

DRAGONBLOOD

Prerequisites Arcane Dragonblood, Divine Dragonblood, Occult Dragonblood, or Primal Dragonblood

Due to your blood, you have some resistance to certain types of magic. You gain a +1 status bonus to AC and saves against spells and other magical effects from the same tradition as your lineage. This bonus increases to +2 against sleep and paralysis effects.

9th Level

Formidable Breath — Feat 9

DRAGONBLOOD

Prerequisites Breath of the Dragon

Thanks to rigorous breathing exercises and a diet similar to that of your lineage, your magical breath is more powerful. The area of your Breath of the Dragon increases to 30 feet for a cone or 60 feet for a line, and the damage dice are d6s instead of d4s.

True Dragon's Flight — Feat 9

DRAGONBLOOD

Prerequisites Dragon's Flight

Your wings have grown more powerful, capable of keeping you aloft longer. You have a fly Speed of 20 feet at all times.

Wing Buffet ◆◆ — Feat 9

ATTACK DRAGONBLOOD

Prerequisites expert in Athletics

You have a pair of draconic wings strong enough to batter your foes away and shove them away. Choose up to two creatures adjacent to you. Attempt an Athletics check and compare it to the Fortitude DC of each target. This counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until after both attacks.

Critical Success The target takes bludgeoning damage equal to double your level and is pushed up to 10 feet away from you.

Success The target takes bludgeoning damage equal to your level and is pushed up to 5 feet away from you.

Failure The target takes bludgeoning damage equal to half your level.

Critical Failure You fall prone at the end of this activity.

13th Level

Draconic Veil — Feat 13

DRAGONBLOOD

Like some dragons, your forebear had the supernatural ability to change their shape to walk among humanoids. You have learned how to mimic this ability. You can cast *humanoid form* as a 5th-rank innate spell once per day, except that the duration is increased to 1 hour. The spell's tradition matches your draconic exemplar's.

Majestic Presence ◆ — Feat 13

DRAGONBLOOD EMOTION FEAR MENTAL VISUAL

By taking an impressive stance, the full force of your personality cows lesser beings. Each creature in a 20-foot emanation must attempt a Will save against the higher of your class DC or spell DC. Regardless of the result of the saving throw, the creature is temporarily immune to your Majestic Presence for 24 hours.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

17th Level

Form of the Dragon — Feat 17

DRAGONBLOOD

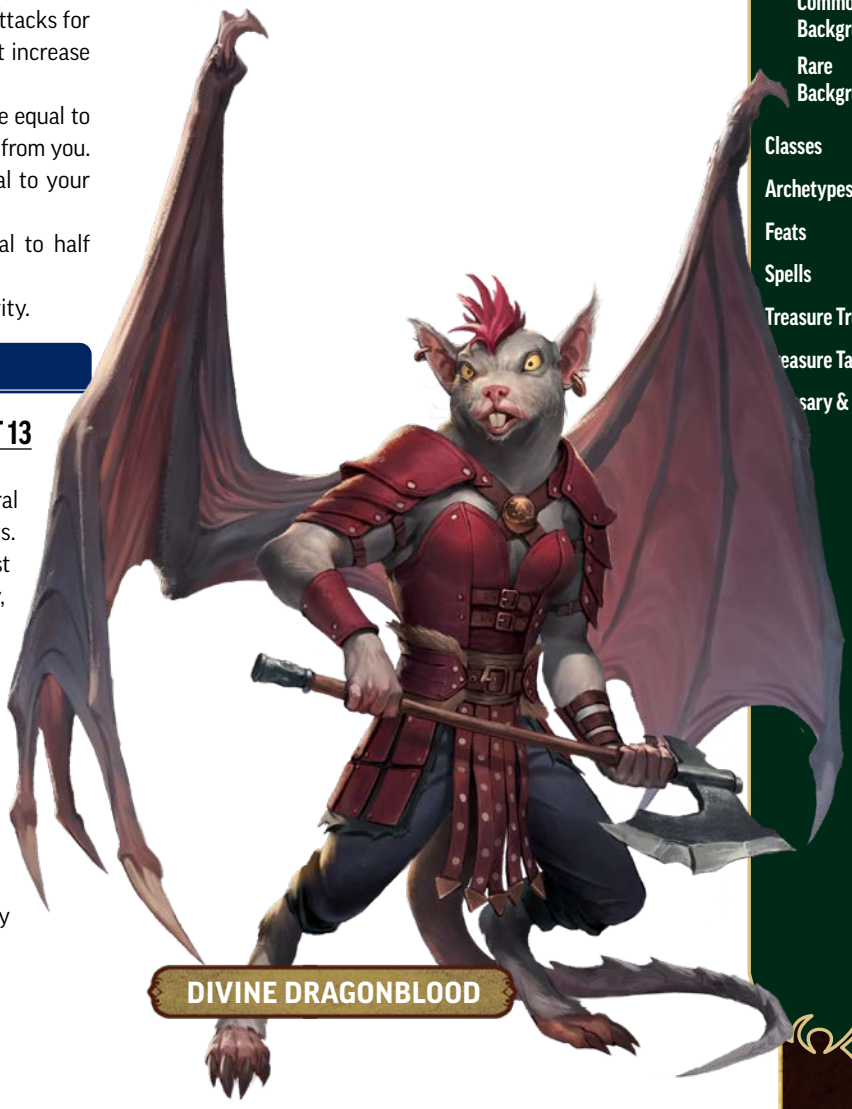
You can briefly transform into a paragon of your draconic ancestry. You can cast *dragon form* as an 8th-rank innate spell once per day. This spell has the same tradition as your draconic exemplar. When you cast this innate spell, you must transform into your draconic exemplar. However, if you have the Arcane Dragonblood, Divine Dragonblood, Occult Dragonkin, or Primal Dragonblood lineage feat, you can instead choose any dragon of that tradition.

Lingering Breath — Feat 17

DRAGONBLOOD

Prerequisites Breath of the Dragon

Your draconic breath destroys the surrounding environment and leaves your enemies in pain. When you use Breath of the Dragon, the area of your breath becomes difficult terrain for 1 minute. In addition, a creature who fails or critically fails its saving throw takes 2d6 persistent damage of the same type.



DIVINE DRAGONBLOOD

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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 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, duskwalkers rose from a concession between the two psychopomps: such rebirths could occur, but in limited frequency. Only a finite number of duskwalkers ever exist at any one point in time.

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.



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.

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.

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. 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 select from duskwalker feats and feats from your ancestry whenever you gain an ancestry feat.

Duskwalker Feats

The following feats are available to duskwalker characters.

1st Level

Chance Death ↻ **Feat 1**

DUSKWALKER FORTUNE

Frequency once per day

Trigger You would die as a result of a failed recovery check or saving throw.

Your previous life ended due to sheer poor luck, struck by lightning or choking on a fish bone. You can reroll the triggering recovery check or saving throw, but you must use the new result, even if it's worse.

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

Deliberate Death ↻ **Feat 1**

DUSKWALKER

Frequency once per day

Trigger You are about to gain the dying condition as a result of another creature's attack or ability, and that creature is within your melee reach.

Once, you died because someone—murderer, monster, or soldier—chose to strike you down. Just before losing consciousness, make a melee Strike against the triggering creature.

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

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 gain the Additional Lore general feat for Boneyard Lore.

DUSKWALKER WEAPON FAMILIARITY FEAT 1

DUSKWALKER

You have familiarity with the bo staff, longbow, composite longbow, scythe, and staff—for the purpose of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

GHOST HUNTER FEAT 1

DUSKWALKER

Your connection to the Boneyard ensures that your blows strike true against spectral beings. Your weapon and unarmed 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

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

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 of living and undead creatures within the listed range. The sense can distinguish between the vitality energy animating living creatures and the void energy animating undead creatures, much as sight distinguishes colors.

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. You gain a +1 circumstance bonus to checks to disable haunts.

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 *peaceful rest* each once per day as 2nd-rank divine innate spells.

QUIETUS 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 void damage to living creatures and 1 additional vitality damage to undead. The extra damage increases to 2 if the Strike has a *+3 potency* rune.

13TH LEVEL

RESIST RUIN FEAT 13

DUSKWALKER

Your duskwalker heritage allows you to extend protection against void energy. You gain resistance 5 to void, and once per day, you can cast *false vitality* as a 5th-rank divine innate spell.

17TH LEVEL

BONEYARD'S CALL FEAT 17

UNCOMMON DUSKWALKER

You have a powerful connection to the Boneyard and its courts, granting you the ability to travel to and from the Boneyard. You can cast *interplanar teleport* as a divine innate spell twice per week. This can be used only to travel to the Boneyard or from the Boneyard to the Universe. Due to your unique connection to the Boneyard, your body serves as the locus, and you don't require a planar key.

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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.

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

ASTROLOGER BACKGROUND

Astrologers look to the stars for signs and portents, using their positions in the heavens to chart courses for those living beneath them. As the celestial spheres move, so does fate itself. You studied the stars and learned to divine your path based on their guidance. Whether the stars directly called you to a life of adventure or you use the stars to guide your wanderlust, you're living out the stars' guidance in a life of adventure.

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

You're trained in the Occultism skill and the Astrology Lore skill. You gain the Oddity Identification skill feat.

BARBER BACKGROUND

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

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

You're trained in the Medicine skill and the Surgery Lore skill. You gain the Risky Surgery skill feat (page 233).

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

You're trained in the Society skill and the Accounting Lore skill. You gain the Eye for Numbers skill feat (page 230).

COURIER BACKGROUND

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

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

You're trained in the Society skill and the Lore skill for your city of origin. You gain the Glean Contents skill feat (page 231).

DRIVER BACKGROUND

You practically live behind the controls of a vehicle and can handle just about anything the road, waves, and sky can throw at you. You likely adventure to test your skills in unusual environments and new and interesting vehicles.

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

You're trained in the Acrobatics skill and the Piloting Lore skill. You gain the Assurance skill feat with Piloting Lore.

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 attribute boosts. One must be to Strength or Wisdom, and one is a free attribute 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.

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

You're trained in the Nature skill and the Plains Lore skill. You gain the Express Rider skill feat (page 230).

PILGRIM BACKGROUND

In your youth, you made several pilgrimages to important shrines and sacred sites. You might have been a mendicant friar, a seller of religious 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 attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute 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 232).

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 attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute 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 attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Occultism skill and the Herbalism Lore skill. You gain the Root Magic skill feat (page 233).

SABOTEUR BACKGROUND

Whether you do it for personal enjoyment or at the behest of a mercenary company or military organization, you have a knack for destroying things. You have a sense for an object or structure's weak spots and know where to deliver a hammer strike or alchemical bomb. You adventure to hone your skills or complete a particular mission.

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

You're trained in the Thievery skill and the Engineering Lore skill. You gain the Concealing Legerdemain skill feat (page 228).

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

You're trained in the Survival skill and a 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 employers. Regardless, you're adventuring for a change and finding that in this new role, the skills you've learned now serve you.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute 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 attribute boosts. One must be to Strength or Constitution, and one is a free attribute 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 227).

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

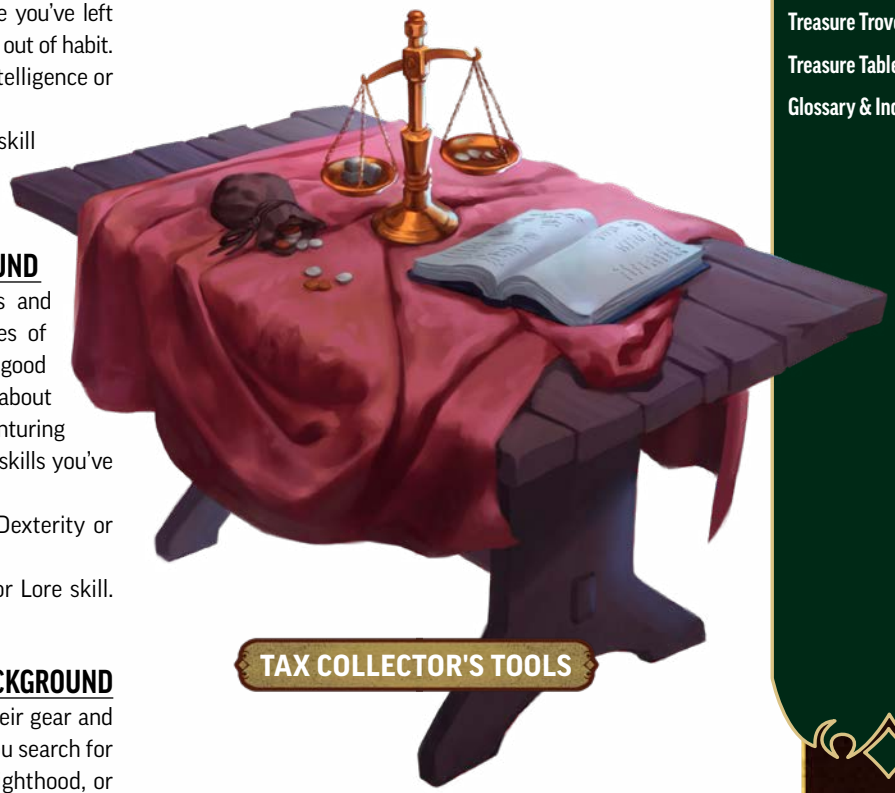
You're trained in the Intimidation skill and the Lore skill for the settlement that employed you. You gain the Quick Coercion skill feat.

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

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



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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 BACKGROUND

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 attribute 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 attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute 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 attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute 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 attribute boost. It must be to 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 attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You are trained in Fey Lore and gain the Fey's Fortune free action. You gain an anathema as part of your pact with the fey. If you violate this anathema, you lose Fey's Fortune until you receive the effects of a successful *atone* ritual using the Nature skill. The exact anathema is up to you and the GM, but



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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 momentous event. You and others may have seen this entity. 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, and not always for the better. 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 attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute 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 attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute 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 eschewed the daily routines of royal life and taken up an adventurous quest—perhaps you're a deposed queen hoping to regain her throne, a prince seeking a more exciting life, or a sovereign's heir on a secret mission.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute 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 Leverage Connections skill feat (page 232), 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.



CHAPTER 2: CLASSES

The following pages present eight new classes that enrich and expand the world of Pathfinder. Each follows the format described on pages 91–92 of **Player Core**.



Alchemist Page 56

Smart and resourceful, the alchemist crafts alchemical items—such as bombs, elixirs, and poisons—that they use to defeat foes and aid allies.



Fumbus

The goblin alchemist **Fumbus** is always excited to demonstrate his latest alchemical creations, even if they result in the occasional explosion.



Barbarian Page 70

The barbarian is a fearsome embodiment of rage, unleashing the unstoppable power of their fury against anyone who stands in their way.



Amiri

Fierce and often impulsive, **Amiri**, the human barbarian, wields a massive sword that she claimed as a trophy from a band of frost giants.



Champion Page 86

Wielding a weapon of their faith, the champion fights for a cause espoused by their deity. A champion is steadfast in their beliefs, whether righteous or wicked.



Seelah

The human champion **Seelah** has pledged her life to the cause of honor and justice. She strives to change the world for the better.



Investigator Page 100

Clever and insightful, the investigator solves mysteries and teems with knowledge. In battle, they play out every possibility in advance.



Quinn

The human investigator **Quinn** brings reasoned empiricism to all he investigates, rarely missing a clue. His wit and insight solve any mystery.



Monk Page 114

The monk seeks perfection in all things, including using their body as the perfect weapon. They can transform into a blur of deadly blows in an instant.



Sajan

Born in Vudra, the human monk **Sajan** trains his mind and body as part of his ongoing quest to be reunited with his lost twin sister, Sajni.



Oracle Page 128

The oracle is a paradox of divine magic, able to tap into energies that grant potent revelations. Such power comes at the cost of a curse that they must endure.



Korakai

With a deep connection to storms and the sea, the tengu oracle **Korakai** wanders the world. He hopes to visit his ancestral homeland in Tian Xia.



Sorcerer Page 144

The intense magic the sorcerer commands comes from neither study nor worship—it comes from their blood, the power of their heritage flowing through their veins.



Seoni

The human sorcerer **Seoni** seeks to learn more about her lineage. Her runic tattoos are both a sign of her power and part of her Varisian heritage.



Swashbuckler Page 158

To a swashbuckler, anything worth doing is worth doing with style. This dynamic daredevil performs flamboyant attacks and bold feats of derring-do.



Jirelle

The aiuvarin swashbuckler **Jirelle** comes from a troubled past. She pits her rapier and her flair for the dramatic against the dangers of the world.

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ALCHEMIST

There's no sight more beautiful to you than a strange brew bubbling in a beaker, and you consume your ingenious elixirs with abandon. You're fascinated by uncovering the secrets of science and the natural world, and you're constantly experimenting in your lab or on the go with inventive concoctions for every eventuality. You are fearless in the face of risk, hurling explosive or toxic creations at your foes. Your unique path toward greatness is lined with alchemical brews that push your mind and body to their limits.

KEY ATTRIBUTE
Intelligence
At 1st level, your class gives you an attribute 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...

You lob bombs at your foes, harry your enemies, and support the rest of your party with potent elixirs. You might even use mutagens to warp your body into a resilient and powerful weapon.

During social encounters...

You provide knowledge and experience about alchemical items and related secrets, such as poisons and diseases.

While exploring...

You keep an eye out for additional ingredients that you can turn into alchemical reagents, while giving advice on all things alchemical and mysterious.

In downtime...

You experiment in an alchemical lab, brewing elixirs, making bombs, and furthering your alchemical knowledge.

You might...

- Enjoy tinkering with strange formulas and alchemical reagents, often with a single-minded dedication and recklessness that gives others pause.
- Get a kick out of wreaking havoc with the alchemical concoctions you've made, and enjoy watching things burn, dissolve, freeze, and jolt.
- Endlessly experiment to discover new, more potent alchemical tools.

Others probably...

- Think you're some kind of sorcerer or an eccentric wizard and don't understand that you don't cast spells; spellcasters who clumsily dabble in alchemy only heighten this misconception.
- Don't understand your zeal for alchemy, creativity, and invention.
- Assume that if you haven't caused a catastrophe with your experimentations, you inevitably will.

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
Expert in Fortitude
Expert in Reflex
Trained in Will

SKILLS
Trained in Crafting
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS
Trained in simple weapons
Trained in alchemical bombs
Trained in unarmed attacks

DEFENSES
Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC
Trained in alchemist class DC

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Alchemist Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, alchemy, research field, alchemist feat
2	Alchemist feat, skill feat
3	General feat, skill increase
4	Alchemist feat, skill feat
5	Attribute boosts, ancestry feat, field discovery, powerful alchemy, skill increase
6	Alchemist feat, skill feat
7	Alchemical weapon expertise, general feat, skill increase, will expertise
8	Alchemist feat, skill feat
9	Alchemical expertise, ancestry feat, double brew, perception expertise, skill increase
10	Attribute boosts, alchemist feat, skill feat
11	Advanced vials, chemical hardiness, general feat, skill increase
12	Alchemist feat, skill feat
13	Ancestry feat, greater field discovery, medium armor expertise, skill increase, weapon specialization
14	Alchemist feat, skill feat
15	Attribute boosts, alchemical weapon mastery, explosion dodger, general feat, skill increase
16	Alchemist feat, skill feat
17	Abundant vials, alchemical mastery, ancestry feat, skill increase
18	Alchemist feat, skill feat
19	General feat, medium armor mastery, skill increase
20	Attribute boosts, alchemist feat, skill feat

Class Features

You gain these abilities as an alchemist. Abilities gained at higher levels list the levels at which you gain them 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.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

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

Alchemy

You understand the reactions between all manner of reagents and can concoct alchemical items to meet your needs. You can do this using normal reagents and the Craft activity, or you can use specially prepared chemicals that allow you to craft temporary items quickly and at no cost. Over time, you can create more and more alchemical items for free, and since each of them becomes more and more powerful, you advance in power dramatically, leaving behind those who don't understand your strange science.

You gain the Alchemical Crafting feat (*Player Core* 252), and you can automatically identify alchemical items that you have the formula for.

Formula Book

An alchemist keeps meticulous formulas for every item they can create. You start with a standard formula book for free (*Player Core* 288). The formula book contains the formulas for two common 1st-level alchemical items of your choice, in addition to any formulas you gained from Alchemical Crafting and your research field. The catalog of alchemical items begins on page 281.

Each time you gain a level, you can add the formulas for two common alchemical items to your formula book. These new formulas can be for any level of item you can create. You learn these formulas automatically, but it's also possible to find or buy additional formulas in settlements or from other alchemists, or to select the Inventor skill feat so you can invent them (*Player Core* 257).

As normal, having the base formula is sufficient when Crafting upgraded types of the item—you don't need to learn higher-level formulas. For instance, if you have the 1st-level formula for a minor elixir of life, you can create a minor, lesser, moderate, greater, major, or true elixir of life as long as you meet the level and other prerequisites. Items with type entries that have widely varied functions require separate formulas, but most alchemical items have a structure similar to elixir of life.

Advanced Alchemy

During your daily preparations, you spend some time to create alchemical items that can be used over the course of the day. You don't need to attempt a Crafting check to do this, you can use an alchemist's toolkit instead of an alchemist's lab, and you ignore both the number of days typically required to create the items and any alchemical raw materials requirements. You can Craft a number of alchemical items up to 4 + your Intelligence modifier. Each item must be in your formula book, have an item level equal to or lower than your level, and have the consumable trait. These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first.

Versatile Vials

You know how to prepare fast-acting chemicals into versatile vials, special items that can be used as bombs

and be turned into other alchemical items by introducing special reagents. During your daily preparations, you can create a number of versatile vials up to 2 + your Intelligence modifier, which is also your maximum number of vials. If you're below your maximum number, you can gather reagents from the environment around you. For every 10 minutes you spend in exploration mode, you regain 2 vials; this doesn't prevent you from participating in other exploration activities.

Versatile vials are infused items, and are destroyed if not used by the next time you make your daily preparations. A vial you create is always the highest type you could Craft. See the sidebar for statistics on using a versatile vial as a bomb. You can also use vials for Quick Alchemy (see below) and your research field can add to the ways you can use a vial.

You can store all your versatile vials within your alchemist's toolkit, with no increase to its Bulk. Though versatile vials are physical objects, they can't be duplicated or preserved in any way.

Quick Alchemy

You gain the Quick Alchemy action to make the items you need on the fly.

QUICK ALCHEMY ❖

ALCHEMIST MANIPULATE

Requirements You're either holding or wearing an alchemist's toolkit (*Player Core* 287) and you have a free hand.

You can either use up a versatile vial to make another alchemical consumable at a moment's notice or create an especially short-lived versatile vial. Any effect created by an item made with Quick Alchemy that would have a duration longer than 10 minutes lasts for 10 minutes instead.

- **Create Consumable** You expend one of your versatile vials to create a single alchemical consumable item of your level or lower that's in your formula book. You don't have to spend the normal monetary cost in alchemical raw materials or need to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn. (As normal, you need only one formula for an item to create any level of that item.)
- **Quick Vial** You create a versatile vial that can be used only as a bomb or for the versatile vial option from your research field (it can't be used to create a consumable, for example). This item has the infused trait, but it remains potent only until the end of your current turn.

Research Field

Your inquiries into the alchemical nature of the universe have led you to focus on a particular field of research. At 1st level, you choose your research field. These appear on pages 60–62. This choice gives you more formulas, a special benefit, other abilities for your versatile vials, and other benefits as you level up.

VERSATILE VIALS

Your versatile vials can be thrown like bombs, with the following statistics.

VERSATILE VIAL

ACID ALCHEMICAL BOMB CONSUMABLE INFUSED SPLASH

Usage held in 1 hand; **Bulk** –

Activate ❖ Strike

This tiny glass flask contains volatile chemicals that can be used offensively in a pinch.

Type lesser; **Level** 1

The bomb deals 1d6 acid damage and 1 acid splash damage.

Type moderate; **Level** 4

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 acid damage and 2 acid splash damage.

Type greater; **Level** 12

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 acid damage and 3 acid splash damage.

Type major; **Level** 18

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 acid damage and 4 acid splash damage.

Alchemist Feats

At 1st level and every even-numbered level thereafter, you gain an alchemist class feat. These begin on page 62.

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.

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.

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.

Field Discovery 5th

You learn a discovery listed in your research field (page 60–62).

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Powerful Alchemy 5th

Alchemical items you infuse are particularly potent. When you create an infused alchemical item that allows a saving throw, you can change its DC to your class DC.

Alchemical Weapon Expertise 7th

You've trained to more effectively wield the weapons you find in your lab. Your proficiency ranks for simple weapons, alchemical bombs, and unarmed attacks increase to expert.

Will Expertise 7th

Your mental defenses grow stronger. Your proficiency rank for Will saves increases to expert.

Alchemical Expertise 9th

Constant practice has increased the effectiveness of your concoctions. Your proficiency rank for your alchemist class DC increases to expert. In addition, when you gather reagents during exploration mode, you can regain three vials instead of two.

Double Brew 9th

You know your formulas so well that you can concoct two items at once. When using the Quick Alchemy action, you can create two items. These items don't have to be the same. If you create two consumables, you have to expend a versatile vial for each one.

Perception Expertise 9th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.



Advanced Vials 11th

Your experience helps you improve your field vials with a benefit particular to your research field (see below).

Chemical Hardiness 11th

Imbibing alchemical compounds has strengthened your organs. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Greater Field Discovery 13th

You learn an incredible discovery that advances your understanding of your field, as described in your research field (see below).

Medium Armor Expertise 13th

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase 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 to 4 if you're legendary.

Alchemical Weapon Mastery 15th

You've mastered full capability with your weapons. Your proficiency ranks for simple weapons, alchemical bombs, and unarmed attacks increase to master.

Explosion Dodger 15th

Your experiments taught you to fling yourself out of the way of sudden explosions. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Abundant Vials 17th

You're permanently quickened, and can use the extra action only to use Quick Alchemy to create a quick vial. You can create only one vial with this action, even if you have double brew or a similar ability.

Alchemical Mastery 17th

Your concoctions are incredibly effective. Your proficiency rank for your alchemist class DC increases to master.

Medium Armor Mastery 19th

Your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master.

Research Field

You might have a degree from a scientific institute,

correspond with other researchers in your field, or work as a genius loner. Choose a research field. The research fields presented in this book are as follows.

Formulas Add these formulas to your formula book at 1st level, in addition to your other formulas.

Field Benefit Your studies and experiments taught you a specific technique, which varies widely from one field to another.

Field Vials This ability modifies how you can use versatile vials.

Field Discovery, Advanced Vials, Greater Field Discovery The remaining entries list your field's benefits for class features you gain at higher levels, including the level at which you typically gain them in parentheses.

Bomber

You specialize in explosions and other violent reactions.

Formulas Two common 1st-level alchemical bombs.

Field Benefit When throwing an alchemical bomb with the splash trait, you can choose to deal splash damage to only your primary target instead of the usual splash area.

Field Vials When you Strike with a versatile vial, you can choose to have it deal cold, electricity, or fire damage instead of acid damage.

Field Discovery (5th) You have calculated all the angles to maximize a bomb's splash. When you throw an alchemical bomb with the splash trait, you can cause the bomb to deal splash damage equal to your Intelligence modifier (minimum 1) instead of the normal amount.

Advanced Vials (11th) You can mix special ingredients into your vials, such as magical dust or flakes of precious minerals. When you create a versatile vial, you can choose to have it treated as one special material of your choice, chosen from adamantine, cold iron, and dawnsilver. If you're wearing or wielding an item of a different precious material when you make the vial, you can choose that material instead.

Greater Field Discovery (13th) You can increase the splash on your bombs to damage creatures within 10 feet, or 15 feet if you have Expanded Splash.

Chirurgeon

You concentrate on healing others with alchemy.

Formulas Two common 1st-level alchemical elixirs with the healing trait (like lesser antidote, lesser antiplague, or minor elixir of life).

Field Benefit You can use your proficiency rank in Crafting for anything that requires a proficiency rank in Medicine (such as prerequisites) and use your Crafting modifier in place of your Medicine modifier for all Medicine checks.

Field Vials Your versatile vials can be used to heal a living creature a number of Hit Points equal to the vial's initial damage. A creature can drink the vial for this benefit, or you can throw the vial at a willing creature within 20 feet as an Interact action to heal that creature. In either case, a vial used this way loses the acid and splash traits and gains the coagulant and healing traits, plus the elixir trait if a creature drinks it.

Field Discovery (5th) Your medicinal elixirs are quite fortifying. When a creature drinks an infused elixir with the healing trait that you have created, that creature gains a number of temporary Hit Points equal to your Intelligence modifier (minimum 0); these temporary Hit Points last for 1 minute.

Advanced Vials (11th) When you use a field vial to heal a creature that has half its maximum Hit Points or fewer, the coagulant trait doesn't apply to that healing.

Greater Field Discovery (13th) When you use Quick Alchemy to create any type of elixir of life, the creature healed by the item regains the maximum Hit Points possible, instead of rolling to determine the number of Hit Points regained.

KEY TERMS

You'll see the following key terms in many alchemist class features and abilities.

Additive: Feats with the additive trait allow you to add special substances to alchemical consumables you create when you use Quick Alchemy to create a consumable (you can't use additives with quick vials). You can add only one additive to a single alchemical item, you can add an additive only once per round, and most additive abilities specify a subset of alchemical consumables you can add them to.

Coagulant: Healing alchemical items with the coagulant trait lose effectiveness when many are applied in a short period of time. If a creature heals Hit Points from an item with the coagulant trait, that creature is temporarily immune to healing Hit Points from subsequent items with the coagulant trait for 10 minutes (but not immune to any other effects of those items).

Infused: An alchemical item with the infused trait has a limited time before it becomes inert. Any non-permanent effects from your infused alchemical items, with the exception of afflictions such as slow-acting poisons, end when you make your daily preparations again.

Mutagenist

You focus on bizarre mutagenic transformations that sacrifice one aspect of a creature's physical or psychological being in order to strengthen another.

Formulas Two common 1st-level alchemical mutagens.

Field Benefit When you use a mutagen, you gain a number of temporary Hit Points equal to your Intelligence modifier (minimum 0) plus half your level. These temporary Hit Points last for 1 minute or until the mutagen's duration expires, whichever comes first. You can't gain temporary HP from drinking a mutagen again for 1 minute.

Field Vials You can drink the contents of one your versatile vials to suppress the drawback you take from one mutagen currently affecting you until the beginning of your next turn. A vial used this way loses the acid, bomb, and splash traits and gains the elixir trait. If you have more than one drawback due to Combine Elixirs or a similar ability, drinking the vial suppresses one drawback of your choice.

Field Discovery (5th) The mutagens flowing through your

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ALCHEMIST FEATS BY NAME

Feat	Level
Advanced Efficient Alchemy	10
Alchemical Assessment	1
Alchemical Familiar	1
Alchemical Revivification	20
Alter Admixture	8
Blowgun Poisoner	1
Clotting Elixirs	2
Combine Elixirs	6
Craft Philosopher's Stone	20
Debilitating Bomb	6
Directional Bombs	6
Double Poison	14
Efficient Alchemy	4
Enduring Alchemy	4
Eternal Elixir	16
Expanded Splash	10
Exploitive Bomb	16
Extend Elixir	12
Far Lobber	1
Fortified Elixirs	6
Greater Debilitating Bomb	10
Healing Bomb	4
Improbable Elixirs	18
Improved Invigorating Elixir	8
Improvise Admixture	2
Invigorating Elixir	4
Mega Bomb	20
Miracle Worker	18
Mutant Innervation	14
Mutant Physique	8
Perfect Debilitation	18
Pernicious Poison	2
Persistent Mutagen	16
Pinpoint Poisoner	8
Quick Bomber	1
Regurgitate Mutagen	4
Revivifying Mutagen	2
Smoke Bomb	2
Soothing Vials	1
Sticky Bomb	8
Sticky Poison	6
Supreme Invigorating Elixir	12
Tenacious Toxins	4
True Debilitating Bomb	14
Uncanny Bombs	12
Unstable Concoction	10

blood have altered your body chemistry. When you roll a Fortitude save while affected by a mutagen and dislike the result, you can end the effect of the mutagen to reroll the save. This is a fortune effect.

Advanced Vials (11th) When you drink one of your field vials, you also gain resistance to physical damage for the same duration. The resistance is equal to half your level.

Greater Field Discovery (13th) If you imbibe another mutagen while you are under the effects of a mutagen, you can gain the benefits and the drawbacks of both mutagens at once, despite the fact that they both have the polymorph trait and would not normally function together. If you come under the effects of any further mutagens while benefiting from two mutagens, you lose the benefit of one of the former mutagens of your choice, while retaining the drawbacks of all the mutagens. If you are under the effects of two mutagens and you come under the effect of a non-mutagen polymorph effect, you lose the benefits of the mutagens while retaining the drawbacks of both. Your field vial benefit applies to one mutagen of your choice.

Toxicologist

You specialize in toxins and venoms of all types.

Formulas Two common 1st-level alchemical poisons.

Field Benefit You can apply an injury poison you're holding to a weapon or piece of ammunition you're wielding as a single action, rather than as a 2-action activity. In addition, you flexibly mix acidic and poisonous alchemical compounds. Your infused poisons can affect creatures immune to poison. A creature takes acid damage instead of poison damage from your infused poisons if either the creature is immune to poison or that would be more detrimental to the creature (as determined by the GM). Typically, this benefit applies when the creature has an immunity, resistance, or weakness to one of the damage types.

Field Vials Your versatile vials have the poison trait and deal poison damage instead of having the acid trait and dealing acid damage (though your field benefit still applies). You can apply the contents of a versatile vial to a weapon or piece of ammunition as an injury poison. Add the versatile vial's initial damage to the first successful Strike with that weapon or ammunition. The substance becomes inert at the end of your current turn.

Field Discovery (5th) You have handled enough poisons to become inured to their effects. You gain poison resistance equal to half your level.

Advanced Vials (11th) When you damage a creature with a versatile vial you've used as an injury poison, that creature takes persistent poison damage equal to the vial's splash damage in addition to the initial damage.

Greater Field Discovery (13th) When a creature fails its initial saving throw against an infused injury poison you created, the wound sprays poison onto another creature adjacent to it. The attacker who caused the injury chooses which creature, if there's more than one, and can choose to forgo this effect. That creature is exposed to the poison. The second creature doesn't spread the poison further.

Alchemist Feats

At every level that you gain an alchemist feat, you can

select one of the following feats. You must satisfy any prerequisites before taking the feat.

1ST LEVEL

ALCHEMICAL FAMILIAR — FEAT 1

ALCHEMIST

You have used alchemy to create life, a simple creature formed from alchemical materials, reagents, and a bit of your own blood. You gain a familiar, which has the construct familiar ability (*Player Core* 212); this is permanent, doesn't require the familiar to have the tough familiar ability, and doesn't count against your usual limit of familiar abilities (typically 2). The familiar uses your Intelligence modifier to determine its Perception, Acrobatics, and Stealth modifiers.

ALCHEMICAL ASSESSMENT — FEAT 1

ALCHEMIST

Prerequisites trained in Crafting

You can identify alchemical items quickly. When using the Crafting skill to Identify Alchemy on an alchemical item you hold, you can do so as a single action, rather than spending 10 minutes.

BLOWGUN POISONER — 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 a blowgun Strike using a poisoned dart, the target's initial save against the poison is one degree of success worse than the creature rolls; this is a misfortune effect.

In addition, if you make a blowgun Strike while hidden or undetected, you don't automatically become observed. Instead, immediately attempt a Stealth check against the Perception DC of the target. If you succeed, you don't become observed, and are hidden (if you were undetected, you still become hidden rather than remaining undetected).

FAR LOBBER — FEAT 1

ALCHEMIST

You've learned how to throw a longer distance. When you throw an alchemical bomb, it has a range increment of 30 feet instead of the usual 20 feet.

QUICK BOMBER ❖ — FEAT 1

ALCHEMIST

You keep your bombs and bomb-related reagents in easy-to-reach pouches from which you draw without thinking. You Interact to draw a bomb, draw a versatile vial, or use Quick Alchemy to create a bomb, then Strike with the bomb. If you have the ability to create more than one bomb at a time with Quick Alchemy (such as from the double brew class feature), you can Strike with only one of the bombs you create with this action.

SAMPLE FORMULA BOOK

You can choose any 1st-level common alchemical items for your formula book, but the list below contains a good selection of starter formulas. A beginner's book with these formulas called *The Fundamentals of Alchemy* has become popular among mainstream alchemists by staying away from controversial topics like mutagens, though it has drawn criticism from fringe alchemists for guiding fledgling alchemists away from more innovative experiments.

Alchemical Item Formulas: Alchemist's fire, frost vial, cheetah's elixir, elixir of life, glue bomb, smoke ball; **Bomber** Acid flask, bottled lightning; **Chirurgeon** Antidote, antiplague; **Mutagenist** Bestial mutagen, cognitive mutagen; **Toxicologist** Arsenic, giant centipede venom

SOOTHING VIALS — FEAT 1

ALCHEMIST

Prerequisites chirurgeon research field

The healing chemicals in your versatile vials also help calm a patient's mind. When a living creature affected by a mental effect regains Hit Points from one of your versatile vials, it can immediately attempt a new Will saving throw to end one mental effect of its choice. It gains a +1 item bonus to the saving throw.

2ND LEVEL

CLOTTING ELIXIRS — FEAT 2

ALCHEMIST

Your restorative concoctions have a clotting effect on the drinker's blood. When a living creature drinks an infused elixir with the healing trait that you have created, it can immediately attempt a DC 10 flat check to remove any persistent bleed damage.

IMPROVISE ADMIXTURE ❖ — FEAT 2

ALCHEMIST CONCENTRATE MANIPULATE

Frequency once per day

Requirements You have fewer than your maximum number of versatile vials, and you're either holding or wearing an alchemist's toolkit.

You scrounge together enough ingredients from what's left in your alchemist's toolkit to produce a few more versatile vials on the fly. Attempt a Crafting check. The DC is usually a standard-difficulty DC for your level, but the GM can assign a different DC based on the circumstances. The number of vials you regain depends on the result of your check (up to your maximum).

Critical Success You regain 3 versatile vials.

Success You regain 2 versatile vials.

Failure You regain 1 versatile vial.

Critical Failure You don't regain any versatile vials.

PERNICIOUS POISON — FEAT 2

ADDITIVE ALCHEMIST

You can add a toxic additive to an alchemical poison to make it splash poison on its target. A poison with this additive deals

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Sample Alchemist

CHIRURGEON

You use alchemy for medicinal purposes, healing and protecting others across the lands.

Attribute Scores

Prioritize Intelligence and Wisdom. Constitution increases your survivability, and Dexterity helps you hit with ranged attacks when violence is necessary.

Skills

Crafting, Diplomacy, Medicine, Nature, Occultism, Religion, Society, Survival

Research Field

Chirurgeon

Starting Feat

Soothing Vials

Higher-Level Feats

Clotting Elixirs (2nd), Invigorating Elixir (4th), Combine Elixirs (6th), Improved Invigorating Elixir (8th), Supreme Invigorating Elixir (12th), Miracle Worker (18th), Craft Philosopher's Stone (20th)



an amount of poison damage equal to the poison's level if the target succeeds at its initial saving throw against it. A target that critically succeeds at its saving throw against this poison still takes no damage.

REVIVIFYING MUTAGEN ❖ FEAT 2

ALCHEMIST CONCENTRATE

Requirements You are under the effects of a mutagen.

You metabolize a mutagen to heal yourself. You regain 1d6 Hit Points for every 2 item levels of the required mutagen (minimum 1d6 HP), but the mutagen's duration immediately ends.

SMOKE BOMB FEAT 2

ADDITIVE ALCHEMIST

You can add a tarry additive to an alchemical bomb to make it emit smoke. When thrown, in addition to its normal effects, the bomb creates a cloud of smoke in a 10-foot burst. You choose which corner of the target's space (or the space in which the bomb lands) the cloud is centered on. Creatures within that area have the concealed condition, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind.

4TH LEVEL

EFFICIENT ALCHEMY FEAT 4

ALCHEMIST

Thanks to the time you've spent studying and experimenting, you know how to scale your formulas into larger batches that don't require any additional attention. Increase the number of items you can create each day with advanced alchemy to 6 + your Intelligence modifier.

In addition, when you Craft alchemical consumables during downtime, you can produce twice as many alchemical items in a single batch without spending additional preparatory time. For instance, if you are creating elixirs of life, you can craft up to eight elixirs in a single batch using downtime, rather than four. This doesn't change the amount of alchemical reagents or other ingredients required to craft each item, nor does it change your rate of progress for days past the base downtime spent.

ENDURING ALCHEMY FEAT 4

ALCHEMIST

You've learned how to make your personal energy last just a little bit longer when quickly brewing ad hoc concoctions. When using Quick Alchemy to create an alchemical tool or elixir, that tool or elixir remains potent until the end of your next turn, instead of losing its potency at the start of your next turn.

HEALING BOMB FEAT 4

ADDITIVE ALCHEMIST

You can add a foamy catalyst to an elixir of life to turn it into a topical projectile. You can throw the elixir as though it were an alchemical bomb, with the following results.

Success The target is affected as though it drank the elixir, and each living creature adjacent to it regains HP from the bomb



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equal to the elixir's number of damage dice (3 HP for a lesser elixir of life, for example).

Failure The target regains HP equal to the elixir's number of damage dice.

Critical Failure The healing bomb has no effect.

INVIGORATING ELIXIR FEAT 4

ADDITIVE ALCHEMIST

You can mix an aromatic salve into an elixir with the healing trait to soothe physical maladies. In addition to its normal effects, the elixir can be imbibed by a creature prevented from doing so (such as a sickened creature). In addition to its other effects, the elixir attempts to counteract an effect imposing one of the following conditions of the imbiber's choice: clumsy, enfeebled, sickened, or stupefied. Use half your level rounded up for the counteract rank and your class DC – 10 for the counteract modifier. The imbiber is then temporarily immune to the effects of this additive for 10 minutes. The additive can't counteract curses, diseases, or conditions that are part of the creature's normal state.

REGURGITATE MUTAGEN ❖ FEAT 4

ALCHEMIST MANIPULATE

Requirements You are under the effects of a mutagen.

You redirect a mutagen within your body to spit a stream of stomach acid at a foe. A creature within 30 feet takes 1d6 acid damage for every 2 levels you have, with a basic Reflex save against your class DC. On a failure, the creature is also sickened 1 (or sickened 2 on a critical failure). The mutagen's duration immediately ends.

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

COMBINE ELIXIRS FEAT 6

ADDITIVE ALCHEMIST

You can add the full ingredients of a second elixir to an elixir you make to create a hybrid concoction. You must expend an additional versatile vial to make this combined elixir, and the ingredients must be for an elixir you could create with Quick Alchemy. When this combination elixir is consumed, both the constituent elixirs take effect. For example, you can combine two lesser elixirs of life to create a combined elixir that heals twice the normal amount, or you can combine a lesser darkvision elixir with a lesser eagle-eye elixir to both gain darkvision and find secret doors.

Sample Alchemist

BOMBER

You can mix an explosive out of just about anything!

Attributes

Prioritize Intelligence and Dexterity. Constitution helps you survive explosions gone wrong, and Wisdom helps you spot hard-to-find targets.

Skills

Acrobatics, Arcana, Crafting, Deception, Intimidation, Society, Stealth, Thievery

Research Field

Bomber

Starting Feat

Quick Bomber

Higher-Level Feats

Smoke Bomb (2nd), Directional Bombs (6th), Sticky Bomb (8th), Expanded Splash (10th), Mega Bomb (20th)



DEBILITATING BOMB FEAT 6

ADDITIVE ALCHEMIST

You can add a crystalline additive to an alchemical bomb to have it undermine your enemy. Choose dazzled, deafened, off-guard, or a –5-foot status penalty to Speeds. If the attack with the bomb hits, in addition to the bomb's normal effects, the target must succeed at a Fortitude saving throw or take that effect until the start of your next turn. Use your class DC for this saving throw, even if someone else throws the bomb.

DIRECTIONAL BOMBS FEAT 6

ALCHEMIST

You can lob bombs with great force and a precise trajectory to angle the splash in a cone that sprays in a single direction, potentially allowing you to avoid allies and splash deeper into enemy lines. When throwing an alchemical bomb with the splash trait, instead of splashing all squares adjacent to the target, you can create a splash in a 15-foot cone. You choose the cone's direction, but its first square must be a square in the target's space.

Special If you have the Expanded Splash feat or another ability that increases the radius of splash damage, you can have the splash damage be a 20-foot cone.

FORTIFIED ELIXIRS FEAT 6

ALCHEMIST

Your treatments for diseases and poisons can be very efficacious, though they tend not to last as long. A creature that is under the effect of an infused antidote or antiplague that you created can choose to reroll a failed Fortitude saving throw against an appropriate affliction (poison for antidote and disease for antiplague). The creature doesn't gain the elixir's usual item bonus to the reroll, and after the reroll, the elixir's duration immediately ends. This is a fortune effect.

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

ALTER ADMIXTURE FEAT 8

ALCHEMIST EXPLORATION

Requirements You are holding or wearing an alchemist's toolkit.

Sometimes, you need to adapt your alchemical mixtures to new situations. In a process that takes 10 minutes, you change an item you created with advanced alchemy into a similar item. You can change an alchemical bomb into

another type of alchemical bomb, an elixir into another type of elixir, or a poison into another type of poison. If it's unclear whether two alchemical consumables are similar, the GM decides. You must know the formula for the new item, and the new item must be of the same or lower item level than the original item. The new item still keeps the infused trait, and it remains potent as long as the original item would have.

IMPROVED INVIGORATING ELIXIR — FEAT 8

ALCHEMIST

Prerequisites Invigorating Elixir

Choose physical invigoration or mental invigoration, and add the listed conditions to those you can choose for an invigorating elixir you create to counteract: **Physical Invigoration** blinded, deafened, drained, paralyzed, slowed; **Mental Invigoration** confused, controlled, fleeing, frightened, paralyzed, slowed.

Special You can select this feat a second time to choose a different type of invigoration and add its options to those you can choose.

MUTANT PHYSIQUE — FEAT 8

ALCHEMIST

Basic mutagens that affect your physical form can bring out the beast within you, turn you nigh invincible, or make your body more elastic. While you're affected by one of the listed mutagens, you get an additional benefit.

- **Bestial Mutagen** You gain the mutagen's item bonus to your Intimidation checks. In addition, you increase the damage die size of your claws and jaws by one step, and they gain the deadly d10 trait.
- **Juggernaut Mutagen** You gain resistance to all physical damage equal to half your level.
- **Quicksilver Mutagen** You can stretch your legs and Step up to 10 feet, and you can squish and compress your body, allowing you to make it through tight spaces as if you were one size smaller, in addition to any effect from Squeezing.

Special If you can be under the effects of multiple mutagens (with the mutagenist greater field discovery, for example), you get all relevant benefits.

PINPOINT POISONER — FEAT 8

ALCHEMIST

Unsuspecting targets are especially vulnerable to your poisons. When you successfully Strike an off-guard creature with a poisoned weapon or expose an off-guard creature to an inhaled poison, that creature takes a –2 circumstance penalty to its initial save against that poison.

STICKY BOMB — FEAT 8

ADDITIVE ALCHEMIST

You can mix in a sticky additive to an alchemical bomb to make its contents adhere and continue to deal damage. A creature hit by a sticky bomb also takes persistent damage equal to and of the same type as the bomb's splash damage. If the bomb already deals persistent damage, combine the two amounts.

10TH LEVEL

ADVANCED EFFICIENT ALCHEMY — FEAT 10

ALCHEMIST

Prerequisites Efficient Alchemy

You make an even-larger batch of alchemical items each morning. Increase the maximum number of items you can create with advanced alchemy to 8 + your Intelligence modifier, or to 10 + your Intelligence modifier if you're 16th level or higher.

EXPANDED SPLASH — FEAT 10

ALCHEMIST

You can throw bombs at just the right trajectory to create especially large and powerful explosions. When you throw an alchemical bomb and that bomb has the splash trait, you can have the splash damage affect all creatures within 10 feet of the target instead of 5 feet. If you do, you gain a status bonus to the bomb's splash damage equal to your Intelligence modifier. If you have the bomber 5th-level field discovery, this additional damage applies even if you caused your bomb to deal splash damage equal to your Intelligence modifier instead of the normal amount, allowing your bombs to deal splash damage equal to double your Intelligence modifier.

GREATER DEBILITATING BOMB — FEAT 10

ALCHEMIST

Prerequisites Debilitating Bomb

You have learned enhanced techniques and alchemical secrets that allow you to expand the range of effects you can impose with your bombs. When you use Debilitating Bomb, add the following to the list you can choose from: clumsy 1, enfeebled 1, stupefied 1, or –10-foot status penalty to Speeds.

UNSTABLE CONCOCTION — FEAT 10

ADDITIVE ALCHEMIST

You can mix a wondrous yet volatile liquid into an alchemical consumable if it has an initial effect that uses dice. You increase the size of any dice for the item's initial effect by one step. For instance, you could increase damage from a moderate alchemist's fire to 2d10 or healing from a moderate elixir of life to 5d8+12. Because this affects only initial dice, it wouldn't increase unarmed attack damage from a bestial mutagen, persistent damage from an acid flask, and the like. When this item is activated, the creature activating it must succeed at a DC 10 flat check or take acid damage equal to the item's level.

12TH LEVEL

EXTEND ELIXIR — FEAT 12

ALCHEMIST

Integrating your own personal energy into the elixirs you create causes them to affect you for longer. When you consume one of your alchemical items that has the elixir and infused traits and a duration of 1 minute or longer, that elixir's duration is doubled. If you created the item with Quick Alchemy, this can't cause it to exceed the 10-minute duration limit.

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Sample Alchemist

MUTAGENIST

You transform yourself and others with mutagens.

Attributes

Prioritize Intelligence and Strength. Constitution helps you survive transformations and combat, and Wisdom helps keep your mind intact despite the warping.

Skills

Arcana, Athletics, Crafting, Intimidation, Occultism, Society, Stealth, Survival

Research Field

Mutagenist

Starting Feat

Alchemical Familiar

Higher-Level Feats

Revivifying Mutagen (2nd), Regurgitate Mutagen (4th), Mutant Physique (8th), Mutant Innervation (14th), Persistent Mutagen (16th), Alchemical Revivification (20th)



SUPREME INVIGORATING ELIXIR FEAT 12

ALCHEMIST

Prerequisites Invigorating Elixir

For the purposes of counteracting effects with invigorating elixirs, treat your level as though it were 2 higher. Add the listed conditions to those you can choose for an invigorating elixir you create to counteract: petrified, stunned. You can also choose a disease regardless of what, if any, conditions it imposes.

UNCANNY BOMBS FEAT 12

ALCHEMIST

Prerequisites Far Lobber

You lob bombs unerringly, despite obstructions or distance. When you throw an alchemical item with the bomb trait, its range increment increases to 60 feet, you reduce any circumstance bonus to the target's AC from cover by 1, and you automatically succeed at the flat check when targeting a concealed creature.

14TH LEVEL

DOUBLE POISON FEAT 14

ALCHEMIST

You can apply two different infused injury poisons to the same weapon, though not to a piece of ammunition. Each poison's level must be 2 or more levels lower than your level. You have to apply the two poisons individually. Once you've applied both, the poisons merge into a double poison that uses the lower of the two poisons' DCs and number of stages. This double poison is virulent only if both poisons were virulent. Combine the effects of each stage of the poison on any creature affected by it. For each stage of the poison, use the effects of both poisons and the longer interval for that stage among the two poisons.

MUTANT INNERVATION FEAT 14

ALCHEMIST

Basic mutagens that affect your mind and thoughts can make you communicate telepathically, protect you from being detected, or let you communicate with anyone. While you're affected by one of the listed mutagens, you get an additional benefit.

- **Cognitive Mutagen** You also gain the mutagen's item bonus to Deception, Diplomacy, Intimidation, Medicine, Nature, Performance, Religion, and Survival checks. In addition, you can communicate telepathically with creatures within 60 feet with whom you share a language. The communication is two-way once you establish it, so a creature you contact can also communicate with you.
- **Serene Mutagen** Detection, revelation, and scrying effects of 9th rank (or 17th level) or lower detect nothing from you or your possessions and auras. For instance, *detect magic* would still detect other magic in the area, but not any magic on you.
- **Silvertongue Mutagen** Ignore circumstance penalties you would take to Deception, Diplomacy, Intimidation, and Performance checks. In addition, your words transcend linguistic barriers; everyone listening to you speak hears your words as if you were speaking in their own language

(though you don't actually speak that language, nor does this ability allow you to understand any additional languages).

Special If you can be under the effects of multiple mutagens (with the mutagenist greater field discovery, for example), you get all relevant benefits.

TRUE DEBILITATING BOMB FEAT 14

ALCHEMIST

Prerequisites Greater Debilitating Bomb

You have discovered increasingly devastating ways for your bombs to impede your foes. When you use Debilitating Bomb, add the following to the list of effects you can choose from: enfeebled 2, stupefied 2, or a –15-foot status penalty to Speeds.

16TH LEVEL

ETERNAL ELIXIR FEAT 16

ALCHEMIST

Prerequisites Extend Elixir

Your body readily accepts and retains minor changes. When you drink one of your alchemical items that has the elixir and infused traits and a duration of 1 minute or more, you can make the elixir's duration indefinite. You can do so only if the elixir's level is half your level or lower. If you later consume a different elixir and make it indefinite, the effect of the previous indefinite elixir ends.

EXPLOITIVE BOMB FEAT 16

ADDITIVE ALCHEMIST

You can mix a refractile substance into an alchemical bomb to foil resistances. Choose one damage type the bomb can deal. Any damage dealt by the bomb—including initial, splash, and persistent damage—ignores an amount of that resistance equal to your level.

PERSISTENT MUTAGEN FEAT 16

ALCHEMIST

Prerequisites Extend Elixir

You've trained your physical form to remain stable. Once per day, when you consume an alchemical item with the infused and mutagen traits, you can extend its duration to last until the next time you make your daily preparations instead of its normal duration. Unlike with the normal extension from Extend Elixir, this can exceed the duration of an item created with Quick Alchemy beyond its normal 10-minute limit.

18TH LEVEL

IMPROBABLE ELIXIRS FEAT 18

ALCHEMIST

Your mastery of alchemical secrets enables you to replicate effects most believe can be achieved only via magic. Select a number of potions equal to your Intelligence modifier (minimum 1); these potions must be of 9th level or lower. You gain formulas to create these potions as alchemical consumables with the elixir trait. When making these alchemical elixirs, you can substitute alchemical reagents for an equal value of magical components, and you can use an alchemist's toolkit (for Quick Alchemy) or an alchemist's lab (for the Craft activity) instead of any other required toolkits. Other than that, the formula doesn't change. Once you've chosen the potion formulas, they can't be changed.

MIRACLE WORKER FEAT 18

ALCHEMIST

Frequency once every 10 minutes

Your alchemical mastery can resuscitate the recently slain. You can administer a major or true elixir of life to a creature who has been dead for no more than 2 rounds. When you do, that creature is immediately returned to life with 1 Hit Point and becomes wounded 1.

PERFECT DEBILITATION FEAT 18

ALCHEMIST

You have perfected the formulas for bombs that impede your enemies. When you use Debilitating Bomb, your target avoids the condition the bomb imposes only if it critically succeeds at its saving throw.

20TH LEVEL

ALCHEMICAL REVIVIFICATION FEAT 20

ALCHEMIST

If you die while under the effect of at least one elixir, the alchemical compounds in your bloodstream bring you back to life at the start of your next turn. You're affected by an elixir of rejuvenation (page 288), then a true elixir of life, then your choice of a major bestial mutagen, major juggernaut mutagen, or major quicksilver mutagen as though you just imbibed it. These automatic reactions don't get any special benefits you add when creating or using these items. Because you died, all other alchemical compounds in your bloodstream are inert. After being revived, you're temporarily immune to Alchemical Rejuvenation for 1d4 hours.

CRAFT PHILOSOPHER'S STONE FEAT 20

ALCHEMIST

Your research has paid off, culminating in the legendary philosopher's stone. You learn the formula for the philosopher's stone (page 295) and can add it to your formula book.

MEGA BOMB FEAT 20

ADDITIVE ALCHEMIST MANIPULATE

You can add a highly explosive additive to an alchemical bomb to turn it into a mega bomb. Throwing this bomb takes a 2-action activity instead of a Strike. This isn't a Strike, and you don't make an attack roll. The mega bomb explodes in a 30-foot burst within 60 feet. It deals damage as if each creature were the primary target, with a basic Reflex save. On a failed save, a creature also takes any extra effects that affect a primary target (such as off-guard from bottled lightning). Though all targets in the area take splash damage as primary targets, there is no further splash beyond that area.

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BARBARIAN

Rage consumes you in battle. You delight in wreaking havoc and using powerful weapons to carve through your enemies, relying on astonishing durability without needing complicated techniques or rigid training. Your rages draw upon a vicious instinct, which you might associate with an animal, a spirit, or some part of yourself. To many barbarians, brute force is a hammer and every problem looks like a nail, whereas others try to hold back the storm of emotions inside them and release their rage only when it matters most.

KEY ATTRIBUTE
Strength
At 1st level, your class gives you an attribute boost to Strength.

HIT POINTS
12 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 summon your rage and rush to the front lines to smash your way through. Offense is your best defense—you'll need to drop foes before they can exploit your relatively low defenses.

During social encounters...

You use intimidation to get what you need, especially when gentler persuasion can't get the job done.

While exploring...

You look out for danger, ready to charge headfirst into battle in an instant. You climb the challenging rock wall and drop a rope for others to follow, and you wade into the risky currents to reach the hidden switch beneath the water's surface. If something needs breaking, you're up to the task!

In downtime...

You might head to a tavern to carouse, build up the fearsome legend of your mighty deeds, or recruit followers to become a warlord in your own right.

You might...

- Have a deep-seated well of anger, hatred, or frustration.
- Prefer a straightforward approach to one requiring patience and tedium.
- Engage in a regimen of intense physical fitness.

Others probably...

- Rely on your courage and your strength, and trust that you can hold your own in a fight.
- See you as uncivilized or a boorish lout unfit for high society.
- Believe that you are loyal to your friends and allies and will never relent until the fight is done.

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

Expert in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Athletics
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in barbarian class DC

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BARBARIAN ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, Rage, Quick-Tempered, instinct, barbarian feat
2	Barbarian feat, skill feat
3	Furious footfalls, general feat, skill increase
4	Barbarian feat, skill feat
5	Ancestry feat, attribute boosts, brutality, skill increase
6	Barbarian feat, skill feat
7	General feat, juggernaut, skill increase, weapon specialization
8	Barbarian feat, skill feat
9	Ancestry feat, raging resistance, reflex expertise, skill increase
10	Attribute boosts, barbarian feat, skill feat
11	General feat, mighty rage, skill increase
12	Barbarian feat, skill feat
13	Ancestry feat, greater juggernaut, medium armor expertise, skill increase, weapon mastery
14	Barbarian feat, skill feat
15	Attribute boosts, general feat, greater weapon specialization, indomitable will, skill increase
16	Barbarian feat, skill feat
17	Ancestry feat, perception mastery, revitalizing rage, skill increase
18	Barbarian feat, skill feat
19	Armor mastery, devastator, general feat, skill increase
20	Attribute boosts, barbarian feat, skill feat

Class Features

You gain these abilities as a barbarian. Abilities gained at higher levels list the requisite levels next to their 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.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

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

Rage

You gain the Rage action, which lets you fly into a frenzy.

RAGE ◆

BARBARIAN CONCENTRATE EMOTION MENTAL

Requirements You aren't fatigued or raging.

You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. While you are raging:

- You deal 2 additional damage on melee Strikes. This additional damage is halved if your weapon or unarmed attack is agile.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

Rage lasts for 1 minute, until you fall unconscious, or until the encounter ends, whichever comes first. You can't voluntarily stop raging. When you stop raging, you lose any remaining temporary Hit Points from Rage, and can't gain temporary Hit Points from using the Rage action again for 1 minute.

Quick-Tempered

You gain the Quick-Tempered free action, which lets you Rage at the slightest provocation.

QUICK-TEMPERED ◇

BARBARIAN

Trigger You roll initiative.

Requirements You are not encumbered or wearing heavy armor.

So long as you are able to move freely, your fury is instinctive and instantaneous. You Rage.

Instinct

Your rage wells up from a dominant instinct—one you learned from a tradition or that comes naturally to you. Your instinct gives you an ability, requires you to avoid certain behaviors, grants you increased damage and resistances at higher levels, and allows you to select feats tied to your instinct. For more information, see Instincts on page 74.

Barbarian Feats

At 1st level and every even-numbered level, you gain a barbarian class feat. These begin on page 77.

Skill Feats 2nd

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

Furious Footfalls 3rd

The urge to fight drives you ever forward. You gain a +5-foot status bonus to your Speed. This bonus increases to +10 feet while you're raging.

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.

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.

Brutality 5th
Your fury makes your weapons lethal. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. While raging, you have the critical specialization benefits for melee weapons and unarmed attacks.

Juggernaut 7th
Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Weapon Specialization 7th
Your rage helps you hit harder. You deal an additional 2 damage with weapons and unarmed attacks in which you have expert proficiency. This damage increases to 3 if you're a master, and 4 if you're legendary. You gain your instinct's specialization ability.

Raging Resistance 9th
Repeated exposure and toughened skin allow you to fend off harm. While raging, you gain resistance equal to 3 + your Constitution modifier to damage types based on your instinct.

Reflex Expertise 9th
You've developed a knack for dodging danger. Your proficiency rank for Reflex saves increases to expert.

Mighty Rage 11th
Your rage intensifies and lets you hit harder at the start of a fight. Your proficiency rank for your barbarian class DC increases to expert. In addition, when you use Quick-Tempered, the first Strike you make during your first turn deals additional damage equal to your Rage damage.

Greater Juggernaut 13th
You have a stalwart physiology. Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you roll a failure on a Fortitude save against an effect that deals damage, you halve the damage you take.

Medium Armor Expertise 13th
You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

Weapon Mastery 13th
Your rage makes you even more effective with the weapons you wield. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

Greater Weapon Specialization 15th
The weapons you've mastered become truly fearsome in your hands. 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. You gain a greater benefit from your instinct's specialization ability.

Indomitable Will 15th
Your rage makes it difficult to control you. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Perception Mastery 17th
Your instinct heightens each of your senses further. Your proficiency rank for Perception increases to master.

Revitalizing Rage 17th
Your rage sustains you more frequently, leaving you ready to jump into battle anew. Instead of needing to wait 1 minute before you can gain temporary Hit Points from Rage again, you need only to spend at least one full turn not in a Rage.

Armor Mastery 19th
Your training and rage deepen your connection to your armor. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master.

Devastator 19th
Your Strikes are so devastating that you hardly care about resistance, and your barbarian abilities are unparalleled. Your proficiency rank for your barbarian class DC increases to master. Your melee Strikes ignore up to 10 resistance to the physical damage they deal.

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Instincts

You channel your rage through an instinct. You decide what your instinct means to you. It could be a creature or symbol beloved by your clan, or a purely internal source or filter of your rage, such as a belief, curse, heritage, or state of mind. Each instinct includes the following. Your choice of instinct also serves as a prerequisite for many feats.

Instinct Ability You gain this fundamental ability related to your instinct.

Specialization Ability (7th) You get this benefit when you gain the weapon specialization class feature at 7th level.

Raging Resistance (9th) You get this benefit when you gain the raging resistance class feature at 9th level.



Animal Instinct

The fury of a wild predator fills you when you Rage, granting you ferocious unarmed attacks. Cultures that revere vicious animals (such as apes or bears) give rise to barbarians with this instinct. You might also be at war with an uncontrollable, animalistic side of your personality, or you might be a descendant of a werewolf or another werecreature. Select an animal from the Animal Instincts table that best matches your chosen animal.

Instinct Ability—Bestial Rage While raging, you gain your chosen animal's unarmed attack (or attacks), but you're unable to use weapons. The specific attack gained, the damage it deals, and its traits are listed in the Animal Instincts table. These attacks are in the brawling group. Your Rage action gains the morph and primal traits.

Specialization Ability (7th) Increase the damage die size for the unarmed attacks granted by your chosen animal by one step, and increase the additional damage from Rage from 2 to 5 for your chosen animal's unarmed attacks. If you have greater weapon specialization, increase the damage from Rage from 5 to 12 for your chosen animal's unarmed attacks.

Raging Resistance (9th) You resist piercing and slashing damage.

Animal Instincts

Animal	Attack	Damage	Traits
Ape	Fist	1d10 B	Grapple, unarmed
Bear	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarmed
Bull	Horn	1d10 P	Shove, unarmed
Cat	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarmed
Deer	Antler	1d10 P	Grapple, unarmed
Frog	Jaws	1d10 B	Unarmed
	Tongue	1d4 B	Agile, unarmed
Shark	Jaws	1d10 P	Grapple, unarmed
Snake	Fangs	1d10 P	Grapple, unarmed
Wolf	Jaws	1d10 P	Trip, unarmed

Dragon Instinct

You summon the fury of a mighty dragon and manifest incredible abilities. Perhaps your culture reveres draconic majesty, or you gained insights by drinking or bathing in dragon's blood or watching a marauding wyrm burn your village. Select a type of dragon from the Dragon Instincts table as your instinct's dragon type. These are the dragons from *Monster Core*, but your GM might allow you to choose dragons from other sources and determine their tradition and dragon breath type.

Instinct Ability—Draconic Rage While raging, you can increase the additional damage from Rage from 2 to 4 and change its damage type to match that of your instinct's dragon breath instead of the

damage type for your weapon or unarmed attack. If you do this, your Rage action gains the trait matching your dragon instinct's tradition, as well as the trait matching the damage type where applicable.

Specialization Ability (7th) When you use draconic rage, you increase the additional damage from Rage from 4 to 8. If you have greater weapon specialization, instead increase the damage from Rage when using draconic rage from 8 to 16.

Raging Resistance You resist piercing damage and the damage type of your instinct's dragon breath.

DRAGON INSTINCTS

Dragon	Tradition	Dragon Breath
Adamantine	Primal	Bludgeoning
Conspirator	Occult	Poison
Diabolic	Divine	Fire
Empyreal	Divine	Spirit
Fortune	Arcane	Force
Horned	Primal	Poison
Mirage	Arcane	Mental
Omen	Occult	Mental

Fury Instinct

Your rage comes from a deep and purely personal well within you. You use your rage as you choose.

Instinct Ability—Unstoppable Frenzy Increase the additional damage from Rage from 2 to 3. You gain a bonus 1st-level barbarian feat.

Specialization Ability (7th) Increase the additional damage from Rage from 3 to 7. If you have greater weapon specialization, instead increase the additional damage from Rage to 13.

Raging Resistance (9th) You resist physical weapon damage, but not physical damage from other sources (such as unarmed attacks).

Giant Instinct

Your rage gives you the raw power and size of a giant. This doesn't necessarily mean you revere giants—you might scoff at them or even aspire to slay them! You could instead seem like a giant to other people due to your exceptional strength or larger-than-life emotions and ego.

Instinct Ability—Titan Mauler You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You start with one such weapon, which you receive for free. It must be a common melee or ranged weapon, it must have a Price of 9 gp or less (not including the Price adjustment for being a larger weapon), and it must be common or you must otherwise have access to it. It is your personal weapon and has no value if sold unless you later add runes to it, and it has the normal Bulk for a weapon of its size (*Player Core* 270).

KEY TERMS

You'll see the following key terms in many barbarian class features.

Flourish: Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Rage: You must be raging to use abilities with the rage trait, and they end automatically when you stop raging.

When wielding a larger weapon in combat, increase your additional damage from Rage from 2 to 6, but you have the clumsy 1 condition because of the weapon's unwieldy size. You can't remove this clumsy condition or ignore its penalties by any means while wielding the weapon.

Specialization Ability (7th) Increase the damage from Rage when using a larger weapon from 6 to 10; if you have greater weapon specialization, increase it from 10 to 18.

Raging Resistance (9th) You resist bludgeoning damage and your choice of cold, electricity, or fire, chosen when you gain raging resistance.

Spirit Instinct

Whether you are emotionally sensitive to the spirits around you; worship ancestors or apparitions; or are haunted by the specter of an ancestor, relative, friend, or foe, your rage takes the form of a spiritual possession.

Instinct Ability—Spirit Rage While raging, you can increase the additional damage from Rage from 2 to 3 and change its damage type to spirit, instead of the damage type for your weapon or unarmed attack (choose each time you Rage). If you choose to deal spirit damage, your weapon or unarmed attack gains the effects of the *ghost touch* property rune, which makes it more effective against incorporeal creatures, and your Rage action gains the divine and spirit traits.

Specialization Ability (7th) When using spirit rage, increase the damage from Rage from 3 to 7. If you have greater weapon specialization, instead increase the damage when using spirit rage to 13.

Raging Resistance (9th) You resist void damage, as well as damage dealt by the attacks and abilities of undead creatures, regardless of the damage type.

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.

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BARBARIAN FEATS BY NAME

Feat	Level
Acute Scent	2
Acute Vision	1
Adrenaline Rush	1
Animal Skin	6
Animalistic Brutality	8
Annihilating Swing	20
Awesome Blow	14
Barreling Charge	4
Bashing Charge	2
Brutal Bully	6
Brutal Critical	18
Cleave	6
Collateral Thrash	16
Come and Get Me	10
Contagious Rage	20
Desperate Wrath	16
Disarming Assault	8
Draconic Arrogance	1
Dragon's Rage Breath	6
Dragon's Rage Wings	12
Dragon Transformation	16
Embrace the Pain	12
Follow-Up Assault	8
Friendly Toss	8
Furious Bully	8
Furious Finish	2
Furious Grab	12
Furious Sprint	10
Furious Vengeance	16
Giant's Lunge	14
Giant's Stature	6
Great Cleave	10
Impaling Thrust	14
Impressive Landing	10
Inner Strength	6
Instinctive Strike	8
Intimidating Strike	2
Invulnerable Rager	8
Knockback	10
Mage Hunter	6
Moment of Clarity	1
No Escape	2
Nocturnal Senses	6
Overpowering Charge	10
Oversized Throw	4
Penetrating Projectile	16
Perfect Clarity	18
Predator's Pounce	12
Quaking Stomp	20
Raging Athlete	4
Raging Intimidation	1
Raging Thrower	1
Reactive Strike	6
Renewed Vigor	8
Resounding Blow	10
Scars of Steel	4
Scouring Rage	6
Second Wind	2
Shake It Off	2
Share Rage	8
Shattering Blows	16
Silencing Strike	10
Spirits' Interference	6
Spirit's Wrath	12
Spiritual Guides	4
Sudden Charge	1
Sudden Leap	8
Sunder Enchantment	14
Sunder Spell	12
Supernatural Senses	4
Swipe	4
Tangle of Battle	10
Terrifying Howl	10
Thrash	8
Titan's Stature	12
Unbalancing Sweep	12
Unstoppable Juggernaut	20
Vengeful Strike	14
Vicious Evisceration	18
Whirlwind Strike	14
Whirlwind Toss	18
Wounded Rage	4

Instinct Ability—Superstitious Resilience Your deep superstition means it's anathema for you to learn or Cast a Spell, or to wield or use an item that can be activated to Cast a Spell. If you violate this anathema, you lose the instinct's abilities and any feats that list the instinct as a prerequisite until you spend 1 day of downtime re-centering yourself, though you keep all your other barbarian abilities.

While raging, you gain a +2 status bonus to all saves against magic. Increase your damage from Rage from 2 to 3, or 4 against creatures you have witnessed Casting a Spell within the last hour. When you Rage, you regain Hit Point equal to the temporary HP you gained from the Rage action; you then can't regain HP in this way again for 10 minutes. While raging, if you willingly accept the effects of a magic spell or effect, you are frightened 1. You cannot reduce your frightened condition below 1 as long as you are affected by the spell or effect.

Specialization Ability (7th) Increase the damage from Rage from 3 to 7, or 8 against creatures you have witnessed Casting a Spell within the last hour. If you have greater raging specialization, instead increase the damage from Rage to 13, or 16 against creatures you have witnessed Casting a Spell within the last hour.

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 every level that you gain a barbarian feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Acute Vision — Feat 1

BARBARIAN

When you are raging, your visual senses improve, granting you darkvision.

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.

Moment of Clarity ◆ — Feat 1

BARBARIAN CONCENTRATE RAGE

You push back your rage for a moment in order to think clearly. Until the end of this turn, you can use actions with the concentrate trait even if those actions don't have the rage trait.

Raging Intimidation — Feat 1

BARBARIAN

Your fury fills your foes with fear. While you are raging, your Demoralize and Scare to Death actions (from the Intimidation skill and an Intimidation skill feat, respectively) gain the rage trait, allowing you to use them while raging. As soon as you meet the prerequisites for the skill feats Intimidating Glare and Scare to Death, you gain these feats.

Raging Thrower — Feat 1

BARBARIAN

Thrown weapons become especially deadly in your fury. You apply the additional damage from Rage to your thrown weapon attacks. If you have the Brutal Critical feat or the devastator class feature, apply their benefits to thrown weapon attacks.

Sudden Charge ◆◆ — Feat 1

BARBARIAN FLOURISH

With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

2nd Level

Acute Scent — Feat 2

BARBARIAN

When your anger is heightened, your sense of smell improves. While you're raging, you gain imprecise scent with a range of 30 feet.

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.

Furious Finish ◆ — Feat 2

BARBARIAN RAGE

Desperate to finish the fight, you pour all your rage into one final blow. Make a Strike. If it hits, you gain a circumstance bonus to damage equal to the number of rounds remaining in your Rage (maximum 10). After this Strike, your Rage immediately ends, and you are fatigued until you rest for at least 10 minutes.

Intimidating Strike ◆◆ — Feat 2

BARBARIAN EMOTION FEAR MENTAL

Your blow not only wounds creatures but also shatters their confidence. Make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

No Escape ↷ — Feat 2

BARBARIAN RAGE

Trigger An enemy within reach attempts to move away from you.

You keep pace with a retreating foe. Stride up to your Speed, following the enemy and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use No Escape to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

Second Wind — Feat 2

BARBARIAN

You can enter a second rage, but afterward you need to catch your breath. When you Rage, you can choose to gain

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temporary HP from the Rage even if 1 minute hasn't passed (or a full turn if you have the revitalizing rage class feature). If you do, once this Rage ends you become fatigued until you rest for 10 minutes.

SHAKE IT OFF ◆ — FEAT 2

BARBARIAN CONCENTRATE RAGE

You concentrate on your rage, overcoming fear and fighting back sickness. Reduce your frightened condition value by 1, and attempt a Fortitude save to recover from the sickened condition as if you had spent an action retching; you reduce your sickened condition value by 1 on a failure (but not on a critical failure), by 2 on a success, or by 3 on a critical success.

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.

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.

RAGING ATHLETE — FEAT 4

BARBARIAN

Prerequisites expert in Athletics

Physical obstacles can't hold back your fury. While you are raging, you gain a climb Speed and swim Speed equal to your land Speed, and the DC of High Jumps and Long Jumps decreases by 10. Your distance for a vertical Leap increases to 5 feet vertically, and your distance for a horizontal Leap increases to 15 feet if your Speed is at least 15 feet, and to 20 feet if your Speed is at least 30 feet.

SCARS OF STEEL ↷ — FEAT 4

BARBARIAN RAGE

Prerequisites fury instinct

Frequency once per day

Trigger An opponent critically hits you with an attack that deals physical damage.

When you are struck with the mightiest of blows, you can flex your muscles to turn aside some of the damage. You gain resistance to the triggering attack equal to your Constitution modifier plus half your level.

SPIRITUAL GUIDES ↷ — FEAT 4

BARBARIAN 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, and their guidance can even cut through the haze of your rage. Reroll the triggering check, using the second result even if it's worse.

SUPERNATURAL SENSES — FEAT 4

BARBARIAN RAGE

Prerequisites Acute Scent or 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.

SWIPE ◆◆ — FEAT 4

BARBARIAN FLOURISH

You make a wide, arcing swing. Make a single melee Strike and compare the attack roll result to the ACs of up to two enemies, each of whom must be within your melee reach and adjacent to the other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty.

If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

WOUNDED RAGE ↷ — FEAT 4

BARBARIAN

Trigger You take damage and are capable of entering a rage.

You roar in pain, awakening the rage within you. You Rage.

6TH LEVEL

ANIMAL SKIN — FEAT 6

BARBARIAN MORPH PRIMAL

Prerequisites animal instinct

Your proficiency in unarmored defense increases to expert. When you are raging and unarmored, your skin transforms into a thick hide. You gain a +2 item bonus to AC (+3 if you



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have the greater juggernaut class feature). The thickness of your hide gives you a Dexterity modifier cap to your AC of +3. This item bonus to AC is cumulative with *armor potency runes* on your explorer's clothing, *mystic armor*, and *bands of force*.

BRUTAL BULLY FEAT 6

BARBARIAN

Prerequisites expert in Athletics

You push your foes around and leave bruises. While raging, when you successfully Disarm, Grapple, Reposition, Shove, or Trip an enemy, you deal that enemy bludgeoning damage equal to your Strength modifier; add this to the damage from a critical success to Trip.

CLEAVE FEAT 6

BARBARIAN RAGE

Trigger Your melee Strike reduces an enemy to 0 Hit Points, and another enemy is adjacent to that creature.

You swing clear through one foe and into another. Make a melee Strike against the second enemy.

DRAGON'S RAGE BREATH FEAT 6

BARBARIAN CONCENTRATE RAGE

Prerequisites dragon instinct

Frequency once per 10 minutes

You breathe deeply and exhale powerful energy in a 30-foot cone, dealing 1d6 damage per level to each creature in the area with a basic Reflex save against your class DC. The damage type matches your instinct's dragon breath (page 75), and this action gains the trait of your dragon instinct's tradition.

GIANT'S STATURE FEAT 6

BARBARIAN POLYMORPH PRIMAL RAGE

Prerequisites giant instinct

Requirements You are Medium or smaller.

You grow to incredible size. You become Large, increasing your reach by 5 feet and gaining the clumsy 1 condition until you stop raging. Your equipment grows with you.

INNER STRENGTH FEAT 6

BARBARIAN CONCENTRATE RAGE

Prerequisites spirit instinct

Your strength is part of your rage. 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

Requirements You've seen the target Cast a Spell.

Sample Barbarian

ANIMAL RAGER

The animal within you breaks free, turning you into a feral creature of nature when you rage. You follow your instincts rather than reason, and you find yourself at home in the wilderness.

Attribute Scores

Increase your Strength as high as you can, followed by your Constitution and Dexterity. A high Wisdom can improve your senses.

Skills

Athletics, Intimidation, Nature, Survival

Instinct

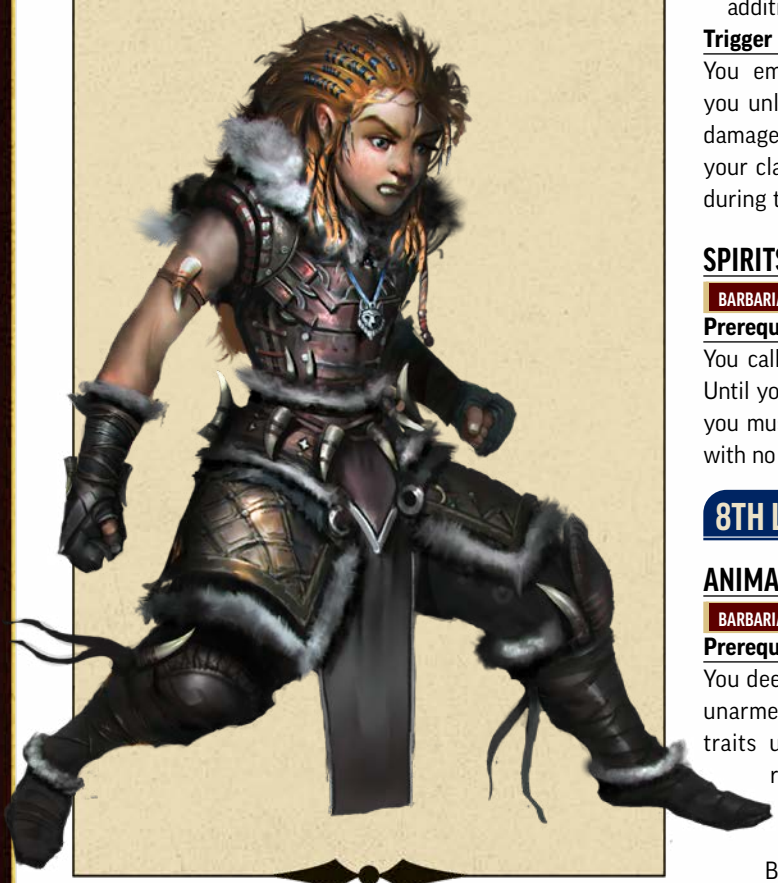
Animal instinct

Starting Feat

Raging Intimidation

Higher-Level Feats

No Escape (2nd), Animal Skin (6th), Animalistic Brutality (8th), Terrifying Howl (10th), Predator's Pounce (12th)



You use your hatred of magic to lash out at a known spellcaster. Make a melee Strike against the required creature. If you hit and deal damage, the target is stupefied 1, or stupefied 2 on a critical hit, until the beginning of your next turn.

NOCTURNAL SENSES — FEAT 6

BARBARIAN RAGE

Prerequisites low-light vision or scent

Your senses gain even greater clarity. While raging, if you have low-light vision you gain darkvision, and if you have scent the range of your imprecise scent increases to 60 feet.

REACTIVE STRIKE ↷ — FEAT 6

BARBARIAN

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 lash out at 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.

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 anger. Each enemy within 20 feet takes damage equal to your level (basic Fortitude save against your class DC) of the same type as your additional damage during that Rage.

SPIRITS' INTERFERENCE ◆ — FEAT 6

BARBARIAN DIVINE RAGE

Prerequisites spirit instinct

You call forth protective spirits to ward off ranged attacks. Until your rage ends, anyone making a ranged attack against you must succeed at a DC 5 flat check or the attack misses with no effect.

8TH LEVEL

ANIMALISTIC BRUTALITY ◆ — FEAT 8

BARBARIAN CONCENTRATE MORPH PRIMAL RAGE

Prerequisites animal instinct

You deepen the connection into your animal instincts. Your unarmed attack from bestial rage gains one of the following traits until you stop raging: backswing, forceful, parry, razing (page 274), or sweep. You can't use this ability again until the next time you Rage. You can choose a different trait each time you use Animalistic Brutality.

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 enemy.

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 backswing and forceful weapon traits to that Strike.

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 use their reaction to make a melee Strike against such an enemy.

FURIOUS BULLY FEAT 8

BARBARIAN

Prerequisites master in Athletics

You bully foes across the battlefield. While raging, you gain a +2 circumstance bonus to Athletics checks for attack actions.

INSTINCTIVE STRIKE FEAT 8

BARBARIAN

Prerequisites Acute Scent or scent

You trust your instincts and your sense of smell, using all your senses to pinpoint your opponent's location. When you make a melee Strike against an opponent you're detecting using scent, ignore any flat check required due to the target being concealed or hidden.

INVULNERABLE RAGER FEAT 8

BARBARIAN

Even the heaviest armors serve only to enhance your unbridled fury. You are trained in heavy armor. Whenever you gain a barbarian class feature that grants you expert or greater proficiency in medium armor, you also gain that proficiency in heavy armor. If you have the Quick-Tempered action, you can use it while wearing heavy armor.

RENEWED VIGOR ◆ FEAT 8

BARBARIAN CONCENTRATE RAGE

Through the haze of battle, you quickly recover your raging vigor. You gain temporary Hit Points equal to half your level plus your Constitution modifier. If you made an attack action this turn, increase the number of temporary Hit Points to your level plus your Constitution modifier. These temporary Hit Points last until the end of your rage.

SHARE RAGE ◆ FEAT 8

AUDITORY BARBARIAN RAGE VISUAL

Requirements You haven't used this ability since you last Raged.

You stoke an ally's fury. While you are raging, one willing creature within 30 feet gains the effects of the Rage action, except it can still use concentrate actions. It doesn't get any added benefits from your instinct, feats, or the like.

SUDDEN LEAP ◆◆ FEAT 8

BARBARIAN

You swing at a foe while mid-leap. Make a Leap, High Jump, or Long Jump and attempt one melee Strike at any point during your jump. Immediately after the Strike, 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 Sudden Leap, determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.

THRASH ◆ FEAT 8

BARBARIAN RAGE

Requirements You have an enemy grabbed or restrained.

You thrash your foe around. An enemy you have grabbed or restrained takes bludgeoning damage equal to your Strength modifier plus your weapon specialization damage plus your Rage damage, with a basic Fortitude save against your class DC.

10TH LEVEL

COME AND GET ME ◆ FEAT 10

BARBARIAN CONCENTRATE RAGE

You open yourself to attacks so you can respond in turn. Until your rage ends, you are off-guard, and damage rolls against you gain a +2 circumstance bonus. If a creature hits you, that creature is off-guard to you until the end of your next turn. If you hit it before the end of your next turn, you gain temporary Hit Points equal to your Constitution modifier, or double that on a critical hit. These temporary Hit Points last until the end of your rage.

FURIOUS SPRINT ◆◆ OR ◆◆◆ FEAT 10

BARBARIAN RAGE

You rush forward. Stride up to five times, or up to eight times if you used 3 actions. All this movement must be in a straight line (though the GM might allow reasonable variance). You can replace any of these Strides with a Balance action if you need to, which you attempt using an Athletics check instead of an Acrobatics check, using the same DC.

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GREAT CLEAVE FEAT 10

BARBARIAN RAGE

Prerequisites Cleave

Your fury carries your weapon through multiple foes. When you Cleave, if your Strike also reduces its target to 0 HP, you can continue to make melee Strikes until you make a Strike that doesn't reduce a creature to 0 HP, or until there are no creatures adjacent to the most recent creature you attacked while Cleaving, whichever comes first.

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. The ground in a 5-foot emanation becomes difficult terrain. Any creature in the emanation when you land takes 5 bludgeoning damage as the debris hits it and is off-guard until the start of its next turn.

KNOCKBACK ❖ FEAT 10

BARBARIAN RAGE

Requirements Your last action was a successful Strike.

The weight of your swing drives your enemy back. You push the enemy back 5 feet, with the effects of a successful Shove. You can follow the enemy as normal for a successful Shove.

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 double this amount of damage and becomes off-guard 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 its 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 an enemy. If it hits, the enemy 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 Cast a Spell, unless the spell has the subtle trait.

Critical Failure As failure, but the creature is stunned 3 instead of stunned 1.

TANGLE OF BATTLE ↷ FEAT 10

BARBARIAN RAGE

Trigger You critically hit an adjacent enemy.

Your vicious strike pulls your foe closer, giving you the opportunity to grab them. Attempt to Grapple the triggering enemy.

TERRIFYING HOWL ❖ FEAT 10

AUDITORY BARBARIAN RAGE

You unleash a terrifying howl. Attempt Intimidation checks to Demoralize each enemy within 30 feet: you don't take a penalty if the creature doesn't understand your language. Regardless of the results of your checks, each target is then temporarily immune to Terrifying Howl for 1 minute.

12TH LEVEL

DRAGON'S RAGE WINGS ❖ FEAT 12

BARBARIAN MORPH RAGE

Prerequisites dragon instinct

You sprout dragon wings from your back of the same color as your chosen dragon. While you are raging, you gain a fly Speed equal to your land Speed. If you are flying when your rage ends, you start to fall, but your transformation doesn't revert until the last moment, so you take no damage from the fall and land standing up. This action gains the trait of your dragon instinct's tradition.

EMBRACE THE PAIN ↷ FEAT 12

BARBARIAN RAGE

Trigger A creature within your reach 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 weapon it damaged you with.

FURIOUS GRAB ❖ FEAT 12

BARBARIAN RAGE

Requirements Your last action was a successful Strike, and either you have a hand free or your Strike used a weapon with the grapple trait.

You grab your foe while it's distracted by your attack. The enemy you hit becomes grabbed by you, as if you had succeeded at an Athletics check to Grapple it.

PREDATOR'S POUNCE ❖ FEAT 12

BARBARIAN FLOURISH RAGE

Prerequisites animal instinct

Requirements You are unarmored or wearing light armor.

You close the distance to your prey in a blur, pouncing on the creature before it can react. You Stride up to your Speed and make a Strike at the end of your movement.

SPIRIT'S WRATH ◆ FEAT 12

ATTACK BARBARIAN CONCENTRATE RAGE

Prerequisites spirit instinct

You call forth an ephemeral spirit, typically the apparition of an ancestor or a nature spirit, which takes the form of a wisp. The wisp makes a melee wisp rush unarmed attack against an enemy within 120 feet of you. The wisp's attack modifier is equal to your proficiency bonus for martial weapons plus your Strength modifier plus a +2 item bonus, and it applies the same circumstance and status bonuses and penalties that you have. On a hit, the wisp deals spirit damage equal to 4d8 plus your Constitution modifier. Don't apply your Rage damage or your weapon specialization damage, but circumstance and status bonuses and penalties that would also affect the wisp's damage apply. On a critical hit, the wisp deals double damage and the target becomes frightened 1. This attack uses and counts toward your multiple attack penalty as if you were the one attacking.

SUNDER SPELL ◆◆ FEAT 12

ATTACK BARBARIAN CONCENTRATE RAGE

Prerequisites superstition instinct

You draw upon your superstitious fury to destroy a spell. Make a melee Strike with a weapon or 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 you're targeting something that doesn't have an AC listed, its AC against this Strike is usually 10 for targets that are very easy to hit, like a wall, or a different AC determined by the GM. If your Strike hits, you can attempt to counteract a single spell or magical effect on the target. Your counteract rank 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.

TITAN'S STATURE FEAT 12

BARBARIAN

Prerequisites Giant's Stature

You grow to even greater size. When using Giant's Stature, you can instead become Huge (increasing your reach by 10 feet if you were Medium or smaller).

UNBALANCING SWEEP ◆◆◆ FEAT 12

BARBARIAN FLOURISH

You make a great sweep with your weapon or fists about yourself, knocking creatures off their feet and away from you. Choose up to three enemies within your reach 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 enemy, performing the same action against each enemy. Each attempt counts toward your multiple attack penalty, but don't increase your penalty until you have made all the attempts.

14TH LEVEL

AWESOME BLOW FEAT 14

BARBARIAN CONCENTRATE RAGE

Prerequisites Knockback

Your attacks are so powerful, they can flatten your opponents. When you use Knockback, you can attempt an Athletics check against your target's Fortitude DC.

Critical Success You gain the critical success effect of a Shove, then the critical success effect of a Trip against the target.

Success You gain the success effect of a Shove, then the success effect of a Trip against the target.

Failure You gain the normal effect of Knockback.

GIANT'S LUNGE ◆ FEAT 14

BARBARIAN CONCENTRATE RAGE

Prerequisites giant instinct

You extend your body and prepare to attack foes outside your normal reach. Until your rage ends, all your melee weapons and unarmed attacks gain a reach of 10 feet. This doesn't increase the reach of any weapon or unarmed attack that already has the reach trait, but it does combine with abilities that increase your reach due to increased size, such as Giant's Stature.

IMPALING THRUST ◆◆ FEAT 14

BARBARIAN RAGE

Requirements You are wielding a melee weapon that deals piercing damage.

You impale your enemy and hold it in place with your weapon, and leave it bleeding when it gets free. Make a melee Strike with a melee weapon that deals piercing damage. If the Strike hits and deals damage, your target is grabbed until it successfully Escapes, you attack with the weapon again, or you Release the required weapon, whichever comes first. When the target is no longer grabbed, it takes persistent bleed damage equal to the weapon's 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 similarly particularly powerful item, your counteract attempt automatically fails.

VENGEFUL STRIKE ↷ FEAT 14

BARBARIAN RAGE

Prerequisites Come and Get Me

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Sample Barbarian

FURY

You keep things simple, because you need only one thing to drive you: your own inner rage.

Attribute Scores

Prioritize your Strength, then your Constitution and Dexterity. Wisdom can make you more perceptive.

Skills

Acrobatics, Athletics, Intimidation, Stealth

Instinct

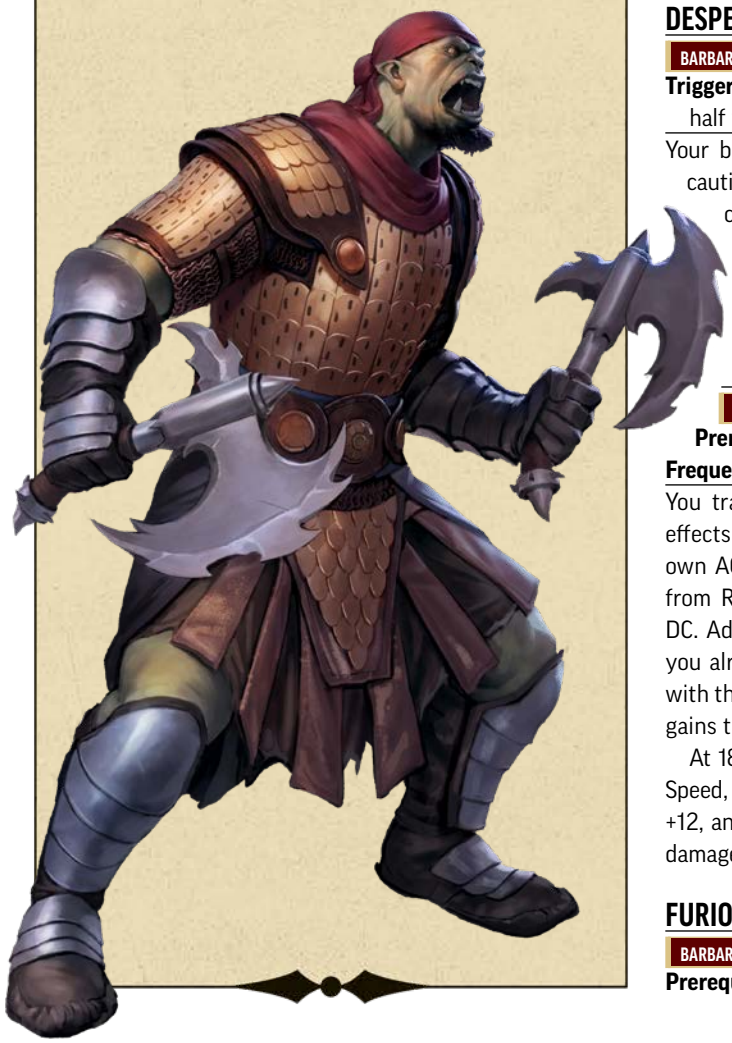
Fury instinct

Starting Feat

Sudden Charge

Higher-Level Feats

Furious Finish (2nd), Scars of Steel (4th), Reactive Strike (6th), Whirlwind Strike (14th)



Trigger A creature within your reach succeeds at an attack against you.

Requirements You're under the effect of Come and Get Me.

When struck by an enemy, you respond in turn. Make a melee Strike against the triggering creature. If the triggering attack was a critical success, you can use Vengeful Strike as a free action instead of a reaction.

WHIRLWIND STRIKE ◆◆◆ FEAT 14

BARBARIAN FLOURISH

You attack all nearby adversaries. Make a melee Strike 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.

16TH LEVEL

COLLATERAL THRASH FEAT 16

BARBARIAN RAGE

Prerequisites Thrash

You smack the foe you're thrashing into someone else. When you Thrash, choose another enemy adjacent to the grabbed enemy. That enemy also takes your Thrash damage, with a basic Reflex save against your class DC.

DESPERATE WRATH ◆ FEAT 16

BARBARIAN RAGE

Trigger Your turn begins, and your current Hit Points are at half your maximum or less.

Your blood boils when you take a beating, and you throw caution to the wind to finish the fight. You get a +2 circumstance bonus to attack rolls, a –1 penalty to AC, and a –1 penalty to saves. These bonuses and penalties last until your Rage ends or until you are above half Hit Points, whichever comes first.

DRAGON TRANSFORMATION ◆ FEAT 16

BARBARIAN CONCENTRATE POLYMORPH PRIMAL RAGE

Prerequisites Dragon's Rage Wings

Frequency once per 10 minutes

You transform into a ferocious Large dragon, gaining the effects of 6th-rank *dragon form* except that you use your own AC and attack modifier, you apply your extra damage from Rage, and the Dragon Breath action uses your class DC. Add the temporary Hit Points from *dragon form* to any you already have from entering a rage (or any other action with the rage trait). The action to Dismiss the transformation gains the rage trait.

At 18th level, you gain a +20-foot status bonus to your fly Speed, your damage bonus with dragon Strikes increases to +12, and you gain a +14 status bonus to your Dragon Breath damage.

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 with a ranged or thrown weapon that deals piercing damage against each creature in a 30-foot line (this uses only one projectile despite the number of Strikes). These Strikes ignore all 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, damage from your melee Strikes ignores the first 5 Hardness of an object. If you have the devastator class feature, the damage instead ignores the first 10 points Hardness of an object.

18TH LEVEL

BRUTAL CRITICAL FEAT 18

BARBARIAN

Your critical hits are particularly devastating. On a critical hit with a melee Strike, add one extra damage die. This is in addition to any extra dice you gain if the weapon is deadly or fatal. The target also takes persistent bleed damage equal to two damage dice.

PERFECT CLARITY ↻ FEAT 18

BARBARIAN CONCENTRATE FORTUNE RAGE

Trigger You fail or critically fail an attack roll or Will save.

You burn out all your rage to ensure that your attack lands and your mind remains free. Reroll the triggering attack roll or Will save with a +2 circumstance bonus, and use the better result. You then immediately stop raging.

VICIOUS EVISCERATION ◆◆ FEAT 18

BARBARIAN RAGE

You make a vicious attack that maims your enemy. Make a melee Strike. If the Strike hits and deals damage, the target is drained 1, or drained 2 on a critical success.

WHIRLWIND TOSS ◆◆ FEAT 18

BARBARIAN RAGE

Prerequisites Collateral Thrash

You whirl a foe to smash into all nearby creatures before throwing them far away. You Thrash. During this Thrash, your Collateral Thrash feat applies to all other enemies adjacent to you. You can then throw the grabbed creature 10 feet, where they fall prone.

If the enemy you choose for Collateral Thrash is also adjacent to you, it attempts only one save and takes the damage only once.

20TH LEVEL

ANNIHILATING SWING ◆◆ FEAT 20

BARBARIAN

You have embraced brute destructive power. You make a melee Strike that ignores any resistances the target has. If you target a solid unattended object or surface with your Strike, you might automatically destroy it without an attack roll. If you target any object or surface with Hardness 20 or less that isn't a magic item or the effect of a spell, you destroy it.

If the target object or surface is a magic item or the effect of a spell, you attempt to counteract it using your attack bonus with the Strike for the counteract check. Your counteract rank is 10th. On a successful counteract check, you destroy the object or surface unless it has Hardness greater than 20, in an artifact, or is similarly difficult to destroy.

You destroy up to a 5-foot cube of an object or surface larger than Medium.

CONTAGIOUS RAGE FEAT 20

AUDITORY BARBARIAN RAGE VISUAL

Prerequisites Share Rage

You can drive your allies into a frenzy, granting them incredible benefits. You can ignore the requirements of Share Rage, using it multiple times in a Rage. Allies affected by Share Rage can choose to gain your instinct ability and the specialization ability it gains from weapon specialization, but not greater weapon specialization. They must abide by any restrictions of your instinct if they do so (such as the anathema of the superstition instinct).

QUAKING STOMP ◆ FEAT 20

BARBARIAN MANIPULATE RAGE

Frequency once per 10 minutes

You stomp the ground with such force that it creates a minor earthquake, with the effects of the *earthquake* spell (*Player Core* 327).

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).

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CHAMPION

You are an emissary of a deity, a devoted servant who has taken up a weighty mantle, and you devoutly pursue a cause that holds you apart from those around you. You have powerful defenses that you share freely with your allies and innocent bystanders, as well as divine power you use to end the threats your deity opposes.

KEY ATTRIBUTE
Strength or Dexterity
At 1st level, your class gives you an attribute boost to your choice of Strength or 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 confront enemies in hand-to-hand combat while carefully positioning yourself to protect your allies.

During social encounters...
You are a voice of devoted authority, with strong intentions to embody the behaviors your deity encourages.

While exploring...
You overcome barriers both physical and spiritual, providing inspiration to your allies through your actions and—when your fellow adventurers ask for it—providing guidance with a sure hand.

In downtime...
You spend much of your time in solemn prayer and contemplation, rigorous training, and fulfilling the edicts of your cause, but that doesn't mean there isn't time to take up a craft or hobby.

You might...
- Believe the righteousness of your cause will triumph, no matter how grim the odds.
- Explain how the teachings of your deity apply to decisions and actions in everyday life.
- Be a bit overprotective of your allies.

Others probably...
- See you as a symbol of your deity, and carry over their opinions of that deity to you.
- Worry you secretly despise them for not living up to your impossible standard, or that you are unwilling to compromise when necessary.
- Know that you've sworn divine oaths of service they can trust you to keep.

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
Expert in Fortitude
Trained in Reflex
Expert in Will

SKILLS
Trained in Religion
Trained in one skill determined by your choice of deity
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS
Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES
Trained in all armor
Trained in unarmored defense

SPELLS
Trained in spell attack modifier
Trained in spell DC

CLASS DC
Trained in champion class DC

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Champion Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, deity, cause, devotion spells, champion feat, shield block
2	Champion feat, skill feat
3	Blessing of the devoted, general feat, skill increase
4	Champion feat, skill feat
5	Attribute boosts, ancestry feat, skill increase, weapon expertise
6	Champion feat, skill feat
7	Armor expertise, general feat, skill increase, weapon specialization
8	Champion feat, skill feat
9	Ancestry feat, champion expertise, reflex expertise, relentless reaction, sacred body, skill increase
10	Attribute boosts, champion feat, skill feat
11	Divine will, exalted reaction, general feat, perception expertise, skill increase
12	Champion feat, skill feat
13	Ancestry feat, armor mastery, skill increase weapon mastery
14	Champion feat, skill feat
15	Attribute boosts, general feat, greater weapon specialization, skill increase
16	Champion feat, skill feat
17	Ancestry feat, champion mastery, legendary armor, skill increase
18	Champion feat, skill feat
19	General feat, hero's defiance, skill increase
20	Attribute boosts, champion feat, skill feat

Class Features

You gain these abilities as a champion. Abilities gained at higher levels list the level at which you gain them 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.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

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

Deity

As a champion, you are a warrior in the name of a deity you revere above all others. The most common deities in Pathfinder appear on pages 35–39 of *Player Core*, along with their edicts, areas of concern, and the benefits you get for being a devotee of that deity. Choose one deity.

Skill

You become trained in the divine skill listed for your deity. As normal, if you're already trained in that skill, you become trained in a different skill of your choice.

Anathema

Champions care deeply about the edicts and anathema they take from their deity, sanctification, and cause. As with any implementation of edicts and anathema in the rules, these are a tool for roleplaying between you, the GM, and the other players at the table—you're still playing a nuanced character, not strictly following a script.

Acts fundamentally opposed to your deity's ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity's good graces.

Similarly, using items, spells, or actions that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, assisting with a ritual that raises undead would be anathema to Pharasma, the goddess of death. Many actions that are anathema don't appear in any deity's formal list. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your deity, you lose the magical abilities that come from your connection to your deity. The class features that you lose are determined by the GM, but they likely include your holy or unholy trait, your focus pool, and your blessing of the devoted. These abilities can be regained only if you repent by conducting an *atone* ritual (*Player Core* 390). If your deity doesn't require the specific sanctification you had, your GM might let you retrain your sanctification and cause (page 89) while still following the same deity.

Sanctification

Depending on your deity, their sanctification can make you holy or unholy. This commits you to one side of a struggle over souls. Whether you become holy, unholy, or neither will limit your choice of causes, devotion spells, and feats.

If you "can be" holy or unholy according to your deity's sanctification entry, you make that choice, and if you "must be" holy or unholy, you gain the trait automatically. If the deity lists "none," you can choose only options that don't require the holy or unholy trait. If you are holy or unholy and gain the opposing trait in some way, you lose the previous trait until you *atone*.

Unholy sanctification for a champion can be extremely disruptive to a typical game and should be a player character option only in appropriate adventures or campaigns where

the group collectively decides to embrace them. Unholy sanctification and causes are uncommon options.

Holy: You gain the holy trait and add that trait to any Strikes you make. You gain the edict, "Do not knowingly harm innocents or fail to prevent harm to an innocent if your direct intervention could save them" and the anathema "Commit murder." Even if your game includes behavior outside the Pathfinder baseline (*Player Core* 397), the acts listed there are anathema to you.

Unholy: You gain the unholy trait and add that trait to any Strikes you make. You gain the edict, "Do not put another's needs before your own or those of your deity" and the anathema "Commit an entirely altruistic act, such as giving something away in charity" and "Put anyone's needs before those of your deity." None of these prevents you from performing acts others might consider helpful, but these acts must be done with the expectation that they ultimately further your own goals or those of your deity.

Deific Weapon

You zealously bear your deity's favored weapon. If it's an unarmed attack with a d4 damage die or a simple weapon, increase the damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12). If the weapon is uncommon, you gain access to it, and if it's an advanced weapon, you treat it as a martial weapon for the purposes of proficiency.

Champion's Aura

You're surrounded by an aura in a 15-foot emanation. It has the aura and divine traits. Any follower of your deity within the aura immediately knows you're a champion of your deity. This aura is used as the range for your champion's reaction and for various other effects. You can suppress or resume the aura as a single action, which has the concentrate trait, and it ends if you fall unconscious.

Cause

You devote yourself to a specific cause in your deity's name. Some causes are limited to certain sanctifications. Your cause adds to your edicts and anathema and grants you a special protective reaction called your champion's reaction. The following champion causes are on pages 91–93.

Desecration (Unholy): You selfishly corrupt and destroy.

Grandeur (Holy): You exemplify the glory and splendor of the celestial realms.

Iniquity (Unholy): You destroy, take advantage, and act with dishonor.

Justice: You follow laws and mete out just punishment.

Liberation: You oppose tyranny and fight for freedom.

Obedience: You enforce hierarchies and order.

Redemption (Holy): You try to redeem those who commit wicked deeds.

Devotion Spells

Your deity's power grants you special divine spells called devotion spells, which are a type of focus spell. Choose one of the spells appearing on page 256, either *shields of the spirit* or a spell based on your deity's divine font (*lay on hands* if your deity allows heal, *touch of the void* if your deity allows harm).

It costs 1 Focus Point to cast a focus spell. When you gain your first devotion spell, you also gain a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes.

Your devotion spells are divine spells. Your spellcasting attribute is Charisma.

Focus spells are automatically heightened to half your level rounded up. Certain feats give you more focus spells. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but can never be more than 3 points. The full rules for focus spells appear on page 298 of *Player Core*.

Champion Feats

At 1st level and every even-numbered level thereafter, you gain a champion class feat. These begin on page 93.

Shield Block

You gain the Shield Block general feat (*Player Core* 262), a reaction that lets you reduce damage with your shield.

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.

Blessing of the Devoted 3rd

Your deity blesses your service with a boon. This might come in the form of a spirit that visits you and inhabits your items or body, a mysterious divine tattoo upon your body, or the like. Choose one of the following blessings, or any other to which you have access.

Blessed Armament: Select one weapon or *handwraps of mighty blows*. You gain that armament's critical specialization effect, and you grant the armament a property rune of your choice from the following list: *fearsome*, *ghost touch*, *returning*, *shifting*, or *vitalizing*. During your daily preparations, you can change the spirit to inhabit a different armament, grant a different rune, or both.

Blessed Shield: In your hands, a shield gains the *minor reinforcing* rune. As you go up in level, the shield gains the *reinforcing* rune of your level (lesser at 7th level, moderate at 10th level, greater at 13th level, major at 16th level, and supreme at 19th level). If your shield already has the appropriate *reinforcing* rune for your level, or if it's a *sturdy shield* of the same level as the appropriate *reinforcing* rune, the shield's Hardness instead increases by 1.

Blessed Swiftness: You gain a +5-foot status bonus to Speed. If you're mounted, your mount gains the bonus

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instead. In addition, when the movement of one of your allies triggers an enemy's reaction while the ally is in your champion's aura, the ally gains a +2 status bonus to all defenses against that reaction.

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.

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.

Armor Expertise 7th

You have spent so much time in armor that you know how to make the most of its protection. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to expert. You gain the armor specialization effects of medium and heavy armor.

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're an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

Champion Expertise 9th

Prayers strengthen your divine power. Your proficiency ranks for your champion class DC, spell attack modifier, and spell DC increase to expert.

Reflex Expertise 9th

You've developed a knack for dodging danger. Your proficiency rank for Reflex saves increases to expert.

Relentless Reaction 9th

Your champion's reaction improves, typically to punish the attacker with spiritual backlash. It gains the relentless reaction benefit listed in your cause below your champion's reaction.

Sacred Body 9th

The power of your deity keeps your body safe from harm, as true an edifice of the faith as a great temple. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Divine Will 11th

Your faith grants mastery of your will. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Exalted Reaction 11th
Your champion's reaction exalts nearby allies, allowing them to benefit as well. When you use your champion's reaction, you also get the effect listed for its exalted reaction.

Perception Expertise 11th
You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Armor Mastery 13th
Your skill with armor improves, helping you avoid more blows. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to master.

Weapon Mastery 13th
You fully understand your weapons. Your proficiency ranks for simple weapons, 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.

Champion Mastery 17th
You've mastered your champion techniques and divine spells. Your proficiency ranks for your champion class DC, spell attack modifier, and spell DC increase to master.

Legendary Armor 17th
You shield yourself with steel as easily as with faith. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to legendary.

Hero's Defiance 19th
You can continue fighting as long as you have divine energy. You gain the *hero's defiance* devotion spell (page 257).

Causes
You have one of the following causes. Some are limited to sanctification, as noted in parentheses. Your cause adds to your edicts and anathema and grants you a special reaction called your champion's reaction, which appears after the divider, along with its upgrades if you gain the relentless reaction and exalted reaction class features at higher levels.

Edicts and Anathema You gain any edicts or anathema listed.

Champion's Reaction You gain this reaction to enemy attacks.

Relentless Reaction If you gain the relentless reaction class feature (typically at 9th level), you add this benefit to your reaction. Damage dealt by your relentless reaction gains any holy or unholy trait you have.

Exalted Reaction If you gain the exalted reaction class feature (typically at 11th level), when you use your champion's reaction you also give a benefit for your allies or detriment for your enemies.

KEY TERMS

You'll see these terms in many champion class features.

Flourish: Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Sanctified: If you are holy or unholy, your sanctified actions and spells gain the same trait.

Desecration (Unholy)
You always take what pleases you, no matter who it hurts, and you spread a malign influence across all you touch.

Edicts subvert or corrupt everything in your path that is pure or holy, sow doubt among those holding ideals of purity or holiness

Selfish Shield ↷ (champion, divine) **Trigger** An enemy in your champion's aura damages you; **Effect** 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 spirit damage until the end of your next turn. This extra damage increases to 2 at 9th level and 3 at 16th level.

Relentless Reaction (9th) If your Charisma modifier is +3 or greater, your resistance against the triggering damage equals your Charisma modifier + half your level.

Exalted Reaction (11th) Each enemy in your champion's aura takes a –1 status penalty to attack rolls against you until the start of your next turn.

Grandeur (Holy)
The glowing grandeur of the immaculate celestial realms inspires you, and you exhort their virtues to bring humility to the denizens of other grim worlds.

Edicts provide a shining example for others, enjoy and share the beauty around you, keep yourself tidy and well groomed

Anathema despoil yourself by associating with fiends and unholy forces

Flash of Grandeur ↷ (champion, divine) **Trigger** An enemy damages your ally, and both are in your champion's aura; **Effect** Imperious divine light flashes out from you to surround your foe. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. For 1 round, the attacker is affected by *revealing light*.

Relentless Reaction (9th Level) The enemy also takes persistent spirit damage equal to your Charisma modifier, and it can't recover from this persistent damage while affected by the *revealing light* from your Flash of Grandeur.

Exalted Reaction (11th Level) In addition to the enemy affected by Flash of Grandeur, each other enemy in your champion's aura is affected by the *revealing light* spell for 1 round.

Iniquity (Unholy)
You're dishonorable, dishonest, and committed to breaking the false hopes of kindness.

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CHAMPION FEATS BY NAME

Feat	Level
Advanced Deity's Domain	8
Affliction Mercy	12
Armament Paragon	20
Aura of Courage	4
Aura of Despair	4
Aura of Determination	14
Aura of Faith	12
Aura of Life	14
Aura of Righteousness	14
Auspicious Mount	16
Blessed Counterstrike	12
Brilliant Flash	1
Champion's Sacrifice	12
Cruelty	4
Defensive Advance	1
Deity's Domain	1
Desperate Prayer	1
Devoted Focus	12
Divine Grace	2
Divine Health	2
Divine Reflexes	14
Divine Wall	12
Expand Aura	6
Faithful Steed	1
Greater Cruelty	8
Greater Mercy	8
Greater Security	8
Gruesome Strike	12
Heal Mount	8
Imposing Destrier	10
Instrument of Slaughter	16
Instrument of Zeal	16
Iron Repercussions	1
Loyal Warhorse	6
Mercy	4
Nimble Reprisal	1
Ongoing Selfishness	1
Quick Shield Block	8
Radiant Armament	10
Reactive Strike	6
Rejuvenating Touch	18
Sacred Defender	20
Second Blessing	8
Security	4
Shield of Grace	16
Shield of Reckoning	10
Shield Paragon	20
Shield Warden	6
Smite	6
Spectral Advance	10
Swift Paragon	20
Swift Retribution	18
Ultimate Mercy	18
Unimpeded Step	1
Vicious Vengeance	1
Weight of Guilt	1

Edicts destroy that which offends you or stands in your way, take advantage of others, cheat, steal

Anathema bind yourself with a law other than what your deity requires

Destructive Vengeance ↻ (champion, divine) **Trigger** An enemy in your champion's aura damages you; **Effect** Bloodshed begets bloodshed as you drag your enemy toward oblivion. You increase the amount of damage you take by 1d6, and you deal 1d6 spirit damage to the triggering enemy. 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.

In addition, until the end of your next turn, your Strikes against the triggering creature deal 2 extra spirit damage. This extra damage increases to 4 at 9th level and 6 at 16th level.

Relentless Reaction (9th Level) An enemy damaged by the initial reaction's damage also takes persistent spirit damage equal to your Charisma modifier. (This applies only to the damage the reaction itself deals, not the damage you deal with subsequent Strikes.)

Exalted Reaction (11th Level) Each enemy in your champion's aura other than the triggering creature takes half the damage you deal to the triggering enemy.

Justice

In your deity's name you seek justice, following the law and punishing those who transgress it.

Edicts follow the law, respect legitimate authorities or leadership

Anathema take advantage of another, cheat

Retributive Strike ↻ (champion, divine) **Trigger** An enemy damages your ally, and both are in your champion's aura; **Effect** You protect your ally and strike your enemy. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the enemy is within reach, make a melee Strike against it.

Relentless Reaction (9th Level) If your Strike hits, the target takes persistent spirit damage equal to your Charisma modifier.

Exalted Reaction (11th Level) Each ally in your champion's aura with the target in their melee reach can spend a reaction to Strike the target with a –5 penalty.

Liberation

You will see all people free from bondage and prohibitions.

Edicts oppose slavery and tyranny, fight for others' freedom to make their own decisions, respect choices others make for their own lives

Anathema force or threaten someone to act a certain way, engage in slavery or tyranny

Liberating Step ↻ (champion, divine) **Trigger** An enemy

damages, grabs, or restrains your ally, and both are in your champion's aura; **Effect** You free an ally from restraint. If the trigger was an ally taking damage, the ally gains resistance to all damage against the triggering damage equal to 2 + your level. The ally can attempt to break free of effects grabbing, restraining, immobilizing, or paralyzing them. They either attempt a new save against one such effect that allows a save, or attempt to Escape from one effect as a free action. Whether or not it needed to escape, the ally can then Step as a free action if it's able to move.

Relentless Reaction (9th Level) You punish those who ensnare your allies. If the triggering enemy was using any effects to make your ally grabbed, restrained, immobilized, or paralyzed when you used Liberating Step, that enemy takes persistent spirit damage equal to your Charisma modifier.

Exalted Reaction (11th Level) In addition to the ally affected by Liberating Step, you and all other allies in your champion's aura can Step as a free action. You and your allies gain the benefit even if the ally who benefited from Liberating Step can't move.

Obedience

Society is ordered with good reason, and people should conduct themselves as appropriate for their proper place.

Edicts enforce proper hierarchies, topple illegitimate hierarchies, lead when you're the most suited to the task

Anathema let one who is lesser than you wield power over you or lead you

Iron Command ↷ (champion, divine, emotion, mental) **Trigger** An enemy in your champion's aura damages you; **Effect** 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 enemy must choose one of the following options.

- **Kneel** The enemy drops prone as a free action.
- **Refuse** You deal 1d6 mental damage to the enemy. 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.

Regardless of which option the enemy chose, your Strikes against it deal 1 extra spirit damage until the end of your next turn. This extra damage increases to 2 at 9th level and 3 at 16th level.

Relentless Reaction (9th Level) If the enemy refuses, it takes persistent spirit damage equal to your Charisma modifier.

Exalted Reaction (11th Level) Each enemy in your champion's aura other than the triggering creature must also either drop prone or take mental damage (each 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.

Redemption (Holy)

Yearning for all to live in harmony, you make every attempt to redeem those others might slay or dismiss.

Edicts try to redeem those who commit wicked deeds, show compassion to others regardless of their authority or station

Anathema kill a sapient enemy without first offering a chance at redemption

Glimpse of Redemption ↷ (champion, divine) **Trigger** An enemy damages your ally, and both are in your champion's aura; **Effect** Your enemy hesitates under the weight of sin as visions of redemption play in their mind's eye. The enemy must choose to repent or refuse, with the following effects. If the enemy is mindless or otherwise unable to repent, use the refuse result.

- **Repent** The ally is unharmed by the triggering damage.
- **Refuse** The ally gains resistance to all damage against the triggering damage equal to 2 + your level. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn.

Relentless Reaction (9th Level) If the enemy refuses, it takes persistent spirit damage equal to your Charisma modifier.

Exalted Reaction (11th Level) If the enemy refuses, you can choose to grant the resistance to yourself and all allies in your champion's aura, including the triggering ally. If you do, the resistance is reduced by 2 for all.

Champion Feats

At each level that you gain a champion feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Brilliant Flash — Feat 1

CHAMPION

Prerequisites grandeur cause

Your light cleanses souls of fear. When you use Flash of Grandeur, the attacker is also off-guard for 1 round.

Defensive Advance ◆◆ — Feat 1

CHAMPION FLOURISH

With the protection of your shield, you dive into battle! You Raise your Shield and Stride. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Defensive Advance while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Deity's Domain — Feat 1

CHAMPION

You embody an aspect of your deity. Choose one of your deity's domains. (The main deities of Golarion and their domains appear on pages 35–39 of *Player Core*.) You gain the domain's initial domain spell as a devotion spell.

Desperate Prayer ◆ — Feat 1

CHAMPION

Frequency once per day

Trigger You begin your turn and have no Focus Points.

You call out to your deity in a plea for their aid. You gain 1 Focus

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Point, which you can spend only to cast a devotion spell. If you don't spend this Focus Point by the end of this turn, it is lost.

FAITHFUL STEED FEAT 1

CHAMPION

You gain the service of a young animal companion as a mount. See Animal Companions (*Player Core* 206). If you have the holy or unholy trait, your mount gains it as well, as do the mount's Strikes. Typically, the steed is an animal companion with the mount ability (such as a horse). The GM might allow another animal companion option, or allow the creature to have a different appearance that thematically fits your deity.

IRON REPERCUSSIONS FEAT 1

CHAMPION

Prerequisites obedience 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.

NIMBLE REPRISAL FEAT 1

CHAMPION

Prerequisites justice cause

You can use Retributive Strike at greater distance. You can use a ranged weapon to make a ranged Strike instead of a melee Strike for Retributive Strike. The enemy needs to be in range, but not in reach, and it must still be in your champion's aura.

You can also make melee Strikes against enemies a bit farther away. If the enemy that triggered your reaction is outside your reach but is within 5 feet of your reach, as part of your reaction you can Step to put the enemy in your reach before making a melee Retributive Strike.

ONGOING SELFISHNESS FEAT 1

UNCOMMON CHAMPION

Prerequisites desecration 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.

UNIMPEDED STEP FEAT 1

CHAMPION

Prerequisites liberation cause

With a burst of divine liberation, your ally's movement from your Liberating Step is unaffected by difficult terrain, greater difficult terrain, narrow surfaces, and uneven ground. If you have the exalted reaction benefit, this applies to everyone who Steps.

VICIOUS VENGEANCE FEAT 1

UNCOMMON CHAMPION

Prerequisites iniquity 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 applies to only the damage the enemy takes, not the damage to yourself or the extra damage you gain after using the reaction.

WEIGHT OF GUILT FEAT 1

CHAMPION

Prerequisites redemption cause

Guilt clouds the minds of those who ignore your Glimpse of Redemption. Instead of making an enemy who refuses redemption enfeebled 2, you can make it stupefied 2 for the same duration.

2ND LEVEL

DIVINE GRACE ↻ FEAT 2

CHAMPION

Trigger You attempt a save against a spell, but you haven't rolled yet.

You call upon your deity's grace, gaining a +2 circumstance bonus to the save.

DIVINE HEALTH FEAT 2

CHAMPION

Your faith makes you resistant to disease, protecting you as you offer succor to the ill. You gain a +2 status bonus to saves against diseases and poisons and to flat checks to recover from persistent poison damage. Allies in your champion's aura get this benefit, but their bonus is +1.

In addition, if you roll a success on a save against a disease or poison, you get a critical success instead. (Your allies don't share this benefit.) If you have the sacred body class feature, when you roll a critical failure on a save against a disease or poison, you get a failure instead.

4TH LEVEL

AURA OF COURAGE FEAT 4

CHAMPION

Prerequisites champion's aura, holy

You stand strong in the face of danger and inspire your allies to do the same. Whenever you become frightened, reduce the condition value by 1 (to a minimum of 0). At the end of your turn, each ally in your champion's aura reduces its frightened value by 1.

AURA OF DESPAIR FEAT 4

UNCOMMON CHAMPION

Prerequisites champion's aura, unholy

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 in your champion's aura take a –1 circumstance penalty to saving throws against fear. In addition, an enemy that ends its turn in



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your champion's aura can't reduce the value of its frightened condition below 1.

CRUELTY FEAT 4

CHAMPION

Prerequisites *touch of the void*

The harm you deal with your corrupting touch saps the strength from your enemy's body. You can cast *touch of the void* targeting a living creature using 2 actions instead of 1. If you do, the target is also enfeebled 1 for 1 minute if it fails its save (enfeebled 2 if it critically fails).

MERCY FEAT 4

CHAMPION

Prerequisites *lay on hands*

Your touch soothes the body or mind. You can cast *lay on hands* targeting a living creature using 2 actions instead of 1. If you do, you can attempt to counteract one condition of your choice affecting the target. When you select this feat, choose one of the following options, which determines the conditions you can choose: **Mercy of the Body** blinded, dazzled, deafened, enfeebled, sickened; **Mercy of Grace** clumsy, grabbed, paralyzed; **Mercy of the Mind** fleeing, frightened, stupefied.

Special You can select this feat up to three times. Each time, choose a different type of mercy and add its options to those you can choose when you cast a 2-action *lay on hands*.

SECURITY FEAT 4

CHAMPION

Prerequisites *shields of the spirit*

Those you shield can benefit from your lasting protection. You can cast *shields of the spirit* using 2 actions instead of 1. If you do, you can choose one ally in your champion's aura to gain a spirit shield that accompanies it. For 1 minute, that ally gains the benefits of *shields of the spirit*, even while the ally isn't in your champion's aura and even if your shield isn't raised. If you create another companion shield, any previous one ends.

6TH LEVEL

EXPAND AURA ❖ FEAT 6

CHAMPION CONCENTRATE

Prerequisites champion's aura

You focus your divine power to extend your influence and protection. Expand the radius of your champion's aura to 30 feet until the start of your next turn. At 10th level, the expansion lasts for 1 minute, and at 16th level, it lasts until you Dismiss it.

LOYAL WARHORSE FEAT 6

CHAMPION

Prerequisites Faithful Steed

The loyalty you and your mount share is unbreakable. The mount you gained with Faithful Steed is now a mature animal

Sample Champion

REDEEMER

Your truth and compassion glow strong as the sun, bringing the wicked into the light of your goddess, the Dawnflower.

Attribute Scores

Take a high Strength for your combat abilities, and a good Charisma for your devotion spells.

Skills

Athletics, Diplomacy, Medicine, Religion

Deity, Sanctification, and Cause

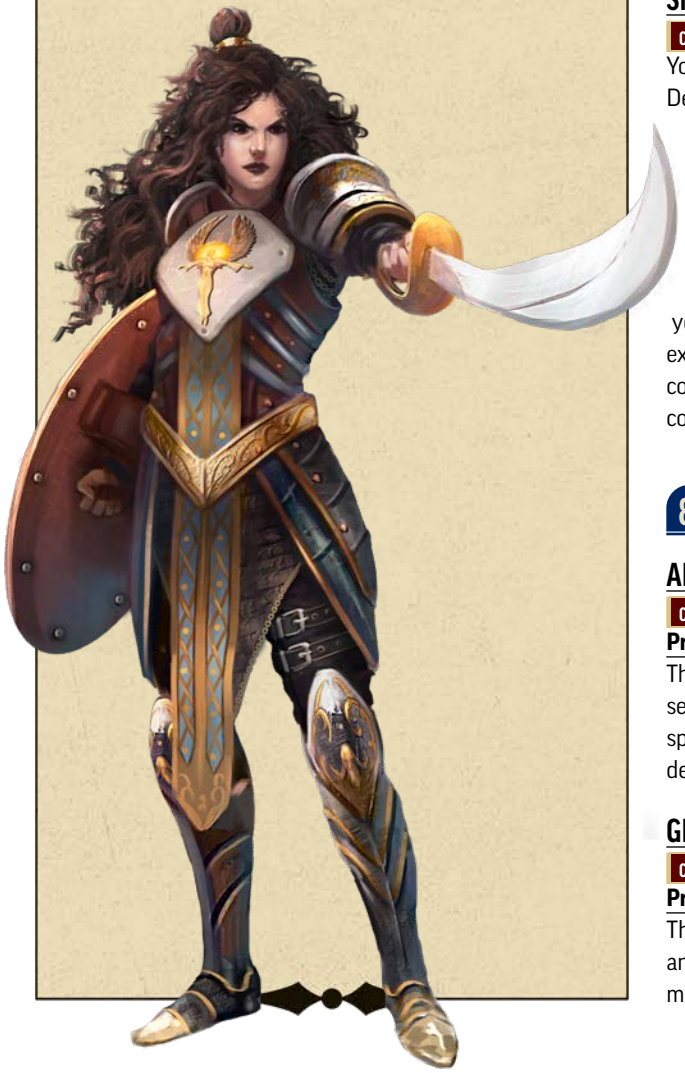
Sarenrae, holy, redemption

Starting Feat

Deity's Domain (truth)

Higher-Level Feats

Divine Grace (2nd), Mercy (4th), Greater Mercy (8th), Ultimate Mercy (18th)



companion (*Player Core* 211). In addition, your mount never attacks you, even if it is magically compelled to do so.

REACTIVE STRIKE ↷ FEAT 6

CHAMPION

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 lash out at 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.

SHIELD WARDEN FEAT 6

CHAMPION

Prerequisites Shield Block

When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

SMITE ◆ FEAT 6

CHAMPION CONCENTRATE

You single out one enemy to destroy in your deity's name. Designate one enemy you can see. Until the start of your next turn, your Strikes against that enemy gain a +3 status bonus to damage, increasing to +4 if you have master proficiency with the weapon or unarmed attack you're using for the Strike. If you're holy or unholy and the target has the opposite trait, the bonus is +4 (or +6 if you're a master).

If the target takes a hostile action against you or one of your allies before the start of your next turn, the duration extends to the end of that enemy's next turn. If the enemy continues to take these hostile actions each turn, the duration continues to extend.

Your current Smite ends if you use the Smite action again.

8TH LEVEL

ADVANCED DEITY'S DOMAIN FEAT 8

CHAMPION

Prerequisites Deity's Domain

Through your conviction, you have glimpsed the deeper secrets of your deity's domain. You gain an advanced domain spell from the domain you chose with Deity's Domain as a devotion spell.

GREATER CRUELTY FEAT 8

CHAMPION

Prerequisites Cruelty

The extent of your corruption devastates your foes' minds and reflexes. When you use Cruelty, you can choose to make the target clumsy or stupefied instead, with the same

condition value. Make the choice when you Cast the Spell (before you know the result of the target's save).

GREATER MERCY FEAT 8

CHAMPION

Prerequisites Mercy

Your faith enhances your ability to remove conditions. Add the following options to the list of conditions you can counteract for any type of mercy you can grant. **Mercy of the Body** drained, slowed; if you're 16th level, add stunned; **Mercy of Grace** immobilized, restrained, slowed; if you're 12th level, add petrified; if you're 16th level, add stunned; **Mercy of the Mind** confused, controlled, slowed; if you're 16th level, add doomed and stunned.

GREATER SECURITY FEAT 8

CHAMPION

Prerequisites Security

Shield in hand, you offer your ally its full protection you do yourself. While the companion shield is in effect, if your shield is raised, the ally with the companion shield gets the same bonus to AC your shield grants, and you can trigger Shield Block if that ally would meet the trigger. This uses your shield's statistics and applies damage to your shield.

HEAL MOUNT FEAT 8

CHAMPION

Prerequisites Faithful Steed, *lay on hands*

Your devotion to your mount manifests as a surge of vital energy. When you cast *lay on hands* on your mount, instead of the normal amount, the spell restores 10 Hit Points, plus 10 for each heightened rank.

QUICK SHIELD BLOCK FEAT 8

CHAMPION

Prerequisites Shield Block

You can bring your shield into place with hardly a thought. At the start of each of your turns, you gain an additional reaction that you can use only to Shield Block.

SECOND BLESSING FEAT 8

CHAMPION

Prerequisites blessing of the devoted

Your continued service grants you another boon. Choose a second blessing of the devoted (different from your first one) and gain its benefits.

10TH LEVEL

IMPOSING DESTRIER FEAT 10

CHAMPION

Prerequisites Loyal Warhorse

Under your care, your mount has realized its innate potential. The mount you gained with Faithful Steed is now a nimble or savage animal companion (*Player Core* 211).

Your animal companion has greater independence. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action that round on your turn to Stride or Strike. It can do this at any point during your turn, as long as you aren't currently taking an action. If it does, that's all the actions it gets that round—you can't Command it later.

RADIANT ARMAMENT FEAT 10

CHAMPION

Prerequisites blessed armament

Your blessed armament radiates power, further enhancing your chosen weapon. When you choose the weapon for your blessed armament during your daily preparations, add the *astral* and *brilliant* property runes to the list of effects you can choose from. If you're holy, also add the *holy* rune, and if you're unholy, also add the *unholy* rune.

In addition, you can change the rune you've selected for the day to a different rune from your list as a 10-minute activity that has the concentrate, divine, and exploration traits. Changing the rune doesn't restore abilities that can be used only a limited number of times, such as Holy Healing for the *holy* rune.

SHIELD OF RECKONING ↷ FEAT 10

CHAMPION

Prerequisites blessed shield, champion's reaction, Shield Warden

Frequency once per round

Trigger An enemy's attack against an ally matches the trigger for both your Shield Block reaction and your champion's reaction.

When you shield your ally against an attack, you call upon your power to protect your ally further. You use the Shield Block reaction to prevent damage to an ally and also use your champion's reaction against the enemy that attacked your ally.

Special If you have an ability that gives you an additional reaction you can use to Shield Block or use your champion's reaction, you can use it for Shield of Reckoning.

SPECTRAL ADVANCE FEAT 10

CHAMPION CONCENTRATE DIVINE TELEPORTATION

Prerequisites blessed swiftness

You gain the *spectral advance* devotion spell (page 257), which lets you move to an enemy, bypassing hindrances.

12TH LEVEL

AFFLICTION MERCY FEAT 12

CHAMPION

Prerequisites Mercy

The divine grace that flows through you grants reprieve from an affliction. Add mercy of recuperation to the types of mercy you can provide, allowing you to counteract an affliction instead of an effect causing a condition (typically an affliction is a curse, disease, or poison).

AURA OF FAITH FEAT 12

CHAMPION

Prerequisites holy or unholy

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You radiate an aura of belief that imbues your attacks and those of nearby allies with divine power. Each willing ally in your champion's aura adds the holy trait to their Strikes if you're holy or adds the unholy trait to their Strikes if you're unholy.

BLESSED COUNTERSTRIKE ❖ FEAT 12

CHAMPION FLOURISH

Prerequisites champion's reaction that grants an ally resistance to an enemy's damage (including the grandeur, justice, liberation, and redemption causes)

Requirements An enemy triggered your champion's reaction since the end of your last turn.

You call upon divine power and make a weapon or unarmed Strike against the enemy who triggered your champion's reaction. The Strike deals one extra weapon damage die. If this Strike hits, until the start of your next turn, the target gains weakness equal to half your level to all Strikes made by you and your allies.

CHAMPION'S SACRIFICE FEAT 12

CHAMPION

Prerequisites you aren't unholy

You can suffer so that others might live. You can cast the *champion's sacrifice* devotion spell (page 257).

DEVOTED FOCUS FEAT 12

CHAMPION

Prerequisites devotion spells

Your devotion is strong enough to increase your focus to incredible heights. Whenever you Refocus, completely refill your focus pool.

DIVINE WALL FEAT 12

CHAMPION

Requirements You're wielding a shield.

You use your shield to harry your enemies, preventing them from stepping away from or around you. All spaces adjacent to you are difficult terrain for your enemies.

GRUESOME STRIKE ❖ FEAT 12

CHAMPION

Prerequisites champion's reaction that grants extra damage with your Strikes (including the desecration, iniquity, and obedience causes)

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, double the extra damage the target takes from your reaction, and the target 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.

14TH LEVEL

AURA OF DETERMINATION FEAT 14

CHAMPION

Requirements champion's aura

Your aura protects against powers that would twist the mind and body. You and all allies in your champion's aura gain a +1 status bonus to saving throws against mental, morph, and polymorph effects.

AURA OF LIFE FEAT 14

CHAMPION

Requirements champion's aura

Your aura protects against the power of the Void. You and all allies in your champion's aura gain resistance 5 to void damage and a +1 status bonus to saves against void effects.

AURA OF RIGHTEOUSNESS FEAT 14

CHAMPION

Prerequisites champion's aura, holy

Your righteous aura dampens evil's might and prevents the unholy from escaping you. You and all allies in your champion's aura gain resistance 5 to unholy spells, unholy Strikes, and other unholy effects. If a teleportation spell or effect would teleport an unholy creature out of your champion's aura, your aura attempts to counteract it, using the spell rank and DC of your devotion spells.

DIVINE REFLEXES FEAT 14

CHAMPION

At the start of each of your turns, you gain an additional reaction that you can use only for your champion's reaction.

16TH LEVEL

AUSPICIOUS MOUNT FEAT 16

CHAMPION

Prerequisites Imposing Destrier

Guided by your ongoing care, your steed has developed incredible intelligence and skill. The mount you gained with Faithful Steed is now a specialized animal companion (*Player Core* 211). You can select one of the usual specializations or the auspice specialization. A faithful steed with the auspice specialization gains the following benefits.

- It gains the celestial, fiend, or monitor trait—whichever best matches your deity's servitors, and its appearance shifts to look more like those servitors. It also gains the holy trait if it's a celestial or the unholy trait if it's a fiend.
- Its Intelligence modifier increases by 2 and its Wisdom modifier by 1.
- Its proficiency rank in Religion increases to expert.
- It can speak the language associated with your deity's servitors (such as Empyrean for celestials, Chthonian for demons, or Requian for psychopomps).
- Its maximum Hit Points increase by 20, increasing to 25 at 18th level and 30 at 20th level. If the mount has the celestial trait, the extra HP increase by 5, and the mount gains weakness 5 to unholy. If it has the fiend trait, the extra HP increase by 5, and the mount gains weakness 5 to holy.
- It gains wings that grant it a fly Speed equal to its land Speed.

INSTRUMENT OF SLAUGHTER FEAT 16

CHAMPION

Prerequisites champion's reaction that grants extra damage with your Strikes (including the desecration, iniquity, and obedience causes)

Your blessed armament thirsts for the blood of your foes. Whenever you critically hit an enemy with a Strike that has the extra damage from your champion's reaction, the target also takes persistent bleed damage equal to two of the weapon's damage dice.

INSTRUMENT OF ZEAL FEAT 16

CHAMPION

Prerequisites Blessed Counterstrike feat or Retributive Strike reaction, champion's reaction that grants an ally resistance to an enemy's damage (including the grandeur, justice, liberation, and redemption causes)

Divine energy fills your weapon. Whenever you critically hit an enemy with Blessed Counterstrike or Retributive Strike, your attack deals an extra weapon damage die, and the target is slowed 1 on its next turn.

SHIELD OF GRACE FEAT 16

CHAMPION

Prerequisites Shield Warden

You protect an ally with both your shield and your body. Whenever you use the Shield Block reaction to prevent damage to an ally, you can evenly split the remaining damage after the Shield Block between the ally and yourself.

18TH LEVEL

REJUVENATING TOUCH FEAT 18

CHAMPION

Prerequisites *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 immediately and at the start of their turn during each of the next 10 rounds. These temporary HP last until the start of the creature's next turn. This effect ends if the ally is knocked unconscious.

SWIFT RETRIBUTION FEAT 18

CHAMPION

Prerequisites champion's reaction

The transgressions of your enemies fuel you to retaliate with divine speed. When an enemy triggers your champion's reaction, you are quickened on your next turn. You can use the extra action to move closer to that enemy or to Strike that enemy.

ULTIMATE MERCY FEAT 18

CHAMPION

Prerequisites Mercy

Your mercy transcends the bounds of life and death. Add ultimate mercy to the types of mercy you can provide. When you use Mercy, you can target a creature that died since your last turn to return it to life. The target returns to life with 1 Hit Point and becomes wounded 1. You can't return the target to life if it died from *disintegrate* or a death effect. The creature gains the other benefits of *lay on hands* after it returns to life.

20TH LEVEL

ARMAMENT PARAGON FEAT 20

CHAMPION

Prerequisites blessed armament

Add the following property runes to the list you can choose for your blessed armament: *animated*, *greater fearsome*, *grievous*, *keen*, and *greater vitalizing*. If you have the Radiant Armament feat, add *greater astral* and *greater brilliant* to the list as well.

In addition, you can change the rune you've selected for the day to a different rune from your list as a single action that has the concentrate and divine traits. Changing the rune doesn't restore abilities that can be used only a limited number of times.

SACRED DEFENDER FEAT 20

CHAMPION

You are a great warrior that can stand strong against the fiercest opponents to your cause. You gain resistance 5 to bludgeoning, piercing, and slashing damage. If you're holy, this resistance increases to 10 against unholy creatures, and if you're unholy it increases to 10 against holy creatures. 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.

SHIELD PARAGON FEAT 20

CHAMPION

Prerequisites blessed shield

Your shield is a vessel of divine protection. When you're wielding your chosen shield, it is always raised, even without you using the Raise a Shield action.

If the shield would be destroyed, it vanishes to your deity's realm instead, where a servitor of your deity repairs it. During your next daily preparations, the shield returns to you fully repaired. While the shield is gone, you can spend 1 minute to infuse a different shield with your blessed shield benefit until your true shield returns.

SWIFT PARAGON FEAT 20

CHAMPION

Prerequisites blessed swiftness

The movement of you and your allies is swift and decisive as the judgment of your deity. If your ally starts a move action in your champion's aura, their movement during that action doesn't trigger reactions. In addition, you're permanently quickened. You can use your extra action only to Step or Stride. If you have a fly Speed, add Fly to this list. If you have an animal companion and are mounted on it at the start of your turn, you can have your mount be quickened that turn instead of you.

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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 ATTRIBUTE
Intelligence
At 1st level, your class gives you an attribute 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

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Investigator Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, 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	Ancestry feat, attribute boosts, 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, fortitude expertise, investigator expertise, skill increase, skillful lesson, strategic strike 3d6
10	Attribute boosts, investigator feat, skill feat, skill increase
11	Deductive improvisation, dogged will, general feat, 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	Attribute boosts, general feat, greater weapon specialization, savvy reflexes, skill increase, skillful lesson
16	Investigator feat, skill feat, skill increase
17	Ancestry feat, greater dogged will, 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	Attribute 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.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training, 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

You name one detail you've identified that you think is part of a larger mystery, then spend 1 minute examining it. The detail is typically either obvious or something you've already discovered using Recall Knowledge, Sense Motive, Gather Information, or a similar action. After the minute passes, the GM either confirms there's a larger mystery or tells you there's nothing more to learn (the detail is inconsequential or you know all the information already). If there is in fact a larger mystery at play, you can't Pursue a Lead again for 10 minutes, but you can choose to open an investigation. To do so, define the question at the heart of the mystery, such as "Where has the priceless work of art that was supposed to hang here been taken?" or "Who or what killed this priest?" Work with your GM to refine the question if need be. You can also give your investigation a name to better keep track of it (such as "The Case of the Cheated Goblin" or "The Skinsaw Murders").

Investigation Bonus Whenever you attempt a Perception check or skill check to attempt to get closer to answering the question at the heart of an active investigation, 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.

Active Investigations You can maintain two active investigations at a time. If you Pursue another Lead after that, the case must be different from any of your current investigations (as far as you are aware), and you give up on a current investigation of your choice. Once you've given up pursuit of an investigation, you can't Pursue a Lead into it again until after the next time you make your daily preparations.

Solving an Investigation If you answer the question at the heart of your investigation, the GM tells you that you've done so. You don't lose the bonus or other benefits until you choose to close the investigation by Pursuing a Lead again or voluntarily Dismissing it. If what you discover points to an even larger mystery, you can work with the GM to adapt the question and name of the investigation to the new information.

CLUE IN ↷

CONCENTRATE INVESTIGATOR

Frequency once per 10 minutes

Trigger Another creature attempts a check that could help get you closer to answering the question at the heart of one of your active investigations.

You share information with the triggering creature. They gain a circumstance bonus to their check equal to your investigation bonus 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 ◆ OR ◈

CONCENTRATE FORTUNE INVESTIGATOR

Frequency once per round

You assess a foe's weaknesses in combat and use them to formulate a plan of attack. Choose a creature you can see. You can Devise a Stratagem as a free action if you're aware that creature could help answer the question at the heart of one of your active investigations. Roll a d20, then decide on an attack stratagem or skill stratagem.

Attack Stratagem If you Strike the chosen creature before the start of your next turn, you must use the result of the d20 roll for your Strike's attack roll instead of rolling. You make this substitution only for the first Strike you make against the creature this round, not any subsequent ones. When you make this substitution, you can add your Intelligence modifier to your attack roll instead of your Strength or Dexterity modifier, provided you Strike with 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.

Skill Stratagem You can't attempt to Strike the target until the start of your next turn. You gain a +1 circumstance bonus to your next Intelligence-, Wisdom-, or Charisma-based skill check or Perception check involving the target before the start of your next turn. If you would gain your Pursue a Lead investigation bonus to such a check, that bonus increases by 1 instead of you gaining the +1 bonus listed.

Methodology

Your studies have made you savvy in a broad spectrum of areas, but one particular investigative process drew your intense—even obsessive—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 (*Player Core* 252). You start with a standard formula book (*Player Core* 288), which contains the formulas for two common 1st-level alchemical items of your choice (these must be elixirs or tools), in addition to the formulas gained from Alchemical Crafting. 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. Alchemical elixirs and tools begin on pages 286 and 295, respectively.

During your daily preparations, you can create a number of versatile vials equal to your Intelligence modifier. Statistics for versatile vials appear on page 58 of the alchemist class.

You gain the Quick Tincture action, which you can use to turn one of these vials into an elixir or alchemical tool for which you know the formula. If you have the ability to create versatile vials from more than one source (such as the alchemist multiclass archetype), you can use any of your versatile vials for any ability you have that requires them.

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 an alchemist's toolkit, 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 that's in your formula book without having to spend the normal monetary cost in alchemical raw materials 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.

WHAT CAN I INVESTIGATE?

The detail you can investigate is typically a single item, creature, or small location (such as a room or corridor), though the GM might allow a different scope for your investigation. Physical clues are usually the best starting point, but the GM might allow you to start an investigation from a rumor you learned or a similar clue. For instance, finding a muddy footprint is enough to ask about 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. The question at the heart of your investigation should be wide-ranging and not answerable through quick observation or a single die roll. "Is this footprint made of mud?" is simple for an investigator to answer, but "Who left these footprints?" or "What location did this mud come from?" both have enough potential for an investigation.

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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 107), 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.



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 230) and Battle Medicine (*Player Core* 253) 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 (*Player Core* 259). You can also Pursue a Lead at the same time you Make an Impression, as long as you ask a question related to the creature with which you're conversing or a topic of your conversation. 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. 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. Whether it answers truthfully or not, you glean something from its body language, and it is off-guard to the Strike you make using Devise a Stratagem against it before the end of your turn.

Success As critical success, but the circumstance bonus to your Perception DC 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. These begin on page 106.

Strategic Strike

When you strike carefully and with forethought, you deal a telling blow. When making a Strike that adds your Intelligence modifier to 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.

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.

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 to 4 if you're legendary.

Fortitude Expertise 9th

Your physique has grown hardy in your adventures. 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.

Dogged Will 11th

In your pursuit of truth and knowledge, you won't be dissuaded. 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.

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.

Savvy Reflexes 15th

With an eye for incoming danger, you masterfully keep yourself out of harm's way. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

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INVESTIGATOR FEATS BY NAME

Feat	Level
Alchemical Discoveries	4
Athletic Strategist	2
Blind-Fight	8
Certain Stratagem	2
Clue Them All In	8
Connect the Dots	6
Defensive Stratagem	8
Detective's Readiness	4
Didactic Strike	16
Eliminate Red Herrings	1
Empiricist's Eye	12
Everyone's a Suspect	20
Exploit Blunder	2
Flexible Studies	1
Foresee Danger	12
Implausible Purchase	16
Just As Planned	12
Just One More Thing	10
Just the Facts	20
Known Weaknesses	1
Lead Investigator	18
Lie Detector	4
Make 'em Sweat	12
Ongoing Investigation	4
Ongoing Strategy	10
Person of Interest	2
Plot the Future	14
Predictive Purchase	6
Reason Rapidly	12
Reconstruct the Scene	16
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Share Tincture	12
Shared Stratagem	2
Solid Lead	2
Strategic Assessment	4
Strategic Bypass	14
Surgical Shock	12
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

Greater Dogged Will 17th

Your willpower becomes truly unbreakable. 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 clues available. Your reputation precedes you, and even the most skilled criminals and deceivers fear you. Your proficiency rank for your investigator class DC increases to master.

In addition, if you enter a new location that includes another clue toward answering the question at the heart of one of your active investigations, 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.

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

ELIMINATE RED HERRINGS FEAT 1

INVESTIGATOR

You have a keen sense for avoiding spurious lines of inquiry. When you roll a critical failure on a skill check to Recall Knowledge related to a question about one of your active investigations, you get a failure instead.

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 permanent character option like a skill increase or 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 before rolling the d20. If you critically succeed at the Recall Knowledge check, you notice a weakness and can convey the information

to allies to grant each of them 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. If you choose an attack stratagem, this bonus applies to that attack roll too.

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 for an attack stratagem if you're using a weapon of the club group in one hand (like a club or staff), 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. If you wish, you can Pursue a Lead concerning this detail even if you have Pursed a Lead less than 10 minutes ago.

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 investigation bonus to Thievery checks to investigate a case (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 an attack stratagem's roll substitution for a Strike, you can use it to modify a Disarm, Grapple, Reposition, 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.

CERTAIN STRATAGEM FEAT 2

INVESTIGATOR

You know exactly where to strike a foe to target their weak spots. When you make a Strike that you're adding your Intelligence modifier to due to Devising a Stratagem and miss, you deal half of your strategic strike damage to the target. This damage type is that of the weapon or unarmed attack you used for the Strike.

EXPLOIT BLUNDER ↷ FEAT 2

INVESTIGATOR

Trigger A creature you Devised a Stratagem against on your most recent turn fails or critically fails a Strike against you.

By watching your foes closely, you can make the most out of their mistakes. You Step.

PERSON OF INTEREST ❖ FEAT 2

INVESTIGATOR

Frequency once per 10 minutes

Sometimes, you need to follow the leads as they come in the middle of an investigation. Choose a creature that you can see who isn't, to your knowledge, tied to any of your current investigations. For the next minute, you can Devise a Stratagem against that creature as a free action.

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 off-guard to that ally on the next attack that ally makes against that creature before the start of your next turn.

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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.

Attributes

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), Share Tincture (12th), Strategic Bypass (14th), Reconstruct the Scene (16th)



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 one if you're an expert in Crafting, two if you're a master, or three 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 investigation bonus from Pursue a Lead on saving throws (and their DCs, as normal) against creatures or effects that are related to the question at the heart of an open investigation, and you can use Clue In to assist an ally's saving throw against that creature or effect.

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.

If you would gain your Pursue a Lead investigation bonus to any of the above checks, that bonus increases by 1 instead of you gaining the +1 bonus listed.

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 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 hit a given creature.

6TH LEVEL

CONNECT THE DOTS ◆◆ FEAT 6

AUDITORY CONCENTRATE INVESTIGATOR LINGUISTIC

Ephemeral connections between people, places, and concepts are invisible to most, but seeing them is your stock and trade. Choose an ally and a non-allied creature. You must be able to see both of them. You briefly study the way they both move and attempt a Perception check against the higher of the non-allied creature's Deception DC or Will DC. Both targets are then temporarily immune to Connect the Dots for 10 minutes.

Critical Success You spot a way for your ally to take advantage of the other target's flaws and let them know about it. Your ally gains your Pursue a Lead investigation bonus as a circumstance bonus to all its Strikes or skill checks against the creature until the start of your next turn.

Success As critical success, but your ally gains the bonus only for their next Strike or skill check against the creature.

Failure You fail to make a connection.

Critical Failure You misconstrue a vital piece of information, which temporarily disconcerts you. You are stupefied 1 until the end of your next turn.

PREDICTIVE PURCHASE FEAT 6

INVESTIGATOR

You have just the thing for the situation. You gain the Prescient Planner and Prescient Consumable feats (*Player Core* 260). 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

You have comprehensive knowledge in your fields of interest. When you succeed at a Recall Knowledge check, you gain additional information or context. When you critically succeed at a check to Recall Knowledge, you get additional information or context or can ask an additional follow-up question (the GM chooses which).

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 off-guard to creatures that are hidden from you (unless you're off-guard 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 one of your active investigations 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.

DEFENSIVE STRATAGEM FEAT 8

INVESTIGATOR

By scrutinizing a foe, you learn how to better avoid its attacks. When you use Devise a Stratagem, you can choose a defensive stratagem instead of an attack or skill stratagem after you roll a d20.

Defensive Stratagem You can't attempt to Strike the target until the start of your next turn. You gain a +1 circumstance bonus to all your defenses against effects caused by the target until the start of your next turn.

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 and learn there's a larger mystery, you can ask two questions related to your investigation when you open it. The GM must answer truthfully with "yes" or "no," though if the answer would be misleading

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Sample Investigator

ANALYST

Eyes ever open and mind ever turning, you single out clues and pursue them until you find the truth.

Attributes

Prioritize Intelligence to prepare a panoply of facts and figures. Wisdom lets you sense every clue and danger, and Dexterity keeps you safe and active in combat.

Skills

Acrobatics, Arcana, Crafting, Deception, Diplomacy, Nature, Society, Stealth, Thievery

Methodology

Empiricism

Starting Feat

Flexible Studies

Higher-Level Feats

Person of Interest (2nd), Lie Detector (4th), Blind-Fight (8th), Empiricist's Eye (12th)



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 the detail that spurred your investigation.

- Was this 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 this clue in a heightened emotional state when it left the clue?
- Did anyone attempt to conceal this clue?

10TH LEVEL

JUST ONE MORE THING ❖ — FEAT 10

FORTUNE INVESTIGATOR

Requirements Your most recent action was to Demoralize, Feint, or Request, 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 involved with one of your active investigations, double your investigation 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.

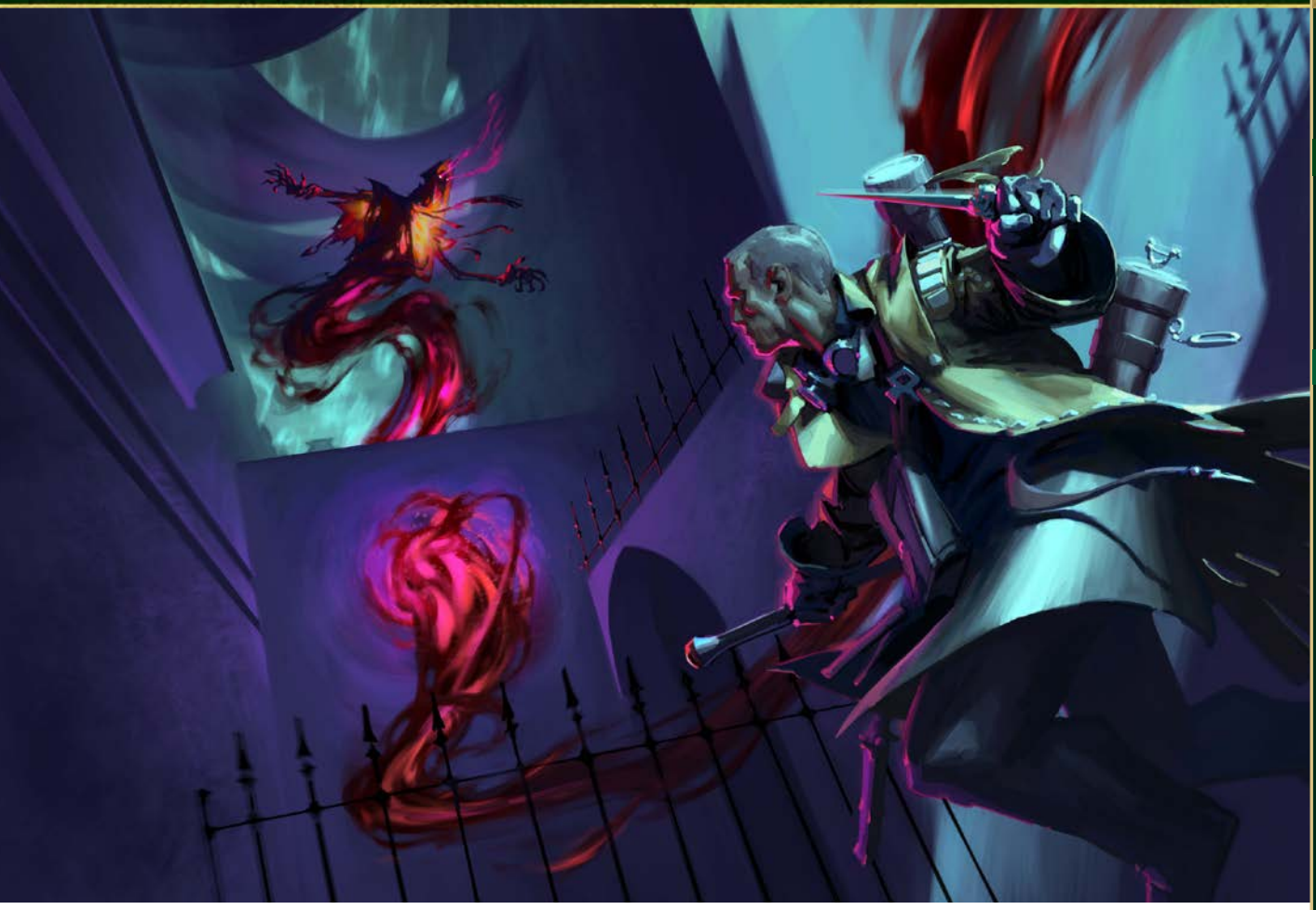
SUSPECT OF OPPORTUNITY ↷ — FEAT 10

INVESTIGATOR

Prerequisites Person of Interest

Trigger A creature who isn't, to your knowledge, tied to any of your active investigations 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 use Person of Interest against the triggering creature. This doesn't allow you to use Person of Interest more frequently than normal.



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12TH LEVEL

EMPIRICIST'S EYE — FEAT 12

INVESTIGATOR

Prerequisites empiricism methodology

Sharp and piercing, your eyes see all and convey more. Your Point Out actions lose the auditory trait, and you don't need to be heard to convey the information to your allies. In addition, a creature you Point Out is off-guard to your allies until the start of your next turn.

Special If you have the Blind-Fight feat, your allies gain that feat's benefits against any creature that's off-guard due to Empiricist's Eye.

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 off-guard, even though you wouldn't take the –2 circumstance penalty when defending against the attack.

JUST AS PLANNED ◆ — FEAT 12

FORTUNE INVESTIGATOR

Frequency once per hour

In the blink of an eye, you calculate your enemy's movements and know exactly where to aim your next blow. If your next action is to Devise a Stratagem, you can roll the d20 twice and take the higher result.

MAKE 'EM SWEAT — FEAT 12

INVESTIGATOR

Prerequisites interrogation methodology

Your line of questioning lets a suspect know you can see right through them, shaking them to the core. When you succeed at using Pointed Question, the target is also frightened 1 (or frightened 2 on a critical success). This added effect is an emotion and fear effect, but the other effects of Pointed Question still apply even if the target is immune to fear.

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.

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.

Attributes

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)



SHARE TINCTURE ❖ FEAT 12

INVESTIGATOR

Prerequisites alchemical sciences methodology

You use Quick Tincture, and the item you create remains potent until the start of your next turn. Then you can Interact to pass the item to another creature. If you pass it by throwing it, your ranged attack automatically succeeds. You must have a versatile vial to use Quick Tincture, as normal.

SURGICAL SHOCK ❖ FEAT 12

ATTACK INVESTIGATOR

Prerequisites forensic medicine methodology

With a few well-placed jabs with your fist or weapon, you render your opponent disoriented or ungainly. Attempt a Medicine check against the Fortitude DC of a target within your reach. The result of your check determines the severity of the condition you inflict.

Critical Success The target is either clumsy 3 or stupefied 3 until the end of your next turn. The target is then immune to Surgical Shock for 1 hour.

Success As critical success, but the target is either clumsy 2 or stupefied 2.

Failure The target is minorly inconvenienced. You gain a +1 circumstance bonus to the next attack action you attempt against it before the end of your turn.

Critical Failure The target is unaffected and you overextend yourself, triggering reactions as if you had used a manipulate action.

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.

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 off-guard 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 you can use to Purse a Lead, 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 of your open investigations. Those allies gain the same circumstance bonus you do from Pursue a Lead to checks to investigate the question at the heart of that investigation. 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. In addition, you gain the following benefits with 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.
- 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.

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MONK

The strength of your fist flows from your mind and spirit. You seek perfection, honing your body into a flawless instrument and your mind into an orderly bastion of wisdom. You're a fierce combatant renowned for martial arts skills and combat stances that grant you unique fighting moves. While the challenge of mastering many fighting styles drives you to great heights, you also enjoy meditating on philosophical questions and discovering new ways to obtain peace and enlightenment.

KEY ATTRIBUTE
Strength or Dexterity
At 1st level, your class gives you an attribute boost to your choice of Strength or 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 speed into the fray, dodging or leaping past obstacles with acrobatic maneuvers. You strike opponents in a rapid flurry of attacks, using your bare fists or wielding specialized weapons that you mastered during your monastic training. Stances let you change up your combat style for different situations, and qi abilities allow you to perform mystic feats like healing yourself and soaring through the air.

During social encounters...

Your perceptiveness lets you see through falsehoods, and your philosophical training provides insight into any situation.

While exploring...

You climb up walls, dodge traps, overcome obstacles, and leap over pits. You usually stay toward the outside of the group to protect more vulnerable members, and you're well suited to looking for danger or moving stealthily.

In downtime...

You diligently exercise, eat healthy foods, meditate, and study various philosophies. You might also take up a craft that you strive to perfect.

You might...

- Maintain a regimen of physical training and meditation.
- Face adversity with a calm and measured approach, never panicking or succumbing to despair.
- Look to the future for ways you can improve, while remaining at peace with your present self.

Others Probably...

- Marvel at your feats of physical prowess.
- Think you're more than a bit uptight, given your vows and tenets.
- Come to you for philosophical advice.

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
Expert in Fortitude
Expert in Reflex
Expert in Will

SKILLS
Trained in a number of skills equal to 4 plus your Intelligence modifier

ATTACKS
Trained in simple weapons
Trained in unarmed attacks

DEFENSES
Untrained in all armor
Expert in unarmored defense

CLASS DC
Trained in monk class DC

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Monk Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, flurry of blows, monk feat, powerful fist
2	Monk feat, skill feat
3	General feat, incredible movement +10 feet, mystic strikes, skill increase
4	Monk feat, skill feat
5	Attribute boosts, ancestry feat, expert strikes, perception expertise, skill increase
6	Monk feat, skill feat
7	General feat, incredible movement +15 feet, path to perfection, skill increase, weapon specialization
8	Monk feat, skill feat
9	Ancestry feat, metal strikes, monk expertise, skill increase
10	Attribute boosts, monk feat, skill feat
11	General feat, incredible movement +20 feet, second path to perfection, skill increase
12	Monk feat, skill feat
13	Ancestry feat, graceful mastery, master strikes, skill increase
14	Monk feat, skill feat
15	Attribute boosts, general feat, greater weapon specialization, incredible movement +25 feet, skill increase, third path to perfection
16	Monk feat, skill feat
17	Adamantine strikes, ancestry feat, graceful legend, skill increase
18	Monk feat, skill feat
19	General feat, incredible movement +30 feet, perfected form, skill increase
20	Attribute boosts, monk feat, skill feat

Class Features

You gain these abilities as a monk. Abilities gained at higher levels list the requisite levels 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.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

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

Flurry of Blows

You can attack rapidly with the Flurry of Blows action.

FLURRY OF BLOWS ❖

FLOURISH MONK

Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As a flourish ability, you can use Flurry of Blows only once per turn.

Monk Feats

At 1st level and every even-numbered level thereafter, you gain a monk class feat. These begin on page 118.

Powerful Fist

Your fists are deadly weapons. The damage die for your fist increases to 1d6 instead of 1d4. You don't take the normal –2 circumstance penalty when making a lethal attack with your fist or any other unarmed attacks.

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.

Incredible Movement 3rd

You move like the wind. You gain a +10-foot status bonus to your Speed whenever you're not wearing armor. The bonus increases by 5 feet for every 4 levels you have beyond 3rd.

Mystic Strikes 3rd

Focusing your will into your physical attacks imbues them with mystical energy. Your unarmed attacks become magical, allowing them to get past resistances to non-magical attacks. However, you still need an item such as *handwraps of mighty blows* to gain an item bonus to attack rolls or increase your attacks' weapon damage dice.

Skill Increases 3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use an increase to either become 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 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.

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 Strikes 5th

You've practiced martial arts and have now surpassed your former skill. Your proficiency ranks for unarmed attacks and simple weapons increase to expert. When you get a critical hit with an unarmed attack in the brawling group, you get its critical specialization effect.

Perception Expertise 5th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Path to Perfection 7th

You have progressed along your own path to enlightenment. Choose your Fortitude, Reflex, or Will saving throw. Your proficiency rank for the chosen saving throw increases to master. When you roll a success on the chosen saving throw, 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.

Metal Strikes 9th

You can adjust your body to strike with the mystic energy of rare metals. Your unarmed attacks are treated as cold iron and silver. This allows you to deal more damage to a variety of supernatural creatures, such as demons, devils, and fey.

Monk Expertise 9th

Your proficiency rank for your monk class DC increases to expert. If you have qi spells, your proficiency rank for spell attacks and spell DCs increases to expert.

Second Path to Perfection 11th

You've learned to find perfection in every success. Choose a different saving throw than the one you chose for your path to perfection. Your proficiency rank for the chosen saving throw increases to master. If you roll a success with the chosen saving throw, you instead critically succeed.

Graceful Mastery 13th

You move with perpetual grace, turning aside blows. Your proficiency rank for unarmored defense increases to master.

Master Strikes 13th

You've honed your body into an even deadlier weapon. Your proficiency ranks for unarmed attacks and simple weapons 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.

MONK UNARMED ATTACKS

Some monk stances allow you to make special unarmed attacks while in those stances. These attacks are summarized here. All are in the brawling weapon group.

Attack	Damage	Traits
Cobra fang	1d4 P	Agile, deadly d10, finesse, unarmed, venomous
Crane wing	1d6 B	Agile, finesse, nonlethal, unarmed
Dragon tail	1d10 B	Backswing, nonlethal, unarmed
Falling stone	1d8 B	Forceful, nonlethal, unarmed
Iron sweep	1d8 B	Nonlethal, parry, sweep, unarmed
Lashing branch	1d8 S	Agile, finesse, nonlethal, unarmed
Shadow grasp*	1d4 void	Agile, grapple, reach, unarmed
Stumbling swing	1d8 B	Agile, backstabber, finesse, nonlethal, unarmed
Tiger claw	1d8 S	Agile, finesse, nonlethal, unarmed
Wind crash*	1d6 S	Agile, nonlethal, propulsive, unarmed
Wolf jaw	1d8 P	Agile, backstabber, finesse, nonlethal, unarmed

* Stances marked with an asterisk are qi spells; you can find out more about them on page 119.

Third Path to Perfection 15th

You have made great progress in your personal studies of enlightenment. Choose one of the saving throws you selected for path to perfection or second path to perfection. Your proficiency rank for the chosen type of save increases to legendary. When you roll a critical failure on the chosen type of save, you get a failure instead. When you roll a failure on the chosen type of save against an effect that deals damage, you take half damage.

Adamantine Strikes 17th

When you focus your will into your limbs, your blows are as unyielding as the hardest of metals. Your unarmed attacks are treated as adamantine.

Graceful Legend 17th

Your sublime movement grants you unparalleled protection and offense. Your proficiency rank for unarmored defense increases to legendary, and your proficiency rank for your monk class DC increases to master. If you have qi spells, your proficiency rank for spell attack modifiers and spell DCs increases to master.

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Perfected Form 19th

You have purged incompetence from your techniques. On your first Strike of your turn, if you roll lower than 10, you can treat the attack roll as a 10. This is a fortune effect.

Monk Feats

Every level at which you gain a monk feat, select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

Crane Stance ❖ Feat 1

Monk Stance

Requirements You are unarmored.

Your arms flutter like a crane's wings. You gain a +1 circumstance bonus to AC, but the only Strikes you can make are crane wing attacks. These deal 1d6 bludgeoning damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.



While in Crane Stance, reduce the DC for High Jump and Long Jump by 5, and when you Leap, you can move an additional 5 feet horizontally or 2 feet vertically.

Dragon Stance ❖ Feat 1

Monk Stance

Requirements You are unarmored.

You enter the stance of a dragon and make powerful leg strikes like a lashing dragon's tail. You can make dragon tail attacks that deal 1d10 bludgeoning damage. They are in the brawling group and have the backswing, nonlethal, and unarmed traits.

While in Dragon Stance, you can ignore the first square of difficult terrain while Striding.

Monastic Archer Stance ❖ Feat 1

Monk Stance

Requirements You are unarmored and wielding a longbow, a 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.

Monastic Weaponry Feat 1

Monk

You have trained with the weaponry of your monastery or school. You gain access to uncommon weapons with the monk trait and become trained in simple and martial monk weapons. When your proficiency for unarmed attacks increases to expert or master, your proficiency rank for these weapons increases to expert or master as well. If you have familiarity with an agile or finesse weapon (such as from the Catfolk Weapon Familiarity feat), that weapon also gains the monk trait for you.

You can use melee monk weapons with any of your monk feats or monk abilities that normally require unarmed attacks, though not if the feat or ability requires you to use a single specific type of attack, such as Crane Stance.

If you gain the critical specialization benefit for unarmed attacks—with the expert strikes class feature, for example—you also gain it with monk weapons.

Mountain Stance ❖ Feat 1

Monk Stance

Requirements You are unarmored and touching the ground.

You enter the stance of an implacable mountain—a technique created by dwarven monks—allowing you to strike with the weight of an avalanche and block blows with your garments. The only Strikes you can make are falling stone unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the forceful, nonlethal, and unarmed traits.

While in Mountain Stance, you gain a +4 item bonus to AC and a +2 circumstance bonus to any defenses against Reposition, Shove, Trip, and other forced movement effects. You have a Dexterity modifier cap to your AC of +0, meaning you don't add your Dexterity to your AC, and your Speeds are all reduced by 5 feet. The item bonus to AC from Mountain Stance is cumulative with armor potency runes on your explorer's clothing, *mystic armor*, and *bands of force*.

QI SPELLS FEAT 1

MONK

You have cultivated your qi to produce magical effects. You gain *inner upheaval*, *qi rush*, or another 1st-rank monk qi spell you have access to. The rules for qi spells are summarized in the sidebar on this page, and qi spells appear on page 257.

STUMBLING STANCE ❖ FEAT 1

MONK STANCE

Prerequisite 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 off-guard against the next stumbling swing Strike you make against it before the end of your next turn.

TIGER STANCE ❖ FEAT 1

MONK STANCE

Requirements You are unarmored.

You enter the stance of a tiger and can make tiger claw attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits. On a critical success with your tiger claws, if you deal damage, the target takes 1d4 persistent bleed damage.

As long as your Speed is at least 20 feet while in Tiger Stance, you can Step 10 feet.

WOLF STANCE ❖ FEAT 1

MONK STANCE

Requirements You are unarmored.

You enter the stance of a wolf, low to the ground with your hands held like fangs. You can make wolf jaw unarmed attacks. These deal 1d8 piercing damage; are in the brawling group; and have the agile, backstabber, finesse, nonlethal, and unarmed traits.

If you're flanking a target while in Wolf Stance, your wolf jaw unarmed attacks also gain the trip trait.

KEY TERMS

You'll see the following key terms in many monk abilities.

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.

Incapacitation: An ability with this trait can take a character out of the fight. But when you use an incapacitation effect against a creature of higher level than you, you reduce the degree of success of your attack roll by one step, and that creature improves the degree of success of its saving throws for that effect by one step.

Qi Spells: By tapping into an inner reserve of energy, called qi, you can cast special spells called qi spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell. When you gain your first qi spell, you decide whether your qi spells are divine or occult spells, and you become trained in spell attack modifiers and spell DCs; your key spellcasting attribute is Wisdom. You also gain a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to steady your mind and breath to draw in more qi from the world around you.

Focus spells are automatically heightened to half your level rounded up. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but it can never be more than 3 points. The full rules for focus spells appear on page 298 of *Player Core*.

Stance: 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 use a stance action again, whichever comes first. After you take an action that has the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode. You can Dismiss a stance.

Venomous: These weapons inject poison into every hit. When you hit a creature with this weapon, it deals an additional 1 persistent poison damage. This increases to 2 persistent poison damage if the weapon has a *greater striking rune*.

2ND LEVEL

CRUSHING GRAB FEAT 2

MONK

Like a powerful constrictor, you crush targets in your unyielding grasp. When you successfully Grapple a creature, you can deal bludgeoning damage to that creature equal to your Strength modifier. You can make this attack nonlethal with no penalty.

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MONK FEATS BY NAME

Feat	Level
Advanced Monastic Weaponry	6
Advanced Qi Spells	6
Align Qi	6
Clinging Shadows Initiate	8
Cobra Envenom	10
Cobra Stance	4
Crane Flutter	6
Crane Stance	1
Crushing Grab	2
Dancing Leaf	2
Deflect Projectile	4
Diamond Fists	18
Disrupt Qi	12
Dodging Roll	12
Dragon Roar	6
Dragon Stance	1
Elemental Fist	2
Enduring Quickness	20
Flurry of Maneuvers	4
Flying Kick	4
Focused Shot	12
Form Lock	14
Fuse Stance	16
Godbreaker	20
Grandmaster Qi Spells	18
Guarded Movement	4
Harmonize Self	4
Immortal Techniques	20
Impossible Technique	20
Improved Knockback	12
Ironblood Stance	8
Ironblood Surge	14
Knockback Strike	10
Lightning Qi	20
Master of Many Styles	16
Master Qi Spells	16
Meditative Focus	12
Mixed Maneuver	8
Monastic Archer Stance	1
Monastic Weaponry	1
Mountain Quake	14
Mountain Stance	1
Mountain Stronghold	6
One-Inch Punch	6
One-Millimeter Punch	16
Overwhelming Breath	12
Peerless Form	14
Pinning Fire	8
Prevailing Position	10
Projectile Snatching	8
Qi Center	18
Qi Spells	1
Reflexive Stance	12
Return Fire	6
Shadow's Web	14
Shattering Strike	16
Shooting Stars Stance	2
Sleeper Hold	10
Stand Still	4
Stumbling Feint	6
Stumbling Stance	1
Stunning Blows	2
Swift River	18
Tangled Forest Rake	14
Tangled Forest Stance	8
Tiger Slash	6
Tiger Stance	1
Triangle Shot	18
Wall Run	8
Water Step	6
Whirling Blade Stance	14
Whirling Throw	6
Wild Winds Gust	14
Wild Winds Initiate	8
Wind Jump	10
Winding Flow	10
Wolf Drag	6
Wolf Stance	1

DANCING LEAF — FEAT 2

MONK

You are as light as a leaf on the breeze. When you Leap or succeed at a High Jump or Long Jump, increase the distance you jump by 5 feet. When calculating the damage you take from falling, don't count any distance fallen while you are adjacent to a wall.

ELEMENTAL FIST — FEAT 2

MONK

Prerequisites *inner upheaval*

You can color your qi in bright elemental energy. When you cast *inner upheaval*, in addition to the damage types normally available, you can deliver the extra damage with elemental magic, adding the element's trait and changing the damage type to the listed one: **air** electricity (sparking gust), **earth** bludgeoning (chunk of stone), **fire** fire (flickering flame), **metal** slashing (flying metal shards), **water** cold (wave of frigid water), or **wood** bludgeoning (pummeling pine cones).

SHOOTING STARS STANCE ❖ — FEAT 2

MONK STANCE

Prerequisite 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.

STUNNING BLOWS FEAT 2

MONK

Prerequisites Flurry of Blows

The focused power of your flurry threatens to overwhelm your opponent. When you target the same creature with two Strikes from your Flurry of Blows, you can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

4TH LEVEL

COBRA STANCE ◆ FEAT 4

MONK STANCE

You enter a tightly coiled stance, 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 piercing damage; are in the brawling group; and have the agile, deadly d10, finesse, unarmed, and venomous (page 119) 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.

DEFLECT PROJECTILE ↷ FEAT 4

MONK

Trigger You are the target of a physical ranged attack.

Requirements You're aware of the attack, are not off-guard against it, and have a hand free.

You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, you have deflected it. You cannot use this feat to deflect unusually massive ranged projectiles (such as boulders or ballista bolts).

FLURRY OF MANEUVERS FEAT 4

MONK

Prerequisites expert in Athletics

Your flurry is a combination of maneuvers. You can replace one or both of your attacks during a Flurry of Blows with Grapples, Repositions, Shoves, or Trips.

FLYING KICK ◆◆ FEAT 4

MONK

You launch yourself at a foe. Make a Leap or attempt a High Jump or Long Jump. At the end of the jump, if you're adjacent to a foe, you can immediately Strike that foe with an unarmed attack, even if the foe is in midair. You fall to the ground after the Strike. If the distance you fall is no more than the height of your jump, you land upright and take no damage.

GUARDED MOVEMENT FEAT 4

MONK

Your guard is up, even while moving. You gain a +4 circumstance bonus to AC against reactions triggered by your movement.

HARMONIZE SELF FEAT 4

MONK

Prerequisites Qi Spells

You can restore your health by tapping into your qi. You gain the *harmonize self* qi spell (page 258).

STAND STILL ↷ FEAT 4

MONK

Trigger A creature within your reach uses a move action or leaves a square during a move action it's using.

You strike out when your foe tries to flee. Make a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a move action, you disrupt that action.

6TH LEVEL

ADVANCED MONASTIC WEAPONRY FEAT 6

MONK

Prerequisites Monastic Weaponry

Your rigorous training regimen allows you to wield complex weaponry with ease. For the purposes of proficiency, you treat advanced monk weapons as if they were martial monk weapons.

ADVANCED QI SPELLS FEAT 6

MONK

Prerequisites Qi Spells

Your talent at controlling your qi has reached new heights. You gain *qi blast*, *shrink the span*, or another 3rd-rank qi spell you have access to.

ALIGN QI ↷ FEAT 6

MONK

Prerequisites Qi Spells

Frequency once per hour

Trigger You Cast a Spell that has the monk trait.

The power of your qi soothes your wounds and energizes you for battle. You regain Hit Points equal to your level plus your Wisdom modifier.

CRANE FLUTTER ↷ FEAT 6

MONK

Prerequisites Crane Stance

Trigger You are targeted with an attack by an observed attacker.

Requirements You are in Crane Stance.

You interpose your arm between yourself and your opponent. Your circumstance bonus to AC from Crane Stance increases to +3 against the triggering attack. If the attack misses you and the attacker is within your reach, you can immediately make a crane wing Strike against the attacker at a –2 penalty.

DRAGON ROAR ◆ FEAT 6

AUDITORY EMOTION FEAR MENTAL MONK

Prerequisites Dragon Stance

Requirements You are in Dragon Stance.

You bellow, instilling fear in your enemies. Enemies within a 15-foot emanation must succeed at a Will save against your Intimidation

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Sample Monk

QI MONK

Centering yourself, you call forth the internal magical energy that dwells within all living things. This qi can empower your body or flash out as pure energy.

Attribute Scores

Prioritize Strength. Wisdom empowers your qi spells, Perception, and Will saves. Constitution and Dexterity help your physical defenses.

Skills

Acrobatics, Athletics, Occultism, Stealth

Starting Feat

Qi Spells (*inner upheaval*, occult)

Higher-Level Feats

Elemental Fist (2nd), Harmonize Self (4th), Advanced Qi Spells (6th, *qi blast*), Meditative Focus (12th), Master Qi Spells (16th, *touch of death*), Grandmaster Qi Spells (18th, *embrace nothingness*)



DC or be frightened 1 (frightened 2 on a critical failure). When a creature frightened by the roar begins its turn adjacent to you, it can't reduce its frightened value below 1 on that turn. Your first attack that hits a frightened creature after you roar and before the end of your next turn gains a +4 circumstance bonus to damage.

After you use Dragon Roar, you can't use it again for 1d4 rounds. Its effects end immediately if you leave Dragon Stance. Creatures in the area are then temporarily immune for 1 minute.

MOUNTAIN STRONGHOLD ◆ FEAT 6

MONK

Prerequisites Mountain Stance

Requirements You are in Mountain Stance.

You focus on your connection to the earth and call upon the mountain to block attacks against you. You gain a +2 circumstance bonus to AC until the beginning of your next turn.

Special If you have this feat, the Dexterity modifier cap to your AC while you're in Mountain Stance increases from +0 to +1.

ONE-INCH PUNCH ◆◆ OR ◆◆◆ FEAT 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 Projectile, 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 a Projectile that's an arrow, as part of that reaction you can immediately make a ranged bow Strike from your own bow by firing the arrow you deflected.

STUMBLING FEINT FEAT 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 off-guard against your next attack, they become off-guard against both attacks from the Flurry of Blows.

TIGER SLASH ◆◆ FEAT 6

MONK

Prerequisites Tiger Stance

Requirements You are in Tiger Stance.

You make a fierce swipe with both hands. Make a tiger claw Strike. It deals two extra weapon damage dice (three extra dice if you're 14th level or higher), and you can push the target 5 feet away as if you had successfully Shoved them. If the attack is a critical success and deals damage, add your Strength modifier to the persistent bleed damage from your tiger claw.

WATER STEP FEAT 6

MONK

You can Stride across liquid and surfaces that don't support your weight. This benefit lasts only during your movement. If you end your movement on a surface that can't support you, you fall in or it collapses as normal.

WHIRLING THROW ◆ FEAT 6

ATTACK MONK

Requirements You have a creature grabbed or restrained.

You propel your enemy away. Attempt an Athletics check against the foe's Fortitude DC. You take a –2 circumstance penalty to your check if the target is one size larger than you and a –4 circumstance penalty if it's larger than that. You gain a +2 circumstance bonus to your check if the target is one size smaller than you and a +4 circumstance bonus if it's smaller than that.

Critical Success You throw the creature any distance up to 10 feet, plus 5 feet × your Strength modifier. It takes bludgeoning damage equal to your Strength modifier plus 1d6 per 10 feet you threw it. If you threw the target at least 10 feet and into a solid obstacle, use the maximum distance you could have thrown it to calculate the damage. The creature falls prone.

Success As critical success, but the creature doesn't fall prone.

Failure You don't throw the creature.

Critical Failure You don't throw the creature, and it's no longer grabbed or restrained by you.

WOLF DRAG ◆◆ FEAT 6

MONK

Prerequisites Wolf Stance

Requirements You are in Wolf Stance.

You rip your enemy off their feet. Make a wolf jaw Strike. Your wolf jaw gains the fatal d12 trait for this Strike, and if the attack succeeds, you knock the target prone.

8TH LEVEL

CLINGING SHADOWS INITIATE FEAT 8

MONK

Prerequisites Qi Spells

You learn a mystical stance that transforms your qi into sticky smoke that shrouds your limbs. You gain the *clinging shadows stance* qi spell (page 258). While entering the stance is a qi spell, the shadow grasp attacks it grants are not, so you can use them as often as you like while in the stance.

IRONBLOOD STANCE ◆ FEAT 8

MONK STANCE

Requirements You are unarmored.

You enter the stance of impenetrable iron, refusing to yield to any blow. You can make iron sweep unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the nonlethal, parry, sweep, and unarmed traits.

While in Ironblood Stance, you gain resistance 2 to all damage. The resistance increases to 3 at 12th level, to 4 at 16th level, and to 5 at 20th level.

MIXED MANEUVER ◆◆ FEAT 8

MONK

Prerequisite master in Athletics

You leverage your knowledge of martial arts to mix different maneuvers together into a single flowing combination. Choose any two of Grapple, Reposition, Shove, and Trip. Attempt both of the attacks you chose against the same or different creatures, but don't apply the multiple attack penalty until after resolving both attacks.

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 a series of 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.

PROJECTILE SNATCHING FEAT 8

MONK

Prerequisites Deflect Projectile

You pluck missiles from the air and hurl them back at their source. When you successfully deflect an attack with Deflect Projectile, as part of that same reaction, you can then immediately make a ranged Strike against the attacker using the projectile you deflected. This is a thrown weapon with the same range increment and effect on a hit as the triggering attack.

TANGLED FOREST STANCE ◆ FEAT 8

MONK STANCE

Requirements You are unarmored.

You extend your arms like gnarled branches to interfere with your foes' movements. You can make lashing branch unarmed attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.

While you're in Tangled Forest Stance and can act, every enemy in your reach that tries to move away from you must succeed at a Reflex save, Acrobatics check, or Athletics check against your class DC or be immobilized for that action. If you prefer, you can allow the enemy to move.

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WALL RUN ◆ FEAT 8

MONK

You defy gravity, traversing vertical planes as easily as the ground. Stride up to your Speed. You must start your movement on a horizontal surface. During this movement, you can run up vertical surfaces, like walls, at your full Speed. If you end the Stride off the ground, you fall after taking your next action or when your turn ends, whichever comes first (though you can Grab an Edge, if applicable). If you have Water Step or a similar ability, Wall Run lets you run along flimsy vertical surfaces, as well as vertical liquids, such as a waterfall.

WILD WINDS INITIATE FEAT 8

MONK

Prerequisites Qi Spells

You learn a stance that lets you attack from a distance. You gain the *wild winds stance* qi spell (page 258). Though entering the stance is a qi spell, the wind crash Strikes the stance grants are not, so you can use them as often as you like while in the stance.

10TH LEVEL

COBRA ENVENOM ◆ FEAT 10

MONK POISON

Prerequisites Cobra Stance, expert in unarmed attacks

Frequency once per minute

Requirements You are in Cobra Stance.

You slightly dislocate your joints to 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 persistent poison damage from your venomous trait increases to 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.

KNOCKBACK STRIKE ◆◆ FEAT 10

CONCENTRATE MONK

You focus your strength into a blow powerful enough to push an enemy away from you. Make an unarmed Strike. If you hit, attempt an Athletics check to Shove the target. This attack uses the same multiple attack penalty as your Strike, and doesn't count toward your multiple attack penalty.

PREVAILING POSITION ↷ FEAT 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 flexibility with stances 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.

SLEEPER HOLD ◆ FEAT 10

INCAPACITATION MONK

Requirements You have a creature grabbed or restrained.

You pinch crucial points of your target's nervous system, impeding its ability to function. Attempt an Athletics check to Grapple the creature, with the following success and critical success effects instead of the usual effects.

Critical Success The target falls unconscious for 1 minute, though it remains standing and doesn't drop what it holds.

Success The target is clumsy 1 until the end of its next turn.

WIND JUMP FEAT 10

MONK

Prerequisites Qi Spells

You gather the wind beneath you, allowing you to soar as you jump. You gain the *wind jump* qi spell (page 258).

WINDING FLOW ◆ FEAT 10

MONK

Frequency once per round

Any journey consists of more than simply reaching your destination. You use two of the following actions in any order: Stand, Step, and Stride. You can't use the same action twice.

12TH LEVEL

DISRUPT QI ◆◆ FEAT 12

MONK VOID

You carefully target a creature's pressure points to block its inner life force. Make an unarmed Strike. If it deals damage to a living creature, that creature takes 2d6 persistent void damage and is enfeebled 1 until the persistent damage ends. If you're 18th level or higher, the persistent void damage increases to 3d6.

DODGING ROLL ↷ FEAT 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.



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IMPROVED KNOCKBACK FEAT 12

MONK

Prerequisites Knockback Strike

When you successfully Shove a creature, increase both the distance you can push the creature and the distance you can move to follow along with the target by 5 feet on a success or 10 feet on a critical success. If you push the target into another creature or obstacle, they both take 1d6 bludgeoning damage per 5 feet of movement that was prevented.

MEDITATIVE FOCUS FEAT 12

MONK

Prerequisites Qi Spells

Your meditation is so effective that you can achieve a deep focus with the world around you. When you Refocus, you regain all your Focus Points instead of 1.

OVERWHELMING BREATH ◆ FEAT 12

CONCENTRATE MONK SPELLSHAPE

Prerequisites Qi Spells

You control your breathing and align it with your qi, 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.

REFLEXIVE STANCE ◇ FEAT 12

MONK

Trigger You roll initiative.

You enter a stance without a thought. Use an action that has the stance trait.

14TH LEVEL

FORM LOCK ◆ FEAT 14

ATTACK MONK

Requirements You have a foe grabbed or restrained.

Your ability to control your own qi 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.

IRONBLOOD SURGE ◆ FEAT 14

MONK

Prerequisites Ironblood Stance

Requirements You are in Ironblood Stance.

You steel yourself, preparing to resist oncoming attacks and using your muscles to absorb the impact. You gain the benefits



of your iron sweep's parry trait (a +1 circumstance bonus to AC until the start of your next turn) and your resistance from Ironblood Stance increases to your Strength modifier (if it's higher) for the same duration.

MOUNTAIN QUAKE ◆ FEAT 14

MONK

Prerequisites Mountain Stronghold

Requirements You are in Mountain Stance.

You stomp, shaking the earth beneath you. Creatures on the ground within a 20-foot emanation take damage equal to your Strength modifier (minimum 0), with a basic Fortitude save against your class DC. On a failure, they also fall prone. After you use this action, you can't use it again for 1d4 rounds.

Special If you have this feat, the Dexterity modifier cap to your AC while using Mountain Stance increases from +1 to +2.

PEERLESS FORM FEAT 14

MONK

Your mastery over your body is perfect enough to hold back the ravages of time. You cease aging, though you still die when your time is up. In addition, you gain a +2 status bonus to Fortitude and Will saving throws.

SHADOW'S WEB FEAT 14

MONK

Prerequisites Clinging Shadows Initiate

You can launch a wave of shadowy qi outward from your body, damaging your opponents and potentially binding them in place. You gain the *shadow's web* qi spell (page 258).

TANGLED FOREST RAKE ◆ FEAT 14

MONK

Prerequisites Tangled Forest Stance

Requirements You are in Tangled Forest Stance.

You reposition foes with raking attacks. Make a lashing branch Strike. If you hit and deal damage, you can Reposition the target up to 10 feet. You can move the target through your space during this movement.

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 qi, 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.

WILD WINDS GUST ◆◆ FEAT 14

AIR CONCENTRATE MANIPULATE MONK

Prerequisites Wild Winds Initiate

Requirements You are in Wild Winds Stance.

You build air pressure with repeated motions, before releasing an enormous crescent of rushing wind strikes. Make a wind crash Strike against each creature in your choice of a 30-foot cone or a 60 foot line. These attacks all count toward your multiple attack penalty, but the penalty doesn't increase until after you make all the attacks.

16TH LEVEL

FUSE STANCE FEAT 16

MONK

Prerequisites at least two stances

You have combined two stances into a single stance all your own. When you take this feat, choose two stances you know and combine them into a single fused stance. Give your new fused stance a unique name. When you enter your fused stance, you gain all the effects of both stances, including the requirements and restrictions.

If the stances both grant special attacks, you gain all those attacks. If a stance restricts you to one particular attack (such as Crane Stance), you must abide by that restriction. If the fused stances have incompatible restrictions, the GM determines which apply, or determines you can't fuse those stances at all.

MASTER OF MANY STYLES ◆ FEAT 16

MONK

Prerequisites Reflexive Stance

Trigger Your turn begins.

You can shift between stances without a thought, your movements an unceasing dance of martial arts forms. You use an action with the stance trait.

MASTER QI SPELLS FEAT 16

MONK

Prerequisites Qi Spells

You have achieved near-total mastery of your qi. You gain *medusa's wrath, touch of death*, or another 8th-rank qi spell you have access to.

ONE-MILLIMETER PUNCH FEAT 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 qi 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.

SHATTERING STRIKE ◆◆ FEAT 16

MONK

The force of your considered blow shatters objects and defenses alike. Make an unarmed Strike. It bypasses the target's resistances. If the target has Hardness, the Strike treats the Hardness as if it were half its value.

18TH LEVEL

DIAMOND FISTS FEAT 18

MONK

Your body hardens as you combine your attacks, making your finishing blows more damaging. Your unarmed attacks gain the forceful and deadly d10 traits. Any that already had one or both of these traits increase their weapon damage dice by one step.

GRANDMASTER QI SPELLS FEAT 18

MONK

Prerequisites Qi Spells

You have unlocked a qi technique achievable only by those who attain complete mastery of both their body and their spirit. You gain *embrace nothingness*, *qi form*, or another 9th-rank qi spell you have access to.

QI CENTER ◆ FEAT 18

MONK

Prerequisites Qi 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 qi spell with the stance trait, without spending a Focus Point.

SWIFT RIVER ◆ FEAT 18

MONK

Trigger Your turn ends and you have a status penalty to your Speed or are immobilized or slowed.

You flow like water, avoiding all restraints. End one status penalty to your speed, or end one immobilized or slowed condition affecting you.

TRIANGLE SHOT ◆◆ FEAT 18

CONCENTRATE FORTUNE MONK

Prerequisites Monastic Archer Stance, Stunning Blows

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 Blows 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

ENDURING QUICKNESS FEAT 20

MONK

You move as fast and freely as the wind. You're permanently quickened. You can use your extra action to Stride or Leap, or to provide one of the actions needed for a High Jump or Long Jump.

GODBREAKER ◆◆◆ FEAT 20

MONK

Prerequisites Crushing Grab, Whirling Throw

Requirements You have a creature grabbed or restrained.

You have mastered an ultimate grappling technique capable of breaking even the mightiest of foes. You hurl the creature 20 feet into the air, following behind it with a powerful jump, and then make an unarmed Strike. If the Strike is successful, you can repeat this process up to two more times, moving the creature an additional 20 feet directly up into the air with each Strike; the creature keeps the grabbed or restrained condition throughout the sequence. If you miss with any of the Strikes, Godbreaker and the grabbed or restrained condition immediately end and both you and the opponent fall, taking falling damage as normal for the total height of your jump.

If all three Strikes are successful, you immediately grab the creature and bring it crashing to the ground, dealing your unarmed Strike damage plus falling damage to it. You land on your feet adjacent to the creature, you take no damage from the fall, and the creature remains grabbed or restrained by you.

IMMORTAL TECHNIQUES FEAT 20

MONK

Prerequisites Master of Many Styles

You flow from technique to technique, renewing yourself as you embrace each style you have mastered. The first time each round that you use an action that has both the monk and stance traits, you gain 20 temporary Hit Points that last until the start of your next turn.

IMPOSSIBLE TECHNIQUE ↻ FEAT 20

FORTUNE MONK

Trigger An enemy's attack hits you or you fail a saving throw against an enemy's ability.

Requirements You are not armored or fatigued.

You execute a maneuver that defies possibility. If the triggering effect was an enemy's attack hitting you, the enemy rerolls the attack roll and uses the lower result. If the triggering effect was you failing a saving throw, you reroll the saving throw and use the higher result.

LIGHTNING QI ◆ FEAT 20

MONK

Prerequisites Qi Spells

Frequency Once per 10 minutes

Qi flows freely from within you. If your next action is to cast a qi spell that takes at least two actions to cast, reduce the number of actions to cast it by 1 (minimum 1 action).

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ORACLE

Your conduit to divine power eschews the traditional channels of prayer and servitude—you instead glean sacred truths and great mysteries embodied in overarching concepts, 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, which you might uphold as an instrument of the divine or view as punishment from the gods.

KEY ATTRIBUTE
Charisma
At 1st level, your class gives you an attribute 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 spell attack modifier
Trained in spell DC

CLASS DC
Trained in oracle class DC

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Oracle Advancement

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2	Oracle feat, skill feat
3	2nd-rank spells, general feat, signature spells, skill increase
4	Oracle feat, skill feat
5	3rd-rank spells, attribute boosts, ancestry feat, skill increase
6	Oracle feat, skill feat
7	4th-rank spells, expert spellcaster, general feat, mysterious resolve, skill increase
8	Oracle feat, skill feat
9	5th-rank spells, ancestry feat, magical fortitude, skill increase
10	Attribute boosts, oracle feat, skill feat
11	6th-rank spells, divine access, general feat, major curse, oracular senses, skill increase, weapon expertise
12	Oracle feat, skill feat
13	7th-rank spells, ancestry feat, light armor expertise, premonition's reflexes, skill increase, weapon specialization
14	Oracle feat, skill feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Oracle feat, skill feat
17	9th-rank spells, ancestry feat, extreme curse, greater mysterious resolve, skill increase
18	Oracle feat, skill feat
19	General feat, legendary spellcaster, oracular clarity, skill increase
20	Attribute 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.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

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

Oracle Spellcasting

You have an unfiltered connection to the great powers of the universe and the planes beyond, and you can let this power spill forth in the form of divine magic. You are a spellcaster, and you can cast spells of the divine tradition using the Cast a Spell activity. As an oracle, when you cast spells, your incantations may spill from your lips rapidly as you speak in tongues or intone in a voice not quite your own, and your gestures might be wild and unrestrained as religious ecstasy briefly touches your mind.

Each day, you can cast up to two 1st-rank spells. 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 rank of spells you can cast, as shown on the Oracle Spells per Day table on page 131.

Some of your spells require you to attempt a spell attack to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Charisma, your spell attack modifiers and spell DCs use your Charisma modifier.

Heightening Spells

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they are heightened to certain ranks (*Player Core* 297). The signature spells class feature lets you heighten certain spells freely.

Cantrips

Some of your spells are 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 automatically heightened to half your level rounded up—this is usually equal to the highest rank of oracle spell slot you have. For example, as a 1st-level oracle, your cantrips are 1st-rank spells, and as a 5th-level oracle, your cantrips are 3rd-rank spells.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank divine spells of your choice and five divine cantrips of your choice. You choose these from the common spells on the divine 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 rank.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see the Oracle Spells per Day table), you add a spell to your spell repertoire of the same rank. At 2nd level, you select another 1st-rank spell; at 3rd

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ORACLE SPELLS PER DAY

Your Level	Cantrips	Spell Rank 1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	3	–	–	–	–	–	–	–	–	–
2	5	4	–	–	–	–	–	–	–	–	–
3	5	4	3	–	–	–	–	–	–	–	–
4	5	4	4	–	–	–	–	–	–	–	–
5	5	4	4	3	–	–	–	–	–	–	–
6	5	4	4	4	–	–	–	–	–	–	–
7	5	4	4	4	3	–	–	–	–	–	–
8	5	4	4	4	4	–	–	–	–	–	–
9	5	4	4	4	4	3	–	–	–	–	–
10	5	4	4	4	4	4	–	–	–	–	–
11	5	4	4	4	4	4	3	–	–	–	–
12	5	4	4	4	4	4	4	–	–	–	–
13	5	4	4	4	4	4	4	3	–	–	–
14	5	4	4	4	4	4	4	4	–	–	–
15	5	4	4	4	4	4	4	4	3	–	–
16	5	4	4	4	4	4	4	4	4	–	–
17	5	4	4	4	4	4	4	4	4	3	–
18	5	4	4	4	4	4	4	4	4	4	–
19	5	4	4	4	4	4	4	4	4	4	1*
20	5	4	4	4	4	4	4	4	4	4	1*

* The oracular clarity class feature gives you a 10th-rank spell slot that works differently from other spell slots.

level, you select two 2nd-rank spells, and so on. When you add spells, you might add a higher-rank version of a spell you already have, so you can cast a heightened version of that spell.

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.

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 rank. This spell can be a cantrip. You can also swap out spells by retraining during downtime (*Player Core* 440).

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 additional spells, and special focus spells called revelation spells. Your mystery also gives you a unique cursebound ability that lets you draw upon the divine, as well as dictating the effects of the oracular curse that falls upon you when you touch too much of this power.

The following oracle mysteries are in this book.

Ancestors (page 135): Voices of past generations teach and haunt you.

Battle (page 135): You embody the virtues upheld by heroes of legend.

Bones (page 135): Death always seems near, and the dead speak to you.

Cosmos (page 136): You draw power from the stars and the spaces between.

Flames (page 136): You dance with fire and do your best to remain unscorched by it.

Life (page 137): The teeming energies of life flow through you out into the world.

Lore (page 137): You gain access to unparalleled, overwhelming knowledge.

Tempest (page 137): Wind, waves, and storms rage at your beck and call.

Revelation Spells

The powers of your mystery manifest in the form of revelation spells. Revelation spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell. 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 search for omens in a way befitting your mystery, like gazing into a fire, throwing bones and seeing how they fall, or meditating to hear the voices of those who came before you.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Certain feats give you more focus spells.

The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but it can never be more than 3 points. The full rules for focus spells appear in on page 298 of *Player Core*.

You learn a revelation spell at 1st level and start with a focus pool of 1 Focus Point. This spell is an initial revelation spell determined by your mystery. You can learn additional revelation spells through oracle feats.

Oracular Curse

As an oracle, you can tap into the pure and unmitigated divine power of creation to supplement your spellcasting via cursebound abilities. These abilities grant you special benefits, but the backlash of letting this power into your mortal body manifests as an oracular curse. The more cursebound abilities you use, the more your curse worsens, but you might gain divine benefits even as it tightens its grip on your soul.

Your oracular curse is expressed using the cursebound condition, a unique condition that affects only oracles. Immediately after the first time you use a cursebound ability, you become cursebound 1, and if you use a cursebound ability while you are already cursebound, you increase the value of your cursebound condition by 1 after the ability resolves. At lower levels, you can tolerate only a modest amount of divine power, and your cursebound condition can't increase beyond cursebound 2; as you grow in levels, you can open yourself to even more power and your cursebound condition can progress to 3 and finally 4. Once saturated in divine power, your soul can't absorb any more, and so you can't use a cursebound ability if you are already at your maximum cursebound condition.

Your oracular curse lists the specific effects of being cursebound, which are cumulative as your curse progresses. You remain cursebound until you Refocus, which reduces your cursebound condition by 1 in addition to restoring a Focus Point. As your curse is a direct result of divine power, you cannot mitigate, reduce, or remove the effects of your curse or any ability with the cursebound trait by any means other than Refocusing. For example, if a cursebound effect makes creatures concealed from you, you can't negate that concealed condition through a magic item or spell, such as *sure strike* (though you would still benefit from the other effects of that item or spell). Likewise, *cleanse affliction* and similar abilities don't affect your curse at all.



At 1st level, you gain a cursebound oracle feat determined by your mystery, and you can learn additional cursebound abilities through oracle feats.

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.

Signature Spells 3rd

Experience enables you to cast some spells more flexibly. For each spell rank you have access to, choose one spell of that rank 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 rank than its minimum, you can also cast all its lower-rank 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 rank or lower). You can also retrain specifically to change a signature spell to a different spell of that rank 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.

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 spell attack modifiers and spell DCs increase to expert.

Mysterious Resolve 7th

The power of your mystery blazing in your soul makes it harder for other powers to grip your mind. 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.

Divine Access 11th

Your mystery offers you strange access to spells typically reserved for more conventional worshippers. 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, and to your spell repertoire as soon as you can cast spells of the appropriate rank.

Major Curse 11th

You've learned to better tolerate the conflicting powers wreaking havoc on your body. The maximum cursebound value you can have increases from cursebound 2 to cursebound 3.

Oracular Senses 11th

You have always been able to sense a bit more than others. Your proficiency rank for Perception increases to expert.

KEY TERMS

You'll see these key terms in many oracle class features.

Cursebound: Abilities with this trait tighten your oracular curse's grasp on your soul in exchange for divine insights, giving you the cursebound condition (see below). When you use a cursebound ability, you become cursebound 1, or if you were already cursebound, you increase the value of your cursebound condition by 1. As cursebound abilities are directly linked to your oracular curse, you can't use a cursebound ability if you don't have an oracular curse or if you are already at your maximum cursebound value. You can't mitigate or bypass the drawbacks of any cursebound ability with spells or other effects (see Oracular Curse on page 132), and the effects of any cursebound ability end when you Refocus and remove the cursebound condition.

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.

Spellshape: Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use a spellshape 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 spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

THE CURSEBOUND CONDITION

Your oracular curse is constricting around you as you receive divine punishment after drawing too deeply on your mystery's powers. Cursebound is a condition that affects only creatures with an oracular curse, and cursebound always includes a value. Your specific oracular curse imposes unique negative effects depending on your cursebound value. You can remove the cursebound condition only by Refocusing.

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.

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Oracle Feats by Name

Feat	Level
Advanced Revelation	6
Bespell Strikes	4
Blaze of Revelation	18
Cantrip Expansion	2
Conduit of Void and Vitality	16
Debilitating Dichotomy	8
Diverse Mystery	16
Divine Aegis	2
Divine Effusion	18
Domain Acumen	2
Domain Fluency	12
Epiphany at the Crossroads	12
Forestall Curse	14
Foretell Harm	1
Gifted Power	6
Glean Lore	1
Greater Revelation	12
Knowledge of Shapes	4
Lighter Than Air	14
Magic Sense	12
Meddling Futures	2
Mysterious Repertoire	14
Mystery Conduit	20
Nudge the Scales	1
Oracular Providence	20
Oracular Warning	1
Paradoxical Mystery	20
Portentous Spell	16
Quickened Casting	10
Reach Spell	1
Read Disaster	8
Revelation's Focus	14
Roll the Bones of Fate	10
Spiritual Sense	6
Steady Spellcasting	6
Surging Might	8
The Dead Walk	10
Thousand Visions	4
Trial by Skyfire	10
Water Walker	8
Waters of Creation	10
Whispers of Weakness	1
Widen Spell	1

Premonition's Reflexes 13th

A chill runs through your spine as danger strikes, giving you a hair's more time to dodge or cover yourself. 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 spell attack modifiers and spell DCs increase to master.

Extreme Curse 17th

You have mastered a precarious balance between the conflicting divine powers of your mystery, allowing you to tolerate a perilous degree of divine curse. The maximum cursebound value you can have increases from cursebound 3 to cursebound 4.

Greater Mysterious Resolve 17th

Your time spent in contemplation of the mysteries of creation has given you a powerful mind and soul. 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 spell attack modifiers 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-rank divine spells to your repertoire. You gain a single 10th-rank spell slot you can use to cast one of those two spells using oracle spellcasting. You don't gain more 10th-rank spells as you level up, unlike other spell slots, and you can't use 10th-rank 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. 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.

Granted Spells You automatically add the spells listed here to your spell repertoire, as described in Spell Repertoire on page 130. At 1st level, you gain a cantrip and a 1st-rank spell. You learn the other spells on the list as soon as you gain the ability to cast oracle spells of that rank.

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 start on page 259.

Related Domains These are the cleric domains associated with your mystery. You gain domain spells, which you can cast as revelation spells, by taking the Domain Acumen and Domain Fluency feats. At 11th level, the divine access class feature also gives you additional slotted spells based on your domains. The domains and their domain spells appear on page 372 of *Player Core*. Domains marked with an asterisk (*) are found in *Pathfinder Lost Omens Divine Mysteries*.

Mystery Skill You become trained in the listed skill. A few mysteries make you trained in more than one skill.

Oracle Feat You gain this 1st-level oracle feat. This is a cursebound feat, so using it aggravates your oracular curse.

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.

Granted Spells cantrip: *guidance*; 1st: *ill omen*; 2nd: *ghostly carrier*; 5th: *dreaming potential*

Revelation Spells initial: *ancestral touch*; advanced: *ancestral defense*; greater: *ancestral form*

Related Domains death, duty*, family, soul*

Mystery Skill Society

Oracle Feat Whispers of Weakness

CURSE OF ANCESTRAL MEDDLING

CURSE DIVINE ORACLE SPIRIT

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. When you have the cursebound condition, you are clumsy with a value equal to your cursebound value as the spirits of your ancestors temporarily possess you and vie for control in your mind, hindering your movements.

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.

Granted Spells cantrip: *shield*; 1st: *sure strike*; 2nd: *telekinetic maneuver;* 4th: *weapon storm*

Revelation Spells initial: *weapon trance*; advanced: *battlefield persistence*; greater: *revel in retribution*

Related Domains destruction, might, protection, zeal

Mystery Skill Athletics

Oracle Feat Oracular Warning

CURSE OF THE MORTAL WARRIOR

CURSE DIVINE ORACLE

You thrive in the thick of battle, but your mystery's sheer focus on the physical and material leaves your soul weak against the tricks of spellcraft. You smell faintly of steel and blood no matter how you try to remove or mask the scent, you appear more imposing and muscular than you actually are, and you hear the faint clash and clamor of battle in the distance at all times.

Cursebound 1 Spells have an easier time wounding you. You gain weakness 2 to any damage dealt by a spell. Any immunity or resistance you have to spells is suppressed. This applies only to spells, not other magical abilities.

Cursebound 2 You take a –1 status penalty to saving throws against spells.

Cursebound 3 Your weakness to spells is equal to your level.

Cursebound 4 Your status penalty to saving throws against spells increases to –2.

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.

Granted Spells cantrip: *void warp*; 1st: *grim tendrils*; 2nd: *false vitality*; 3rd: *ghostly weapon*

Revelation Spells initial: *soul siphon*; advanced: *armor of bones*; greater: *claim undead*

Related Domains death, decay*, undeath, vigil*

Mystery Skill Medicine

Oracle Feat Nudge the Scales

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Sample Oracle

FLAME AUGUR

You are a flaming force to be reckoned with on the battlefield, blasting foes near and far with powerful, wide-ranging spells.

Attribute Scores

Prioritize Charisma for your spellcasting and Dexterity to help keep you out of harm's way.

Skills

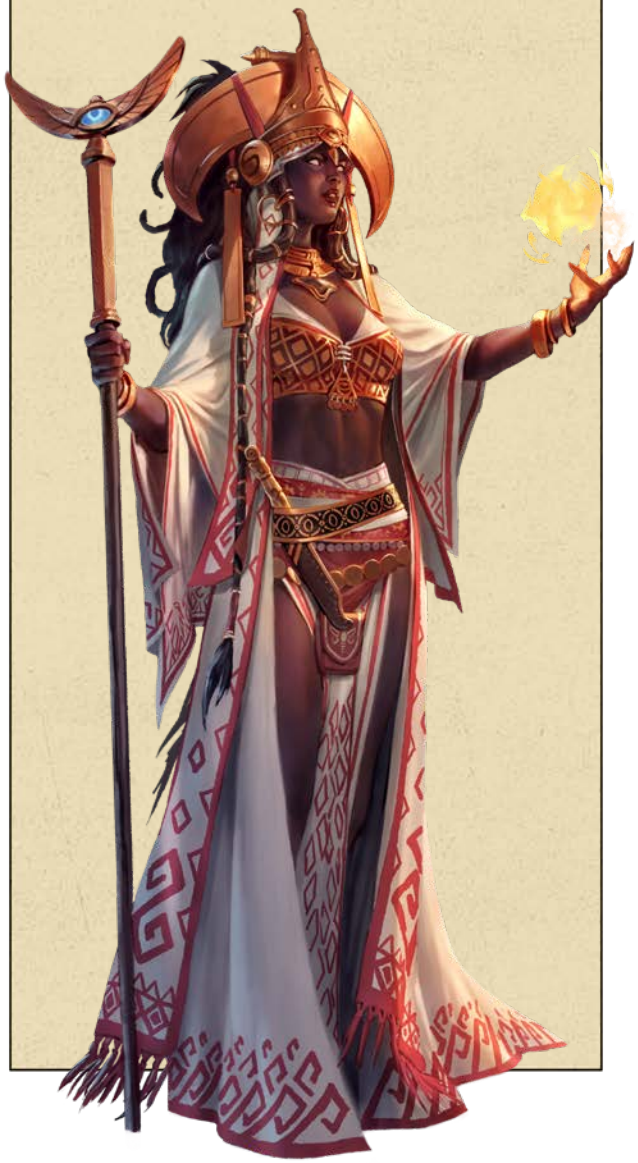
Acrobatics, Arcana, Intimidation, Occultism, Religion

Mystery

Flames

Feats

Foretell Harm (1st), Domain Acumen (2nd), Thousand Visions (4th), Advanced Revelation (6th), Surging Might (8th), Trial by Skyfire (10th)



CURSE OF LIVING DEATH

CURSE DIVINE ORACLE VOID VITALITY

Your body is slowly decaying even though you are alive, and using your powers furthers this unnatural living death, making you susceptible to both void and vitality damage. You carry a touch of the grave about you, manifesting as bloodless pallor, a faint smell of earth, or deathly cold skin.

Cursebound 1 You gain weakness 2 to vitality and void damage. You can be hurt by both vitality and void damage even if one or the other normally has no effect on you. Any immunity or resistance you have to vitality or void is suppressed.

Cursebound 2 You take a –1 status penalty to Fortitude saves.

Cursebound 3 Your weakness to vitality and void damage is equal to 5 + your level.

Cursebound 4 Your status penalty to Fortitude saving throws increases to –2.

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.

Granted Spells cantrip: *light*; 1st: *dizzying colors*; 2nd: *darkness*; 5th: *moon frenzy*

Revelation Spells initial: *spray of stars*; advanced: *interstellar void*; greater: *moonlight bridge*

Related Domains darkness, moon, nothingness*, star*

Mystery Skill Nature

Oracle Feat Oracular Warning

CURSE OF THE SKY'S CALL

CURSE DIVINE ORACLE

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. When you have the cursebound condition, you are enfeebled with a value equal to your cursebound value, and you take a status penalty to saves and DCs against all forms of forced movement equal to your cursebound value.

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.

Granted Spells cantrip: *ignition*; 1st: *breathe fire*; 2nd: *blazing bolt*; 3rd: *fireball*

Revelation Spells initial: *incendiary aura*; advanced: *whirling flames*; greater: *flaming fusillade*

Related Domains dust*, fire, star*, sun
Mystery Skill Acrobatics
Oracle Feat Foretell Harm

CURSE OF ENGULFING FLAMES

CURSE DIVINE FIRE ORACLE

Fires flare noticeably (though not dangerously) in your presence, you occasionally smoke slightly, and your body is almost painfully hot to the touch. When you have the cursebound condition, you catch fire, taking persistent fire damage equal to your cursebound value. The flames shed light like a torch, and if you enter an environment where they could not burn (such as underwater), you simply seethe with flameless heat. The flames subside when you begin Refocusing to assuage your curse or if you fall unconscious, but they resume if your Refocus activity is interrupted or when you return to consciousness.

Life

The never-ending flow of life force 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 Creation's Forge, or revere a collection of deities including Irori, Pharasma, Sarenrae, and the god of medicine Qi Zhong.

Granted Spells cantrip: *vitality lash*; 1st: *soothe*; 2nd: *false vitality*; 5th: *grisly growths*
Revelation Spells initial: *life link*; advanced: *delay affliction*; greater: *life-giving form*
Related Domains death, healing, pain, soul*
Mystery Skill Medicine
Oracle Feat Nudge the Scales

CURSE OF OUTPOURING LIFE

CURSE DIVINE ORACLE

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. As your life force seeps outward, it becomes more difficult to keep your body functioning. Magical effects that restore Hit Points to you take a status penalty equal to your level (minimum 1) times your cursebound value to the number of HP you recover.

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 Gruhastha, the fey triune goddess of fate Magdh, or the aeon god figure known as the Monad.

Revelation Spells initial: *brain drain*; advanced: *access lore*; greater: *dread secret*
Granted Spells cantrip: *read aura*; 1st: *mindlink*; 3rd: *hypercognition*; 6th: *never mind*
Related Domains knowledge, magic, secrecy, truth
Mystery Skill Occultism and one Lore skill of your choice
Oracle Feat Whispers of Weakness

CURSE OF TORRENTIAL KNOWLEDGE

CURSE DIVINE ORACLE

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. You take a status penalty to Perception checks and Will saving throws equal to your cursebound value due to the torrential distractions of unasked-for knowledge flooding your mind. If you are cursebound 4, you additionally can't speak, use linguistic effects, or otherwise communicate with your allies, and you are stupefied 1.

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 pirate queen Besmara, or the elemental lords of air and water.

Granted Spells cantrip: *electric arc*; 1st: *thunderstrike*; 4th: *hydraulic torrent*; 6th: *chain lightning*
Revelation Spells initial: *tempest touch*; advanced: *thunderburst*; greater: *tempest form*
Related Domains air, cold, lightning*, water
Mystery Skill Nature
Oracle Feat Foretell Harm

CURSE OF INCLEMENT HEADWINDS

CURSE DIVINE ORACLE

The weather seems to always oppose you in ways large and small. Even when you are calm and at rest, your hair and clothing are inconveniently blown about by gentle winds, you are slightly damp from the faintest drizzle, and your touch often comes with a static shock. When you have the cursebound condition, you are opposed by the elements, with the following effects.

Cursebound 1 Lightning is drawn to you. You gain electricity weakness 2 and electricity spells or effects that have additional effects for a creature wearing or holding metal treat you as though you were wearing metal. Any immunity or resistance you have to such spells and effects is suppressed.
Cursebound 2 Blowing winds impose a -2 circumstance penalty to ranged attack rolls you make.
Cursebound 3 Your weakness to electricity is equal to 5 + your level.
Cursebound 4 The raging winds push you back, imposing a -10-foot status penalty to all your Speeds.

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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

Foretell Harm ◆ — Feat 1

CURSEBOUND DIVINE ORACLE

Frequency once per round

Requirements Your previous action was to Cast a non-cantrip Spell that dealt damage.

Your magic echoes ominously as you glimpse injury in the target's future. At the beginning of your target's next turn, it takes damage equal to twice the triggering spell's rank as a seemingly random and minor misfortune finds it. The damage and type of misfortune is of a type matching the spell; for instance, if you dealt fire damage, a flame might spontaneous ignite on them or they might burn a hand on their torch. The target is then temporarily immune to Foretell Harm for 24 hours.

Glean Lore ◆ — Feat 1

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.

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.

Nudge the Scales ◆ — Feat 1

CURSEBOUND DIVINE HEALING ORACLE SPIRIT

You lay a finger on the scales of life and death to heal a creature, regardless of whether it's living or undead. You restore Hit Points equal to 2 + double your level to one creature within 30 feet.

In addition, you can mediate during your daily preparations to place yourself on one side of the scales. Choose life or death. If you align yourself with life, you are healed by vitality healing effects, as normal for most living creatures; if you align yourself with death, you gain the void healing ability, causing you to be healed by void effects that restore Hit Points and any other effects that restore Hit Points to undead creatures.

Oracular Warning ◆ — Feat 1

AUDITORY CURSEBOUND DIVINE EMOTION MENTAL ORACLE

Trigger You are about to roll initiative.

You have a premonition about impending danger that you use to warn your allies. Each ally within 20 feet gains a +2 status bonus to their initiative roll and gains temporary Hit Points equal to half your level, which last for 1 minute. If you are cursebound 2 when you use Oracular Warning, the bonus increases to +3, and if you are cursebound 3, the bonus increases to +4.

Reach Spell ◆ — Feat 1

CONCENTRATE ORACLE SPELLSHAPE

You can extend your spells' ranges. 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.

Whispers of Weakness ◆ — Feat 1

CURSEBOUND DIVINE ORACLE

Voices whisper to you how to best lay a creature low. You target one creature within 60 feet; if it has any weaknesses, you learn them, as well as which of its saving throw modifiers is lowest. You also come to understand its movements, gaining 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 for 1 day.

Widen Spell ◆ — Feat 1

MANIPULATE ORACLE SPELLSHAPE

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

DIVINE ORACLE

Trigger You attempt a saving throw against a magical effect, but you haven't rolled yet.

A barrier offers protection against other magic but leaves you exposed to divine energy. 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.



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Special You can select this feat multiple times, selecting a different domain each time and gaining its domain spell as a revelation spell.

MEDDLING FUTURES ◆ FEAT 2

CURSEBOUND DIVINE ORACLE

You open yourself to the guidance of whatever spirits or powers deign to help you. Roll 1d4 to see what type of spirit is drawn to you. Your next action must be the type of action the spirit prefers, but you also gain the listed benefit for the action as the spirit guides you. If you attempt to use a different action, you must succeed at a DC 6 flat check or the action is lost.

1 Warrior You must attempt a Strike. You gain a +1 status bonus to your attack roll and a +2 status bonus to damage, or a +6 status bonus to damage if you are at least cursebound 3.

2 Adept You must attempt a Perception check or a skill action. You gain a +1 status bonus to the check, or a +2 status bonus if you are cursebound 3.

3 Sage You must attempt to Cast a Spell. You gain a status bonus to the spell's damage or healing equal to the spell's rank, or equal to the spell's rank + 3 if you are at least cursebound 3.

4 Wanderer You must attempt a Stride action, or a Fly, Climb, or Burrow action if you have the relevant speed. You gain a +10-foot status bonus to your Speed for the action, or a +20-foot status bonus if you are at least cursebound 3.

4TH LEVEL

BESPELL STRIKES ◆ FEAT 4

ORACLE

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell.

You siphon spell energy into one weapon you're wielding, or into one of your unarmed attacks, such as a fist. Until the end of your turn, the weapon or unarmed attack deals an extra 1d6 force damage and gains the divine trait if it didn't have it already. If the spell dealt a different type of damage, the Strike deals this type of damage instead (or one type of your choice if the spell could deal multiple types of damage).

KNOWLEDGE OF SHAPES ◆ FEAT 4

CURSEBOUND ORACLE SPELLSHAPE

Prerequisites Reach Spell or Widen Spell

Inspiration lets you surpass your preconceptions of your spells' limits. You use Reach Spell or Widen Spell as a free action.

THOUSAND VISIONS ◆ FEAT 4

CURSEBOUND ORACLE PREDICTION

You open your senses to numerous visions of the immediate future. The visions grant you subtle details of your immediate surroundings within 30 feet. Within this range, you don't need

Sample Oracle

LIFEBRINGER

You focus on supportive magic, channel divine power into healing energy for your allies to keep them standing.

Attribute Scores

Focus on Charisma to boost your magic, and Wisdom and Intelligence to help understand and treat the ailments your magic can't heal.

Skills

Herbalism Lore, Medicine, Nature, Religion, Survival

Mystery

Life

Feats

Nudge the Scales (1st), Reach Spell (1st), Knowledge of Shapes (4th), Gifted Power (6th), Read Disaster (8th), Waters of Creation (10th)



to succeed at a flat check to target a concealed creature, you're not off-guard to creatures that are hidden from you (unless you're off-guard to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature. Beyond 30 feet, the visions become overwhelmed with too many possible futures, making all of your senses imprecise beyond this range. The visions persist for 1 minute.

6TH LEVEL

ADVANCED REVELATION — FEAT 6

ORACLE

Prerequisites initial revelation spell

Divine power reveals greater mysteries to you. You learn the advanced revelation spell associated with your mystery.

GIFTED POWER — FEAT 6

ORACLE

Your mystery grants you additional magic. You have an extra spell slot of your highest rank, which you can use only to cast one of your mystery's granted spells, heightened to this rank.

Special If you have the divine access class feature or Mysterious Repertoire feat, you can cast spells that you learned from those abilities using the additional spell slot from Gifted Power.

SPIRITUAL SENSE — FEAT 6

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. When you notice a creature with this 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

CONCENTRATE CURSEBOUND DIVINE MENTAL ORACLE

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 one creature within 30 feet

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. At 10th level, and every 2 levels thereafter, the damage increases by 3d6.

READ DISASTER FEAT 8

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 "good" are instead "nothing," and results of "mixed" are instead "bad." If you are legendary in Religion, you take only 1 minute to Read Disaster.

SURGING MIGHT ◆ FEAT 8

MANIPULATE ORACLE SPELLSHAPE

You focus the 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 the following types of damage: spirit, vitality, and void. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell. This doesn't cause the spell to ignore immunities, only resistances.

WATER WALKER FEAT 8

ORACLE

When in the throes of your curse, your steps take on a supernatural buoyancy. When you are cursebound 1, you can Stride across liquids that don't support your weight, but you must end your movement on a surface that can support you or you fall into the liquid as normal. When you are cursebound 2 or worse, you gain the effects of *water walk*.

10TH LEVEL

QUICKENED CASTING ◇ FEAT 10

CONCENTRATE ORACLE SPELLSHAPE

Frequency once per day

If your next action is to cast an oracle cantrip or an oracle spell that is at least 2 ranks lower than your highest-rank oracle spell slot, reduce the number of actions to cast it by 1 (minimum 1 action).

ROLL THE BONES OF FATE ◆ FEAT 10

CURSEBOUND DIVINE ORACLE PREDICTION

Prerequisites bones or lore mystery

Frequency once per 10 minutes

You roll a handful of bones to learn (or perhaps influence) the future course of events. Roll 1d4 and use the corresponding result below. Whenever you Roll the Bones of Fate, any effects from a previous usage immediately end.

1 **Good** You or an ally within 30 feet can roll twice on your next attack roll or skill check, taking the higher result. This is a fortune effect.
2 **Bad** One creature you are observing within 30 feet must succeed at a Will save against your spellcasting DC; on a failure, the target must roll twice on their next attack roll or skill check that takes at least one action to perform, taking the lower result. This is a misfortune effect.
3 **Mixed** You gain the benefits of rolling both a 1 and a 2.
4 **Cursed Possibilities** Your attempts to meddle in the forces of prophecy bring dire consequences for all. Every creature within 30 feet of you when you perform the augury rolls twice on their next attack roll or skill check that takes at least one action to perform; if the highest number rolled is odd, they take the lower result, and if the highest number rolled is even, they take the higher result. If they took the lower result, this effect has the misfortune trait for them, and if they took the higher result, it has the fortune trait.

THE DEAD WALK ◆◆ FEAT 10

CURSEBOUND DIVINE ORACLE

Prerequisites ancestors or battle mystery

You beseech warrior spirits to come forth and aid you. Two ghostly warriors manifest within a 30-foot emanation of you and each attempt a Strike against an adjacent enemy, using your spell attack modifier, and then disappear. The warriors' Strikes each deal 4d6 spirit damage and the warriors can flank with one another and with you and your allies. If you are cursebound 2 when you use The Dead Walk, you instead summon three warriors, and if you are cursebound 3, you instead summon four warriors. The warriors disappear at the start of your next turn.

TRIAL BY SKYFIRE ◆ FEAT 10

CURSEBOUND DIVINE FIRE ORACLE

Prerequisites cosmos or flames mystery

Your lips murmur as you portend a great disaster, one you hope you survive. A rain of blazing bolts begins to fall from the heavens in a 10-foot emanation, centered on you, that deals 2d6 fire damage to all creatures in the emanation at the end of each of your turns (basic Reflex save); you can't exclude yourself from the emanation. The skyfire persists for 1 minute; while you can't Dismiss it, you can suppress the effect for 1 round with a Sustain action. The rain of fire is suppressed if you fall unconscious. If you become cursebound 3 or 4 at any point during Trial by Skyfire's duration, the emanation increases to 15 feet and the damage increases to 4d6.

WATERS OF CREATION ◆◆ FEAT 10

CURSEBOUND DIVINE HEALING ORACLE VITALITY WATER

Prerequisites life or tempest mystery

Water is the source of life, and you draw upon this primordial force to heal your allies' wounds. A gentle ring ripples out from you in a 15-foot emanation, restoring 5d6 Hit Points to creatures in the area. At 12th level and every two levels thereafter, the amount restored increases by 1d6. If you are cursebound 3 when you use Waters of Creation, the amount healed increases to d8s.

12TH LEVEL

DOMAIN FLUENCY FEAT 12

ORACLE

Prerequisites Domain Acumen

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Sample Oracle

GUIDED BLADE

Your mystery guides your weapons in the trance of battle. You use your magic primarily to empower yourself, rather than targeting your enemies, so that your Strikes hit home.

Attribute Scores

Since you'll be using your spells on yourself more than your enemies, aim for a broader balance of Charisma with Strength or Dexterity, as suits your chosen weapon. Higher Constitution will improve your survivability in battle.

Skills

Acrobatics, Athletics, Intimidation, Medicine, Religion

Mystery

Battle

Feats

Oracular Warning (1st), Meddling Futures (2nd), Bespell Strikes (4th), Steady Spellcasting (6th), Water Walker (8th), Quickened Casting (10th), Epiphany at the Crossroads (12th)



You command a deep understanding of the 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.

EPIPHANY AT THE CROSSROADS ◆ FEAT 12

DIVINE ORACLE

Frequency once per day

Trigger Your turn begins.

Requirements You are unconscious and have the dying condition.

The crossroads between life and death is a place that can reveal many secrets. You gain the effects of an *augury* spell in a strange, near-death vision. Empowered by the realization, you then lose the dying condition (becoming wounded 1 or increasing your wounded value by 1, as normal), regain a number of Hit Points equal to twice your level, and can Stand.

GREATER REVELATION FEAT 12

ORACLE

Prerequisites initial revelation spell

You unlock deeper revelations hidden within your mystery. You gain your mystery's greater revelation spell.

MAGIC SENSE FEAT 12

DETECTION 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-rank *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-rank *detect magic* spell on things you observe (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 ORACLE

Frequency once per day

You've learned to hold back your curse. If the next action you use is a cursebound ability, your cursebound value doesn't increase.

LIGHTER THAN AIR FEAT 14

DIVINE ORACLE

Prerequisites Water Walker

Your mysterious steps become even lighter, transcending the mortal world altogether. When you have the cursebound condition, you gain the effects of *fly*. If you are cursebound 3 or greater, you gain a +10-foot status bonus to your fly Speed.

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 abilities 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.

REVELATION'S FOCUS — FEAT 14

ORACLE

The further extents of your mystery provide an endless wellspring of magic. When you Refocus, you regain all your Focus Points instead of 1.

16TH LEVEL

CONDUIT OF VOID AND VITALITY ◆◆ — FEAT 16

CURSEBOUND DIVINE ORACLE

Prerequisites any oracle mystery

Requirements You have *heal* or *harm* as a signature spell and an available spell slot to cast it with.

You use the unstable energy of your curse to manipulate the most basic of divine magic. You cast a 3-action *heal* or *harm* spell, expending the slot as normal. If the spell restores Hit Points to one or more creatures, then one creature healed by this spell regains a number of additional Hit Points equal to 1d8 × your cursebound value; if the spell damages one or more creatures, then one creature harmed by this spell takes additional damage equal to 1d8 × your cursebound value.

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.

This spell gains the cursebound trait for you, and when you cast it, you gain the cursebound 1 effects of its mystery in addition to your normal curse effects. Any ability that lets you use a cursebound ability 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 if either of these criteria would be met once you finish Casting the Spell.

PORTENTOUS SPELL ◆ — FEAT 16

MANIPULATE MENTAL ORACLE SPELLSHAPE VISUAL

Your spellcasting is rife with strange lights, mild fumes, 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 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

Requirements You are cursebound 4.

Your mind and body can, for a short time and with great peril, surpass the final limits of your curse. For 1 minute, you shed torrential flames, become surrounded by spirits, or otherwise overflow with divine power in a way that suits your mystery. On each of your turns during that time, you can cast one revelation spell without spending Focus Points.

At the end of the minute, the durations of any revelation spells you cast during that time end, 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 rank; the two spells you cast with this feat must be of different spell ranks.

20TH LEVEL

MYSTERY CONDUIT ◆ — FEAT 20

CURSEBOUND ORACLE SPELLSHAPE

The power of your mystery enables you access to myriad magic. If your next action is to Cast a Spell of 5th rank or lower that has no duration, you do not expend a spell slot.

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-rank 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 *Player Core*, one of the domains granted by your mystery, 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.

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SORCERER

You didn't choose to become a spellcaster—you were born one. There's magic in your blood. Perhaps a divine influence blessed one of your ancestors, a forebear communed with an ancient, primordial entity, or a powerful occult ritual performed long ago influenced your lineage. Self-reflection and study allow you to refine your inherent magical skills and unlock new, more powerful abilities. The power in your blood carries a risk, however, and you constantly face the choice of whether you'll rise to become a master spellcaster or fall into destruction.

KEY ATTRIBUTE
Charisma
At 1st level, your class gives you an attribute boost to Charisma.

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 use spells to injure your enemies, influence their minds, and hamper their movements. You might be too vulnerable to leap directly into melee combat, or your bloodline might give you abilities that help you hold your own in a brawl. While your magic is strong, you also rely on cantrips in order to conserve your more powerful spells for the right moment (or after you've used such spells up).

During social encounters...

Your natural charisma makes you good at interacting with people.

While exploring...

You detect the magic around you, finding treasures and warning your party of magical traps. When your group encounters mysteries or problems related to your bloodline, you try to solve them.

In downtime...

You craft magic items or scribe scrolls. Your bloodline might drive you to research your ancestry or associate with affiliated people or creatures.

You might...

- Have a strong independent streak, and whether you embrace or reject your magical heritage, you long to distinguish yourself both as a spellcaster and as an individual.
- View your lineage with fascination, fear, or something in between—anything from wholehearted acceptance to vehement rejection.
- Rely on magic items, such as scrolls and wands, to supplement your limited selection of spells.

Others probably...

- Marvel at your ability to create magic from thin air and view your abilities with equal parts admiration and mistrust.
- Consider you less dedicated than studious wizards, devoted clerics, and other disciplined practitioners of magic, since power comes to you naturally.
- Assume you're as unpredictable as the magic you bring forth, even if your personality proves otherwise.

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 two skills determined by your bloodline
Trained in a number of additional skills equal to 2 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 modifier
Trained in spell DC

CLASS DC
Trained in sorcerer class DC

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SORCERER ADVANCEMENT

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1	Ancestry and background, attribute boosts, initial proficiencies, bloodline, sorcerer spellcasting, spell repertoire, sorcerous potency
2	Skill feat, sorcerer feat
3	2nd-rank spells, general feat, signature spells, skill increase
4	Skill feat, sorcerer feat
5	3rd-rank spells, attribute boosts, ancestry feat, magical fortitude, skill increase
6	Skill feat, sorcerer feat
7	4th-rank spells, expert spellcaster, general feat, skill increase
8	Skill feat, sorcerer feat
9	5th-rank spells, ancestry feat, reflex expert, skill increase
10	Attribute boosts, skill feat, sorcerer feat
11	6th-rank spells, general feat, perception expert, skill increase, weapon expertise
12	Skill feat, sorcerer feat
13	7th-rank spells, ancestry feat, defensive robes, skill increase, weapon specialization
14	Skill feat, sorcerer feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Skill feat, sorcerer feat
17	9th-rank spells, ancestry feat, majestic will, skill increase
18	Skill feat, sorcerer feat
19	Bloodline paragon, general feat, legendary spellcaster, skill increase
20	Attribute boosts, skill feat, sorcerer feat

Class Features

You gain these abilities as a sorcerer. Abilities gained at higher levels list the levels at which you gain them 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.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

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

Bloodline

Choose a bloodline that gives you your spellcasting talent. This choice determines the type of spells you cast and the spell list you choose them from, the additional spells you learn, and your additional trained skills. You also gain Focus Points and special focus spells based on your bloodline. The bloodlines presented in this book are as follows.

Aberrant: A strange and unknowable influence gives you occult spells.

Angelic: Holy grace bestows divine spells upon you.

Demonic: A sinful corruption gives you divine spells.

Diabolic: A bond with devils gives you divine spells.

Draconic: The blood of dragons grants you arcane spells.

Elemental: The power of the elements manifests in you as primal spells.

Fey: Influence from the fey gives you primal spells.

Hag: The blight of a hag has given you occult spells.

Imperial: An ancient power grants you arcane spells.

Undead: The touch of death gives you divine spells.

See Bloodlines on page 149 for more information.

Sorcerer Spellcasting

Your bloodline provides you with incredible magical power. You are a spellcaster and can cast spells using the Cast a Spell activity (*Player Core* 299). The tradition from which your spells come is determined by your bloodline. As a sorcerer, you draw your power from within, and the gestures and incantations you use to shape your power might evoke the nature of your bloodline. For instance, a sorcerer with a demonic bloodline might chant guttural fiendish phrases or make brief curt gestures to cast a spell.

Each day, you can cast up to three 1st-rank spells. 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 a sorcerer, your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the Sorcerer Spells per Day table on page 147.

Some of your spells require you to attempt a spell attack to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Charisma, your spell attack modifier and spell DC use your Charisma modifier. Details on calculating these statistics appear on page 403 of *Player Core*.

Heightening Spells

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast it in order to heighten it to that rank. Many spells have specific improvements when they are heightened to certain ranks. The signature spells class feature lets you heighten certain spells freely.

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SORCERER SPELLS PER DAY

Your Level	Spell Rank Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	3	–	–	–	–	–	–	–	–	–
2	5	4	–	–	–	–	–	–	–	–	–
3	5	4	3	–	–	–	–	–	–	–	–
4	5	4	4	–	–	–	–	–	–	–	–
5	5	4	4	3	–	–	–	–	–	–	–
6	5	4	4	4	–	–	–	–	–	–	–
7	5	4	4	4	3	–	–	–	–	–	–
8	5	4	4	4	4	–	–	–	–	–	–
9	5	4	4	4	4	3	–	–	–	–	–
10	5	4	4	4	4	4	–	–	–	–	–
11	5	4	4	4	4	4	3	–	–	–	–
12	5	4	4	4	4	4	4	–	–	–	–
13	5	4	4	4	4	4	4	3	–	–	–
14	5	4	4	4	4	4	4	4	–	–	–
15	5	4	4	4	4	4	4	4	3	–	–
16	5	4	4	4	4	4	4	4	4	–	–
17	5	4	4	4	4	4	4	4	4	3	–
18	5	4	4	4	4	4	4	4	4	4	–
19	5	4	4	4	4	4	4	4	4	4	1*
20	5	4	4	4	4	4	4	4	4	4	1*

* The bloodline paragon class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

Cantrips

Some of your spells are 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 rank of sorcerer spell slot you have. For example, as a 1st-level sorcerer, your cantrips are 1st-rank spells, and as a 5th-level sorcerer, your cantrips are 3rd-rank spells.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank spells of your choice and four cantrips of your choice, as well as an additional spell and cantrip from your bloodline (page 149). You choose these from the common spells from the tradition corresponding to your bloodline, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell rank.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see the Sorcerer Spells per Day table above), you add a spell to your spell repertoire of the same rank. When you gain a new rank of spells, your first new spell is always the sorcerous gift spell for that rank that's listed in your bloodline, but you can choose the other spells. At 2nd level, you select another 1st-rank spell; at 3rd level, you gain a new spell from your bloodline and two other 2nd-rank spells, and so on. When you add spells, you might select a higher-rank version of a spell you already know so that 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 or vice versa.

Swapping Spells in Your Repertoire

As you gain new spells in your spell 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 rank. This spell can be a cantrip, but you can't swap out bloodline spells. You can also swap out spells by retraining during downtime (*Player Core* 440).

Sorcerous Potency

Because of the magical power inherent in your blood, your spells that hurt or cure are stronger than those of other spellcasters. When you Cast a Spell from your spell slots that either deals damage or restores Hit Points, you gain a status bonus to that spell's damage or healing equal to the spell's rank. This applies only to the initial damage or healing the spell deals when cast. An individual creature takes this damage or benefits from this healing only once per spell, even if the spell would damage or heal that creature multiple times.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat (*Player Core* 249). You must be trained or better in the corresponding skill to select a skill feat.

Sorcerer Feats 2nd

At 2nd level and every even-numbered level thereafter, you gain a sorcerer class feat. These begin on page 152.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat (*Player Core* 249).

Signature Spells 3rd

Your innate power allows you to cast some of your spells more flexibly. For each spell rank you have access to, choose one spell of that rank 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 rank than its minimum, you can also cast all its lower-rank versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell rank at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that rank 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 an increase to either become 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 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.

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

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

Expert Spellcaster 7th

Your inherent magic responds easily and powerfully to your command. Your proficiency ranks for spell attack modifiers and spell DCs increase to expert.

Reflex Expertise 9th

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

Perception Expertise 11th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Weapon Expertise 11th

You've improved your combat skill. Your proficiency ranks for simple weapons and unarmed attacks increase to expert.

Defensive Robes 13th

The flow of magic and your defensive training combine to help you avoid attacks. Your proficiency rank in unarmored defense increases to expert.

Weapon Specialization 13th

You've learned to inflict grave wounds with your most practiced weapons. 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 have achieved mastery over the magic in your blood. Your proficiency ranks for spell attack modifiers and spell DCs increase to master.

Majestic Will 17th

Your mind and will are tempered by your mastery of magical forces. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Bloodline Paragon 19th

You have perfected the magic in your bloodline. Add two common 10th-rank spells of your tradition to your repertoire. You gain a single 10th-rank spell slot you can use to cast these spells, using sorcerer spellcasting. Unlike other spell slots, you don't gain more 10th-rank spells as you level up, and they can't be used for abilities that let you cast spells without expending spell slots or abilities that give you more spell slots. You can take the Bloodline Perfection sorcerer feat to gain a second slot.

Legendary Spellcaster 19th

You demonstrate prodigious talent for spellcasting. Your proficiency ranks for spell attack modifiers and spell DCs increase to legendary.

Bloodlines

Your bloodline determines your spell list, the tradition of spells you cast, and grants you access to two trained skills.

Bloodline Spells

Your bloodline grants you bloodline spells, special spells unique to your lineage. Bloodline spells 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. Unlike other characters, you don't need to do anything specific to Refocus, as the power flowing through your veins naturally replenishes your focus pool. These spells can be found starting on page 262.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots; you can't cast them using spell slots. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but can never be more than 3 points. The full rules are on page 298 of *Player Core*.

You learn the initial bloodline spell, which is unique to your bloodline.

Reading a Bloodline Entry

A bloodline entry contains the following information.

Tradition You use this magical tradition and spell list; **Bloodline Skills** You become trained in the listed skills.

KEY TERMS

You'll see the following key terms in many sorcerer abilities.

Blood Magic: Casting a sorcerous gift spell granted by your bloodline or a bloodline spell allows you to benefit from a blood magic effect you know. You can typically only benefit from one blood magic effect at a time, though some feats and abilities may change this.

Spellshape: Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use a spellshape 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 spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

Sorcerous Gifts You automatically add the spells listed here to your spell repertoire, as described in the Spell Repertoire feature listed on page 147. At 1st level, you gain a cantrip and a 1st-rank spell. You learn the other spells on the list as soon as you gain the ability to cast sorcerer spells of that rank.

Bloodline Spells You automatically gain the initial bloodline spell at 1st level and can gain more by selecting the Advanced Bloodline (page 154) and Greater Bloodline (page 154) feats.

Blood Magic Whenever you cast a bloodline spell using a Focus Point or a sorcerous gift spell using a spell slot, you choose one blood magic effect you know to benefit from. You begin play with the benefit listed in your bloodline and can gain others through sorcerer feats.

If the blood magic effect offers a choice, make it before resolving the spell. The blood magic effect occurs after resolving any checks for the spell's initial effects and, against a foe, applies only if the spell is a successful attack or the foe fails its saving throw. If the spell has an area, you must designate yourself or one target in the area when you cast the spell to be the target of the blood magic effect. All references to spell rank refer to the rank of the spell you cast.

Aberrant

Something ancient and unknowable speaks to you from beyond the stars or below the earth.

Tradition occult; **Bloodline Skills** Intimidation, Occultism

Sorcerous Gifts cantrip: *daze*; 1st: *phantom pain*; 2nd: *stupefy*; 3rd: *vampiric feast*; 4th: *confusion*; 5th: *slither*; 6th: *never mind*; 7th: *warp mind*; 8th: *uncontrollable dance*; 9th: *unfathomable song*

Bloodline Spells initial: *tentacular limbs*; advanced: *aberrant whispers*; greater: *unusual anatomy*

Blood Magic—Eerie Veil An ominous pall spills from your mind. Either one target takes a –1 status penalty to Will saving throws for 1 round or you gain a +2 status bonus to Will saving throws for 1 round.

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SORCERER FEATS BY NAME

Feat	Level
Advanced Bloodline	6
Anoint Ally	2
Arcane Evolution	4
Bespell Strikes	4
Bleed Out	2
Blood Ascendancy	14
Blood Rising	1
Blood Sovereignty	12
Bloodline Conduit	20
Bloodline Focus	12
Bloodline Mutation	20
Bloodline Perfection	20
Bloodline Resistance	8
Cantrip Expansion	2
Crossblooded Evolution	8
Diverting Vortex	6
Divine Evolution	4
Echoing Spell	18
Effortless Concentration	16
Energy Fusion	10
Energy Ward	10
Enhanced Familiar	2
Explosion of Power	8
Familiar	1
Greater Bloodline	10
Greater Crossblooded Evolution	18
Greater Mental Evolution	16
Greater Physical Evolution	12
Greater Spiritual Evolution	12
Greater Vital Evolution	16
Interweave Dispel	14
Magic Sense	12
Occult Evolution	4
Overwhelming Energy	10
Primal Evolution	4
Propelling Sorcery	2
Quickened Casting	10
Reach Spell	1
Reflect Harm	14
Safeguard Spell	6
Scintillating Spell	16
Signature Spell Expansion	10
Spell Relay	6
Spell Shroud	14
Spellshape Mastery	20
Split Shot	4
Steady Spellcasting	6
Tap into Blood	1
Terraforming Trickery	12
Widen Spell	1

Angelic

One of your forebears hailed from a celestial realm, or your ancestors' devotion led to their lineage being blessed.

Tradition divine; **Bloodline Skills** Diplomacy, Religion

Sorcerous Gifts cantrip: *light*; 1st: *heal*; 2nd: *spiritual armament*; 3rd: *holy light*; 4th: *divine wrath*; 5th: *divine immolation*; 6th: *blessed boundary*; 7th: *divine decree*; 8th: *moment of renewal*; 9th: *foresight*

Bloodline Spells initial: *angelic halo*; advanced: *angelic wings*; greater: *celestial brand*

Blood Magic—Divine Aura You project a warming aura that protects you or one target, granting a +1 status bonus to saving throws for 1 round.

Demonic

Demons debase all they touch. One of your ancestors fell victim to their corruption, and you're burdened by that sin.

Tradition divine; **Bloodline Skills** Intimidation, Religion

Sorcerous Gifts cantrip: *caustic blast*; 1st: *fear*; 2nd: *enlarge*; 3rd: *slow*; 4th: *divine wrath*; 5th: *blister* (page 241); 6th: *disintegrate*; 7th: *divine decree*; 8th: *canticle of everlasting grief*; 9th: *implosion*

Bloodline Spells initial: *glutton's jaws*; advanced: *swamp of sloth*; greater: *chthonian wrath*

Blood Magic—Corruption of Sin You mentally broadcast brief glimpses into the darkest desires of the mind. Either a target takes a –1 status penalty to AC for 1 round, or you gain a +2 status bonus to Intimidation checks for 1 round.

Diabolic

Devils are evil with a silver tongue, and one of your ancestors dallied in darkness or made an infernal pact.

Tradition divine; **Bloodline Skills** Deception, Religion

Sorcerous Gifts cantrip: *ignition*; 1st: *charm*; 2nd: *floating flame*; 3rd: *enthrall*; 4th: *suggestion*; 5th: *wave of despair*; 6th: *truesight*; 7th: *divine decree*; 8th: *divine inspiration*; 9th: *falling stars*

Bloodline Spells initial: *diabolic edict*; advanced: *embrace the pit*; greater: *hellfire plume*

Blood Magic—Tongue of Flame Your tongue becomes laced with the fires of Hell, and you can either lash out at a foe with it or swallow it to make your lies more palatable. Either a target takes 1 fire damage per spell rank (if the spell already deals initial fire damage, combine this with the spell's initial damage before determining weaknesses and resistances), or you gain a +2 status bonus to Deception checks for 1 round.

Draconic

The blood of dragons flows through your veins. These beasts are both fearsome in combat and skilled at magic.

Tradition variable (see Draconic Exemplars below); **Bloodline Skills** Intimidation and one other skill (see Draconic Exemplars below)

Sorcerous Gifts cantrip: *shield*; 1st: *fear*; 2nd: see Draconic Exemplars below; 3rd: *haste*; 4th: *fly*; 5th: see Draconic Exemplars below; 6th: *dragon form* (dragon must match

your draconic exemplar); 7th: *mask of terror*; 8th: see Draconic Exemplars below; 9th: *overwhelming presence*

Bloodline Spells initial: *flurry of claws*; advanced: *dragon breath*; greater: *dragon wings*

Blood Magic—Scaly Hide Draconic scales grow briefly on you or one target, granting a +1 status bonus to AC for 1 round.

Draconic Exemplars

At 1st level, choose the tradition related to the dragon exemplar who influenced your bloodline. You can't change your dragon exemplar later. As noted, this affects both your bloodline's features and your sorcerous gift spells.

- **Arcane—Tradition** arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *blazing bolt*; 5th: *subconscious suggestion*; 8th: *quandary*
- **Divine—Tradition** divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *augury*; 5th: *divine immolation*; 8th: *divine inspiration*
- **Occult—Tradition** occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *blood vendetta*; 5th: *slither*; 8th: *unrelenting observation*
- **Primal—Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *shatter*; 5th: *howling blizzard*; 8th: *earthquake*

Elemental

An elemental influence has imbued your blood with primal fury. You are granted different sorcerous gift spells and damage type from blood magic depending on which element affected your bloodline (see Elemental Influences below).

Tradition primal; **Bloodline Skills** Intimidation, Nature

Sorcerous Gifts cantrip: see Elemental Influences below; 1st: see Elemental Influences below; 2nd: *resist energy*; 3rd: see Elemental Influences below; 4th: *unfettered movement*; 5th: *elemental form* (elemental influence only); 6th :see Elemental Influences below; 7th: *energy aegis*; 8th: *earthquake*; 9th: *wrathful storm*

Bloodline Spells initial: *elemental toss*; advanced: *elemental motion*; greater: *elemental blast*

Blood Magic—Elemental Fury Elemental energy wreathes your form and infuses your magic. Either you gain a +2 status bonus to Intimidation checks for 1 round, or a target takes 1 damage per spell rank; this damage type is listed under your elemental influence. If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

Elemental Influences

At 1st level, choose the type of elemental that influenced your bloodline: air, earth, fire, metal, water, or wood. You can't change this later. You are granted different spells at certain ranks according to this influence.

- **Air—Sorcerous Gifts** cantrip: *gale blast* (page 246); 1st: *tailwind*; 3rd: *wall of wind*; 6th: *chain lightning*; **Blood Magic Damage** slashing
- **Earth—Sorcerous Gifts** cantrip: *scatter scree* (page 250); 1st: *pummeling rubble*; 3rd: *earthbind*; 6th: *petrify*; **Blood Magic Damage** bludgeoning
- **Fire—Sorcerous Gifts** cantrip: *ignition*, 1st: *breathe fire*; 3rd: *fireball*; 6th: *tree of seasons* (all pods are summer); **Blood Magic Damage** fire
- **Metal—Sorcerous Gifts** cantrip *electric arc*; 1st: *thunderstrike*; 3rd: *lightning bolt*; 6th: *chain lightning*; **Blood Magic Damage** piercing
- **Water—Sorcerous Gifts** cantrip: *frostbite*; 1st: *hydraulic push*; 3rd: *aqueous orb*; 6th: *scintillating safeguard* (page 251); **Blood Magic Damage** bludgeoning
- **Wood—Sorcerous Gifts** cantrip: *tangle vine*; 1st: *cleanse cuisine*; 3rd: *wall of thorns*; 6th: *tangling creepers*; **Blood Magic Damage** bludgeoning

SPECIFIC DRACONIC EXEMPLARS

If you want choose a specific type of dragon as your draconic exemplar instead of a category, you can work with your GM to replace the sorcerous gifts listed in Draconic Exemplars with appropriate-rank spells found in the various Dragon Spellcasters sidebars for that type of dragon found in *Monster Core*. The options presented below correlate with these sidebars.

- **Adamantine—Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *shatter*; 5th: *impaling spike*; 8th: *earthquake*
- **Conspirator—Tradition** occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *paranoia*; 5th: *synaptic pulse*; 8th: *unrelenting observation*
- **Diabolic—Tradition** divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *blood vendetta*; 5th: *divine immolation*; 8th: *canticle of everlasting grief*
- **Empyreal—Tradition** divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *share life*; 5th: *breath of life*; 8th: *divine inspiration*
- **Fortune—Tradition** arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *invisibility*; 5th: *howling blizzard*; 8th: *uncontrollable dance*
- **Horned—Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *one with plants*; 5th: *toxic cloud*; 8th: *desiccate*
- **Mirage—Tradition** arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *see the unseen*; 5th: *hallucination*; 8th: *disappearance*
- **Omen—Tradition** occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *status*; 5th: *wave of despair*; 8th: *quandary*

Fey

Fey whimsy or a tryst in a moonlit grove put the bewitching magic of the First World into your family's bloodline.

Tradition primal; **Bloodline Skills** Deception, Nature

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Sorcerous Gifts cantrip: *figment*; 1st: *charm*; 2nd: *laughing fit*; 3rd: *enthrall*; 4th: *suggestion*; 5th: *hallucination*; 6th: *mislead*; 7th: *visions of danger* (page 254); 8th: *uncontrollable dance*; 9th: *metamorphosis*

Bloodline Spells initial: *faerie dust*; advanced: *fey disappearance*; greater: *fey glamour*

Blood Magic—Cloak of Ribbons Colorful fey ribbons dance around you. Either you gain a +2 status bonus to Performance checks for 1 round, or you can become concealed for 1 round. Such obvious concealment can't be used to Hide.

Hag

A hag cursed your family long ago, or you are a descendant of a hag or changeling, and their magic infests your blood and soul.

Tradition occult; **Bloodline Skills** Deception, Occultism

Sorcerous Gifts cantrip: *daze*; 1st: *illusory disguise*; 2nd: *stupefy*; 3rd: *blindness*; 4th: *outcast's curse*; 5th: *mariner's curse*; 6th: *cursed metamorphosis*; 7th: *warp mind*; 8th: *quandary*; 9th: *phantasmagoria*

Bloodline Spells initial: *jealous hex*; advanced: *horrific visage*; greater: *you're mine*

Blood Magic—Retributive Spite Malice and acrimony take physical form around you. You deal 4 mental damage per spell rank (basic Will save) to the first creature that deals damage to you before the end of your next turn; if no creature damages you in that time, you consume that spite to gain temporary Hit Points at the beginning of your next turn equal to the spell's rank. These temporary Hit Points last until the beginning of your following turn.

Imperial

One of your ancestors was a mortal who mastered magic.

Tradition arcane; **Bloodline Skills** Arcana, Society

Sorcerous Gifts cantrip: *detect magic*; 1st: *force barrage*; 2nd: *dispel magic*; 3rd: *haste*; 4th: *translocate*; 5th: *scouting eye*; 6th: *disintegrate*; 7th: *retrocognition*; 8th: *quandary*; 9th: *implosion*

Bloodline Spells initial: *ancestral memories*; advanced: *extend blood magic*; greater: *arcane countermeasure*

Blood Magic—Imperious Defense Raw magic emanates from every cell in your body, protecting you. Until the start of your next turn, you gain your choice of either a +1 status bonus to AC or a +1 status bonus to saving throws.

Undead

The touch of undeath runs through your blood. Your family tree might contain powerful undead, like a vampire.

Tradition divine; **Bloodline Skills** Intimidation, Religion

Sorcerous Gifts cantrip: *void warp*; 1st: *harm*; 2nd: *see the unseen*; 3rd: *bind undead*; 4th: *talking corpse*; 5th: *invoke spirits*; 6th: *vampiric exsanguination*; 7th: *execute*; 8th: *canticle of everlasting grief*; 9th: *wails of the damned*

Bloodline Spells initial: *undeath's blessing*; advanced: *drain life*; greater: *grasping grave*

Blood Magic—Stolen Life You can channel the necromantic energy in your blood. Either you gain temporary Hit Points equal to the spell's rank that last until the start of your next turn, or a target takes 1 void damage per spell rank (if the spell already deals initial void damage, combine this with the spell's initial damage before determining weaknesses and resistances).

Sorcerer Feats

At every level at which you gain a sorcerer feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

Blood Rising ↻ — Feat 1

SORCERER

Trigger A creature targets you with a spell of the same tradition as your bloodline.

The magic in your blood surges in response to your foe's spell. You generate a blood magic effect you know, even if you are already under the effects of blood magic. The target must be either you or the creature that triggered Blood Rising. If the blood magic effect grants you a bonus to AC or the appropriate saving throw, that bonus applies against the triggering spell. If the effect has a duration, it instead lasts until the beginning of your next turn.

Special This feat has the trait corresponding to the tradition of your bloodline.

Familiar — Feat 1

SORCERER

An animal serves you and assists your spellcasting. You gain a familiar (rules for familiars are found on page 212 of *Player Core*).

Reach Spell ❖ — Feat 1

CONCENTRATE SORCERER SPELLSHAPE

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.

Tap into Blood ❖ — Feat 1

CONCENTRATE SORCERER

Requirements You are benefiting from a blood magic effect

The power in your blood allows you to perform minor feats of magic. You can perform one of the following actions depending on the tradition of your bloodline.

- **Arcane** Your mind temporarily opens to the secrets of the world. Attempt to Recall Knowledge; you can use Arcana instead of the skill normally needed for that subject. If you critically fail at this check, you get a failure instead.
- **Divine** Whatever divine provenance is in your lineage guides you to instinctively move yourself or others out of harm's way. You Step, or you Reposition a target within your reach using Religion for the check.

- **Occult** Strange mists or swirling colors hide your movement. You Step up to 10 feet.
- **Primal** The immense power of nature echoes in your voice. You can attempt a Nature check to Demoralize a target.

WIDEN SPELL ◆ FEAT 1

MANIPULATE SORCERER SPELLSHAPE

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 does not 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 is not 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

ANOINT ALLY ◆ FEAT 2

MANIPULATE SORCERER

You forge a mystical connection with an ally using a drop of your blood, allowing them to benefit from your magic. You place a blood rune on an adjacent ally that lasts for 1 minute. When you or an ally would gain a blood magic effect, you can forgo it, granting it to the anointed ally instead, even if they weren't a target of your spell. You can anoint only one ally at a time; if you place another rune, your previous designation ends.

BLEED OUT ◆ FEAT 2

ATTACK SORCERER

Requirements Your most recent action was to cast a non-cantrip spell that granted you a blood magic effect.

You channel the residual energy from the last spell you cast into a ranged bloodletting. Make a ranged spell attack roll against the AC of a target within 60 feet. This attack deals persistent bleed damage equal to the rank of the spell you just cast.

CANTRIP EXPANSION FEAT 2

SORCERER

You better understand the basic powers of your bloodline. Add two additional cantrips from your spell list to your repertoire.

ENHANCED FAMILIAR FEAT 2

SORCERER

Prerequisites a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

PROPELLING SORCERY FEAT 2

SORCERER

The force of your magic can be used to propel yourself or another. You know the following blood magic effect.

Blood Magic—Propelling Sorcery You channel your magic outward into a rush of movement. Either you Step as a free action or move the target 5 feet in a direction of your choice.

4TH LEVEL

ARCANE EVOLUTION FEAT 4

ARCANE SORCERER

Prerequisites bloodline that grants arcane spells

Your arcane legacy allows you to perceive how magic affects everything. You become trained in one skill of your choice. Additionally, you can use arcane arts to tinker with your selection of spells. During your daily preparations, you can choose one spell in your spell repertoire to be a signature spell that day. You can use the Learn a Spell activity to add more arcane spells to the list you choose from, but if you prepare a spell that isn't in your repertoire, you temporarily add it to your repertoire at the spell rank of your choice instead of making it a signature spell.

BESPELL STRIKES ◆ FEAT 4

SORCERER

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell.

You siphon spell energy into one weapon you're wielding or into one of your unarmed attacks, such as a fist. Until the end of your turn, the weapon or unarmed attack deals an extra 1d6 force damage and gains the trait of your bloodline's magical tradition if it didn't have it already. If the spell dealt a different type of damage, the Strike deals this type of damage instead (or one type of your choice if the spell could deal multiple types of damage).

DIVINE EVOLUTION FEAT 4

DIVINE SORCERER

Prerequisites bloodline that grants divine spells

The divine might provided by your bloodline flows through you. You gain an additional spell slot of your highest rank, which you can use only to cast your choice of *heal* or *harm*. You can cast either of these spells using that spell slot, even if they aren't in your spell repertoire.

OCCULT EVOLUTION FEAT 4

OCCULT SORCERER

Prerequisites bloodline that grants occult spells

You draw power from the obscure secrets of the universe. You become trained in one skill of your choice. Additionally, once per day, you can spend 1 minute to choose one mental occult spell you don't know and add it to your spell repertoire. You lose this temporary spell the next time you make your daily preparations (though you can use this ability to add it again later).

PRIMAL EVOLUTION FEAT 4

PRIMAL SORCERER

Prerequisites bloodline that grants primal spells

You can call upon the creatures of the wild for aid. You gain an additional spell slot of your highest rank, which you can use only to cast *summon animal* or *summon plant or fungus*. You can cast either of these spells using that spell slot, even if they aren't in your spell repertoire.

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SPLIT SHOT ◆ FEAT 4

CONCENTRATE SORCERER SPELLSHAPE

You fragment a ranged spell. If your next action is to Cast a Spell without a duration that requires an attack roll against a single target, you can choose a second target within range. You roll a single attack roll and compare the result to the AC of both targets. This counts as one attack for your multiple attack penalty. To the second target, the spell deals half the amount of damage it would normally deal and has no effects beyond the spell's initial damage (such as imposing conditions or penalties).

6TH LEVEL

ADVANCED BLOODLINE FEAT 6

SORCERER

Prerequisites bloodline spell

You draw more power from your bloodline. You gain the advanced bloodline spell associated with your bloodline.

DIVERTING VORTEX ◆ FEAT 6

SORCERER

Requirements Your most recent action was to cast a non-cantrip spell.

You use vestiges of magic to create a protective vortex. Until the start of your next turn, you gain a +1 status bonus to AC against ranged weapon attacks and physical ranged unarmed attacks.

ENERGY WARD ◇ FEAT 6

SORCERER

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell that dealt energy damage.

You convert energy from the last spell you cast into a protective ward. Until the start of your next turn, you gain resistance to one type of energy (acid, cold, electricity, fire, force, sonic, vitality, or void) equal to 4 + the rank of the spell.

SAFEGUARD SPELL ◆ FEAT 6

CONCENTRATE SORCERER SPELLSHAPE

You are inured to the effects of your own spells. 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.

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.

STEADY SPELLCASTING FEAT 6

SORCERER

You are confident in your spellcasting technique, and you are more easily able to retain your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

8TH LEVEL

BLOODLINE RESISTANCE FEAT 8

SORCERER

Your magical blood makes you more resistant to magic. You gain a +1 status bonus to saving throws against spells and magical effects.

CROSSBLOODED EVOLUTION FEAT 8

SORCERER

Odd interactions in your bloodline provide you with unexpected effects. Choose another bloodline. You know the blood magic effect of that bloodline. If the blood magic effect has a variable effect based on a choice you would have made at 1st level (such as the elemental bloodline's elemental influence), you make that decision when you take this feat.

EXPLOSION OF POWER FEAT 8

SORCERER

Your magic explodes. You know the following blood magic effect.

Blood Magic—Explosion of Power Raw power explodes outward from you. Each creature within a 5-foot emanation takes 1d6 damage per rank of the spell you just cast (basic Reflex save). The type of damage depends on the tradition of your bloodline. If you cast arcane spells, you deal force damage. If you cast divine spells, you deal spirit damage. If you cast occult spells, you deal mental damage. If you cast primal spells, you deal fire damage.

10TH LEVEL

ENERGY FUSION ◆ FEAT 10

CONCENTRATE SORCERER SPELLSHAPE

You fuse two spells together, combining their energy types. If the next action you use is to Cast a Spell that deals energy damage, select a non-cantrip spell in your spell repertoire that deals a different type of energy damage, and expend an additional spell slot of the same rank as this secondary spell. The spell you cast deals additional damage equal to the rank 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.

GREATER BLOODLINE FEAT 10

SORCERER

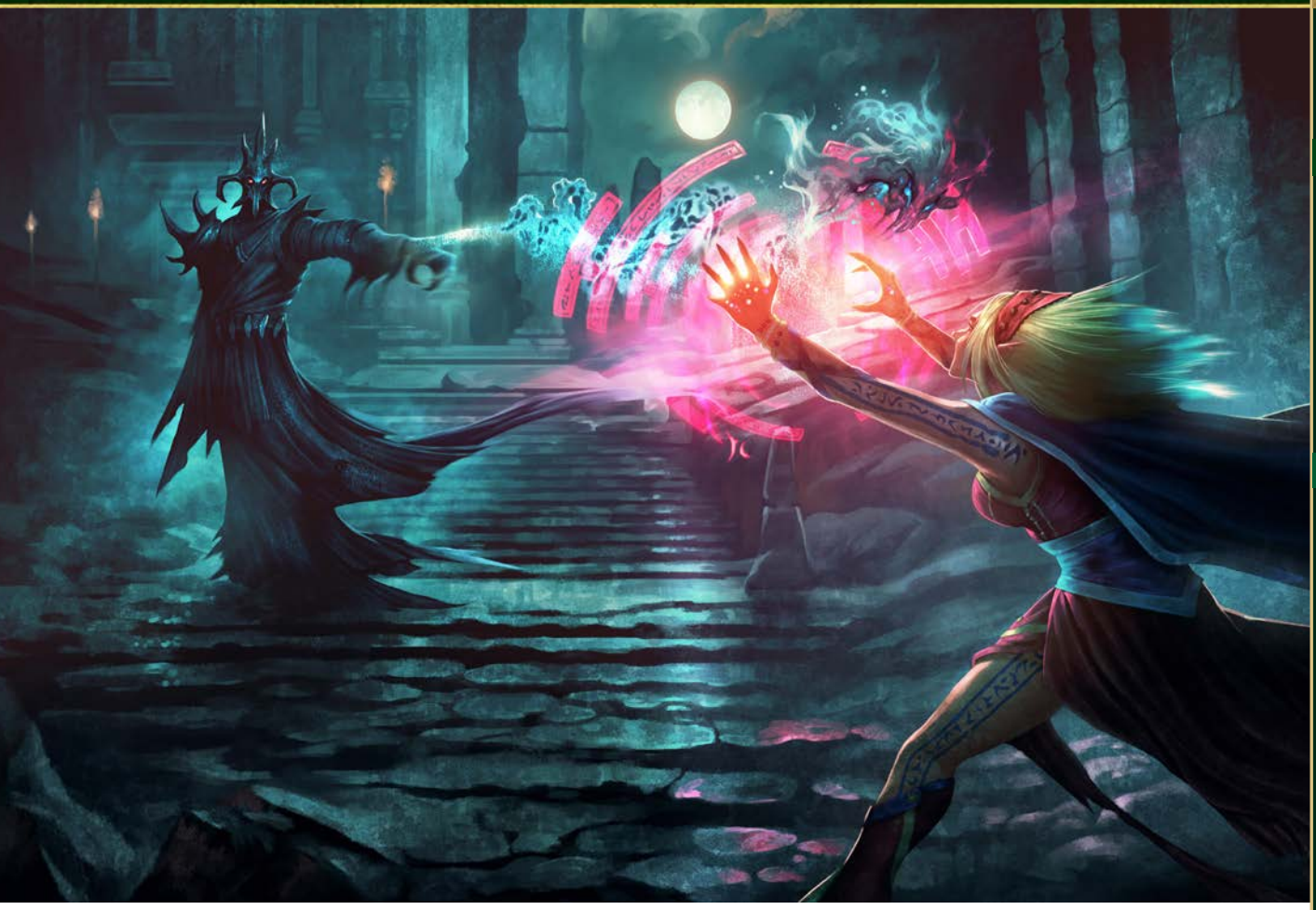
Prerequisites bloodline spell

You uncover the greater secrets of your bloodline. You gain the greater bloodline spell associated with your bloodline.

OVERWHELMING ENERGY ◆ FEAT 10

MANIPULATE SORCERER SPELLSHAPE

You alter your spells to tear through an enemy's defenses. If the next action you use is to Cast a Spell, the spell ignores an



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amount of the target's resistance to energy damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by *wall of fire*. A creature's immunities are unaffected.

QUICKENED CASTING ◆ FEAT 10

CONCENTRATE SORCERER SPELLSHAPE

Frequency once per day

You cast a spell more efficiently. If your next action is to cast a sorcerer cantrip or a sorcerer spell that's at least 2 ranks lower than the highest-rank sorcerer spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

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 base rank of 3rd or lower.

12TH LEVEL

BLOOD SOVEREIGNTY FEAT 12

SORCERER

You wield blood magic masterfully. When you would benefit from a blood magic effect, you can choose to lose Hit Points equal to twice the spell's rank as the energy of your blood is drawn out. This takes no extra action, and you benefit from two different blood magic effects you know as a result. The two effects can have different targets.

BLOODLINE FOCUS FEAT 12

SORCERER

Prerequisites bloodline spell

By listening to the beating of your heart, your focus recovers faster. Whenever you Refocus, completely refill your focus pool.

GREATER PHYSICAL EVOLUTION FEAT 12

SORCERER

Prerequisites Arcane Evolution or Primal Evolution

You change form readily. Once per day, you can use a sorcerer spell slot to cast any common polymorph battle form spell of the spell slot's rank as if it were a signature spell in your repertoire. You can use the extra spell slot from either Arcane Evolution or Primal Evolution instead of a sorcerer spell slot.

GREATER SPIRITUAL EVOLUTION FEAT 12

SORCERER

Prerequisites Divine Evolution or Occult Evolution

Your magical blood allows your spells to be fully effective against incorporeal creatures. Your spells have the effects of a *ghost touch* property rune. They can target or affect a creature

Sample Sorcerer

DRACONIC SCION

Through fate or design, you count a powerful dragon as one of your ancestors. You consider this a mark of great honor and believe that you can use your power to better the world. Woe betide any villains who stand in your way!

Attributes

Prioritize Charisma. Intelligence will help you learn more skills, and a good Dexterity will help keep you safe from trouble.

Skills

Arcana, Diplomacy, Intimidation, Society

Bloodline

Draconic (fortune dragon)

Higher-Level Feats

Entreat with Forebears (2nd), Split Shot (4th), Advanced Bloodline (6th), Explosion of Power (8th), Greater Bloodline (10th), Bloodline Focus (12th)

Spell Repertoire

1st *breathe fire*, *fear*, *thunderstrike*; **Cantrips** *electric arc*, *detect magic*, *ignition*, *shield*, *telekinetic hand*, *telekinetic projectile*



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 the ability to locate them.

MAGIC SENSE — FEAT 12

DETECTION SORCERER

You have a literal sixth sense for magic. You can sense the presence of magic auras as though you were always using a 1st-rank *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-rank *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.

Special This feat has the trait corresponding to the tradition of your bloodline.

TERRAFORMING TRICKERY ❖ — FEAT 12

CONCENTRATE EARTH SORCERER

You know how to channel the transformative aspects of your blood magic to alter your surroundings. You know the following blood magic effect.

Blood Magic—Terraforming Trickery 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.

14TH LEVEL

BLOOD ASCENDANCY — FEAT 14

SORCERER

Prerequisites Blood Rising

When you would benefit from a blood magic effect through Blood Rising, you can choose to benefit from two different blood magic effects you know. The effects follow the same rules as given in Blood Rising, and each effect can have a different target.

INTERWEAVE DISPEL ❖ — FEAT 14

SORCERER SPELLSHAPE

Prerequisites *dispel magic* in your spell repertoire

You weave dispelling energy into a spell. If your next action is to cast a single-target spell against an enemy, and you either hit the enemy with the spell attack roll or the enemy fails its saving throw, you can cast *dispel magic* on the enemy as a free action, expending a spell slot as normal and targeting one spell effect affecting the enemy.

REFLECT HARM — FEAT 14

SORCERER

You can wrap your magic around you like a cloak that causes those who dare to target you with spells to suffer a similar fate. You know the following blood magic effect.

Blood Magic—Reflect Harm Your blood ensures that those who harm you with magic are harmed in return. The first time

you take damage from a spell before the beginning of your next turn, attempt spell attack roll against the creature who cast the triggering spell. On a hit, the creature takes the same amount and type of damage that you just took. If you critically hit, the creature takes twice the damage.

SPELL SHROUD ◆ FEAT 14

CONCENTRATE SORCERER SPELLSHAPE

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

EFFORTLESS CONCENTRATION ◇ FEAT 16

SORCERER

Trigger Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active sorcerer spells.

GREATER MENTAL EVOLUTION FEAT 16

SORCERER

Prerequisites Arcane Evolution or Occult Evolution

Your bloodline's deep connection to mental essence greatly enhances your spell repertoire. Add one spell to your spell repertoire for each spell rank you can cast.

GREATER VITAL EVOLUTION FEAT 16

SORCERER

Prerequisites Divine Evolution or Primal Evolution

Vital power surges through you like a font of energy. Twice per day, you can cast a spell after you've run out of spell slots of the appropriate spell rank; the two spells you cast with this feat must be of different spell ranks.

SCINTILLATING SPELL ◆ FEAT 16

CONCENTRATE LIGHT SORCERER SPELLSHAPE

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.

18TH LEVEL

ECHOING SPELL ◆ FEAT 18

CONCENTRATE SORCERER SPELLSHAPE

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 rank 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.

GREATER CROSSBLOODED EVOLUTION FEAT 18

SORCERER

Prerequisites Crossblooded Evolution

Your bloodline is extraordinarily complex. Choose up to three of the sorcerous gift spells granted by your secondary bloodline. You add these spells to your spell repertoire, heightened to the highest rank of spells you can cast or to the highest rank they can be heightened to that is lower than the highest rank of spells you can cast. You cast these spells as the tradition from your primary bloodline.

20TH LEVEL

BLOODLINE CONDUIT ◆ FEAT 20

SORCERER SPELLSHAPE

Frequency once per minute

Your inborn magical nature lets you redirect ambient energies to fuel your spells. If your next action is to Cast a Spell of 5th rank or lower that has no duration, you don't expend the spell's slot when you cast it.

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, demon and fiend for demonic, 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 land Speed.
- If creatures associated with your bloodline have a resistance or immunity to acid, cold, electricity, fire, void, or sonic, choose an energy type your bloodline is immune or resistant to and gain resistance 20 against that energy type.

BLOODLINE PERFECTION FEAT 20

SORCERER

Prerequisites bloodline paragon

You command the ultimate powers of your bloodline and tradition. You gain an additional 10th-rank spell slot.

SPELLSHAPE MASTERY FEAT 20

SORCERER

Altering your spells doesn't take any longer than casting them normally. You can use spellshape single actions as free actions.

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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 ATTRIBUTE
Dexterity
At 1st level, your class gives you an attribute 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 and stunts. 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 flamboyant 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

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Swashbuckler Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, panache, precise strike, stylish combatant, swashbuckler's style, confident finisher, swashbuckler feat
2	Skill feat, swashbuckler feat
3	Fortitude expertise, general feat, opportune riposte, skill increase, stylish tricks, vivacious speed
4	Skill feat, swashbuckler feat
5	Attribute boosts, ancestry feat, precise strike 3 (3d6), skill increase, weapon expertise
6	Skill feat, swashbuckler feat
7	Confident evasion, general feat, skill increase, stylish tricks, vivacious speed, weapon specialization
8	Skill feat, swashbuckler feat
9	Ancestry feat, exemplary finisher, precise strike 4 (4d6), skill increase, swashbuckler expertise
10	Attribute boosts, skill feat, swashbuckler feat
11	Continuous flair, general feat, perception mastery, skill increase, vivacious speed
12	Skill feat, swashbuckler feat
13	Ancestry feat, assured evasion, light armor expertise, precise strike 5 (5d6), skill increase, weapon mastery
14	Skill feat, swashbuckler feat
15	Attribute boosts, general feat, greater weapon specialization, keen flair, skill increase, stylish tricks, vivacious speed
16	Skill feat, swashbuckler feat
17	Ancestry feat, precise strike 6 (6d6), reinforced ego, skill increase
18	Skill feat, swashbuckler feat
19	Eternal confidence, general feat, light armor mastery, skill increase, vivacious speed
20	Attribute boosts, skill feat, swashbuckler feat

Class Features

You gain these abilities as a swashbuckler. Abilities gained at higher levels list the level next to the features' names.

Ancestry and Background

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

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These 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 style, you can leverage this moment of verve to perform spectacular, deadly maneuvers. This heightened state of flair is called panache.

You gain panache by performing actions that have the bravado trait. Tumble Through (*Player Core* 233) and additional actions determined by your swashbuckler's style (see below) gain the bravado trait when you use them. The GM might determine that a check to perform a particularly daring action, such as swinging on a chandelier or sliding down a drapery, can gain the bravado trait. These checks typically involve at least a single action and a non-trivial DC. Normally, you gain and use panache only in combat encounters; when an encounter ends, you lose panache.

Powerful finisher actions, including Confident Finisher (page 161), can be used only while you have panache and cause you to lose your panache.

Precise Strike

When you make a 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. At 5th, 9th, 13th, and 17th level, increase the amount of additional damage on a Strike by 1 and the additional damage on a finisher by 1d6.

Stylish Combatant

You gain a +1 circumstance bonus to skill checks with the bravado trait while in a combat encounter. While you have panache, you gain a +5-foot status bonus to your Speeds.

Swashbuckler's Style

Your own distinctive style lets you gracefully handle any situation. 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.

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 (*Player Core* 255). When you Perform, the action gains the bravado trait.

Braggart

You boast, taunt, and psychologically needle your foes. You are trained in Intimidation. When you Demoralize, the action gains the bravado trait.

Fencer
You move carefully, feinting and creating false openings to lead your foes into inopportune attacks. You are trained in Deception. When you Create a Distraction or Feint, the action gains the bravado trait.

Gymnast
You reposition, maneuver, and bewilder your foes with daring feats of physical prowess. You are trained in Athletics. When you Grapple, Reposition, Shove, or Trip, the action gains the bravado trait.

Rascal
You aren't afraid to use underhanded tactics to get the edge over your opponents. You are trained in Thievery and gain the Dirty Trick general feat (page 229). When you use Dirty Trick, the action gains the bravado trait.

Wit
You are friendly, clever, and full of humor, always knowing just what to say. 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 228). When you use Bon Mot, the action gains the bravado trait.

Confident Finisher
You gain an elegant finishing attack you can make when you have panache. The finisher trait is described on page 163. 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 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.

Fortitude Expertise 3rd
Your physique has grown hardy in your adventures. Your proficiency rank for Fortitude saves increases to expert.

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

Opportune Riposte 3rd
You turn the tables on foes who fumble, capitalizing on their mistake. You gain the Opportune Riposte reaction.

OPPORTUNE RIPOSTE ↷

BRAVADO SWASHBUCKLER

Trigger An enemy within your reach critically fails on 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 enemy 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 an additional skill increase you can apply only to Acrobatics or the skill from your swashbuckler's style. You also gain an additional skill feat at these levels. 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 from stylish combatant 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.

Ancestry Feat 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.

Confident 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.

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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.

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 off-guard until your next turn.



Gymnast: If the foe is grabbed, restrained, or prone, you gain a circumstance bonus to the damage roll equal to double the number of weapon damage dice.

Rascal: The foe takes a –10 circumstance penalty to its speed until the start of your next turn.

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 circumstance bonus from Stylish Combatant increases to +2. Your proficiency rank for your swashbuckler class DC increases to expert.

Continuous Flair 11th

While not equal to your panache in combat, you have a dramatic flair about you in any situation. The circumstance bonus from Stylish Combatant applies in exploration mode.

Perception Mastery 11th

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

Assured 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 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 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.

Reinforced Ego 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 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 166) 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 every level that you gain a swashbuckler feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Disarming Flair Feat 1

SWASHBUCKLER

You knock weapons from the hands of your foes with style. When you Disarm, the action gains the bravado trait.

Elegant Buckler 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.

While you have a buckler raised, if a creature critically misses you with a Strike, you gain panache until the end of your next turn.

Extravagant Parry ❖ Feat 1

SWASHBUCKLER

Requirements You're wielding one or more one-handed weapons

You use one-handed weapons to parry with style. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if you have a free hand or are wielding a weapon with the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement. If a creature misses you with a Strike while you have this bonus, you gain panache until the end of your next turn.

Flashy 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. If the Strike misses, you gain panache until the end of your next turn.

Key Terms

You'll see these terms in many swashbuckler abilities.

Bravado: Actions with this trait can grant panache, depending on the result of the check involved. If you succeed at the check on a bravado action, you gain panache, and if you fail (but not critically fail) the check, you gain panache but only until the end of your next turn. These effects can be applied even if the action had no other effect due to a failure or a creature's immunity.

Finisher: Finishers are spectacular finishing moves that use your panache. Finishers can be used only with weapons that deal additional damage with precise strike (agile or finesse melee weapons or unarmed attacks, for most swashbucklers). 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 finisher actions 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 the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and 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 use a stance action again, whichever comes first. After you take an action with the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode. You can Dismiss a stance.

Flying Blade Feat 1

SWASHBUCKLER

Prerequisites precise strike

You apply your flashy techniques to thrown weapons as easily as melee attacks. 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

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SWASHBUCKLER FEATS BY NAME

Feat	Level
After You	2
Agile Maneuvers	6
Antagonize	2
Bleeding Finisher	8
Brandishing Draw	2
Buckler Dance	10
Charmed Life	2
Cheat Death	12
Combination Finisher	6
Dastardly Dash	4
Deadly Grace	16
Derring-Do	10
Disarming Flair	1
Distracting Toss	8
Dual Finisher	8
Elegant Buckler	1
Enjoy the Show	2
Even the Odds	4
Extravagant Parry	1
Felicitous Riposte	16
Finishing Follow-Through	2
Flamboyant Athlete	4
Flamboyant Leap	14
Flashy Dodge	1
Flashy Roll	8
Flying Blade	1
Focused Fascination	1
Get Used to Disappointment	12
Goading Feint	1
Guardian's Deflection	4
Illimitable Finisher	20
Impaling Finisher	4
Impossible Riposte	14
Incredible Luck	18
Inexhaustible Countermoves	20
Leading Dance	4
Lethal Finisher	18
Mobile Finisher	12
One for All	1
Panache Paragon	20
Parry and Riposte	18
Perfect Finisher	14
Plummeting Roll	1
Precise Finisher	6
Reactive Strike	6
Reflexive Riposte	10
Retreating Finisher	2
Revitalizing Finisher	16
Stumbling Finisher	10
Stunning Finisher	8
Swaggering Initiative	4
Switcheroo	10
Targeting Finisher	10
The Bigger They Are	12
Tumble Behind	2
Twirling Throw	4
Unbalancing Finisher	2
Vexing Tumble	6
Vivacious Bravado	8
You're Next	1

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

Your tricks make foes overextend their attacks. 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.

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 and the action gains the bravado trait.

PLUMMETING ROLL — FEAT 1

SWASHBUCKLER

Prerequisites trained in Acrobatics

Trigger You fall.

Through nimble movements, a graceful landing, and a bit of luck, you can manage to fall from spectacular heights without a scratch. You gain the Cat Fall skill feat and the following reaction.

Plummeting Roll ↷ **Trigger** You fall at least 10 feet and take no damage from the fall; **Effect** You tuck and roll with the motion. You land on your feet and Stride up to half your Speed.

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 that 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.

BRANDISHING DRAW ◈ FEAT 2

SWASHBUCKLER

You draw and attack with the same motion. You Interact to draw a weapon, then either Strike or use a one-action finisher. You must still meet any other requirements to use a finisher, and any Strike you make must be made with the weapon you drew.

CHARMED LIFE ↷ FEAT 2

SWASHBUCKLER

Prerequisites Charisma +2

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. If you succeed on the triggering saving throw, you gain panache until the end of your next turn.

ENJOY THE SHOW FEAT 2

SWASHBUCKLER

You address an ally or any onlookers to your combat, flaunting to your foes how little attention they require. When you Perform, you can choose single creature within 30 feet and use the following success, critical success, and critical failure effects instead of the normal results; if you do, Perform gains the bravado trait, as well as the auditory and linguistic trait as normal for oration.

Critical Success The target takes a –2 circumstance penalty to attack rolls against creatures other than you until the end of its next turn.

Success The target takes a –1 circumstance penalty to attack rolls against creatures other then you until the end of its next turn.

Critical Failure The target gains a +1 circumstance bonus to attack rolls targeting you until the end of its next turn.

FINISHING FOLLOW-THROUGH FEAT 2

SWASHBUCKLER

Finishing a foe maintains your swagger. You gain panache whenever your finisher brings a target to 0 HP.

RETREATING FINISHER ◈ FEAT 2

FINISHER SWASHBUCKLER

You make a calculated attack without letting down your guard. Make a melee Strike with the following failure effect.

Failure You Step as a free action.

TUMBLE BEHIND FEAT 2

SWASHBUCKLER

Your tumbling puts your foes on the back foot. When you Tumble Through successfully, the foe you Tumbled Through is off-guard 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 off-guard until the end of your next turn.

4TH LEVEL

DASTARDLY DASH ◈ FEAT 4

FLOURISH SWASHBUCKLER

You dash past an opponent, confounding them with underhanded tactics. Stride up to half your speed. You can attempt a Trip or a Dirty Trick (if you have that action) against one opponent you pass within range of at any point during your movement.

EVEN THE ODDS ◈ FEAT 4

SWASHBUCKLER

Frequency once per 10 minutes

Trigger Your turn begins.

Requirements You are being flanked.

You shine brightest in desperate moments. You flash a confident smile or pose, and you gain panache until the end of your turn.

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.

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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 triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss. You gain panache until the end of your next turn.

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

BRAVADO 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.

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. You gain a +2 circumstance bonus to your initiative roll and can Interact to draw a weapon. If you are the first to act in combat, you gain panache.

TWIRLING THROW ◆ FEAT 4

FINISHER SWASHBUCKLER

Prerequisites Flying Blade

Your thrown weapons seem to defy physics as they soar through the air and spin back to you after a strike. Make a thrown weapon attack, ignoring the penalty for making ranged attacks within the second and third range increment. The weapon returns to your hand after the attack unless you critically failed on the attack roll.

6TH LEVEL

AGILE MANEUVERS FEAT 6

SWASHBUCKLER

Prerequisites expert in Athletics

Your easily maneuver against your foes. Your Disarm, Grapple, Reposition, Shove, and Trip actions have a lower multiple attack penalty. Even if your weapon or unarmed attack doesn't have the agile trait, the penalty is –4 if the action is your second attack on your turn, or –8 if it's your third or subsequent attack. If your weapon or unarmed attack is agile and you have panache, the penalty is reduced further, to –3 if it's the second attack on your turn or –6 if it's the third or subsequent.

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.

REACTIVE STRIKE ↺ 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.

VEXING TUMBLE ◆ FEAT 6

BRAVADO 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 enemy whose reach you began in or enter during the movement, in sequence.

Critical Success This movement doesn't trigger reactions from the enemy, and the enemy is off-guard to you until the end of your turn

Success This movement doesn't trigger reactions from the enemy.

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. If you hit, the target also takes persistent bleed damage equal to your precise strike finisher damage.

DISTRACTING TOSS ◆◆ FEAT 8

BRAVADO FLOURISH SWASHBUCKLER

You toss one weapon into the air as a distraction as you throw another. Choose a creature within 30 feet and Feint against it; you can attempt this Feint even if the target is not within melee range, and if the target becomes off-guard as a result of the Feint, this applies to your thrown weapon attacks for the duration. Regardless of the result, you can then Interact to draw a thrown weapon and make a thrown weapon Strike against the target. If you have an open hand, you then catch the weapon you originally tossed into the air unless you critically failed at your attempt to Feint, in which case it lands on the ground at your feet.

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.

FLASHY ROLL FEAT 8

SWASHBUCKLER

Prerequisites Flashy Dodge

You can use Flashy 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 Flashy 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 Flashy 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. 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 from stylish combatant applies (Tumble Through and any skill actions with the bravado trait).

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.

STUMBLING FINISHER ◆ FEAT 10

FINISHER SWASHBUCKLER

Your excellent display of fighting prowess leaves your opponent stumbling back. Make a Strike. If you hit, the target is pushed 5 feet back (or 10 feet on a critical hit).

SWITCHEROO ↷ FEAT 10

SWASHBUCKLER

Trigger You are targeted by a ranged attack.

Requirements You are adjacent to an enemy and have panache.

You attempt to deftly swap places with an adjacent enemy to avoid the attack. Choose an adjacent enemy and attempt to Reposition it. Instead of the normal results of Reposition, use the following.

Critical Success You swap places with the target enemy and the enemy becomes the target of the triggering attack.

Success As critical success, except the target has lesser cover against the triggering attack, and you lose your panache.

Failure You lose your panache.

Critical Failure You become off-guard against the triggering attack, and you lose your panache.

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.

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Sample Swashbuckler

FENCER

You befuddle your foes with deft movements, feints, and traps, leading them into your cunning counterattacks.

Attributes

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), Reactive Strike (6th), Reflexive Riposte (10th), Felicitous Riposte (16th)



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 and gain panache, 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.

GET USED TO DISAPPOINTMENT ◆ — FEAT 12

BRAVADO SWASHBUCKLER

Prerequisites expert in Intimidation

Requirements Your turn begins, and one target within 30 feet failed an attack roll or skill check against you on its last turn.

You capitalize on an opponent's failure with smug attitude and swagger, reminding them of the gap in skill between you and your opponent. You attempt to Demoralize the opponent. Regardless of the result, the target becomes temporarily immune for 1 minute.

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.

THE BIGGER THEY ARE ◆◆ — FEAT 12

BRAVADO SWASHBUCKLER

With reckless speed, you dash, jump and swing around a creature to find a more vulnerable spot. Attempt to Tumble Through a creature at least one size category larger than you, using the following effects.

Critical Success You move through the enemy's space, treating the squares in its space as difficult terrain (every 5 feet costs 10 feet of movement). If you don't have enough Speed to move all the way through its space, you get the same effect as a failure. If you successfully pass through the target's square, the target gains weakness to your precision damage equal to half your level, which lasts until the end of your turn.

Success As success, but the weakness applies only against the next attack you make against the target.

Failure Your movement ends, and you trigger reactions as if you had moved out of the square you started in.

Critical Failure As failure, and you fall prone.

14TH LEVEL

FLAMBOYANT LEAP ◆◆◆ — FEAT 14

SWASHBUCKLER

Prerequisites master in Athletics, Flamboyant Athlete

Requirements You are capable of using a finisher.

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 *blazing bolt*, your Strike would deal fire 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.

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.

REVITALIZING FINISHER ❖ FEAT 16

FINISHER SWASHBUCKLER

Your swagger instills confidence in you and your allies. Make a Strike. On a hit, you and all allies within 30 feet gain temporary Hit Points equal to half your level.

Failure You gain temporary Hit Points equal to half your level.

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, or Extravagant Parry.

20TH LEVEL

ILLIMITABLE FINISHER ❖ FEAT 20

FINISHER FORTUNE SWASHBUCKLER

Requirement You are not fatigued.

Your strikes flow endlessly. Step and attempt a single one-action finisher. This Strike gains the bravado trait, possibly replenishing your panache; if you regain panache, you can immediately attempt another finisher as part of this action, ignoring the restriction of using actions with the attack trait after a finisher.

INEXHAUSTIBLE COUNTERMOVES FEAT 20

SWASHBUCKLER

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 a Reactive Strike 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 perform a bravado action.

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Familiars

This section includes new options for familiar and master abilities, supplementing those from pages 212–214 of Player Core, *as well as stat blocks for familiars with unique abilities.*

New Familiar Abilities

Item Delivery: If your familiar is adjacent to you, you can Command it to deliver an item. Instead of its normal 2 actions, your familiar Interacts to take an item you're holding of light Bulk or less, then takes one move action, then finally Interacts to pass off the item to another willing creature. It can instead administer the item to the creature if it can do so with 1 action and has an appropriate type of item (such as alchemical elixir). If your familiar doesn't reach the target this turn, it holds the item until commanded otherwise. Your familiar must have the manual dexterity ability to select this.

Poison Reservoir: Your 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.

Second Opinion: Your familiar is your academic confidant. 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 Recall Knowledge skill check for a skill in which it has the skilled familiar ability (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. Your familiar must have the skilled ability to select this.

New Master Abilities

Extra Alchemy: Your familiar helps you brew items at the start of the day. You can create one additional item with advanced alchemy during your daily preparations. You must have the advanced alchemy ability to select this ability.

Extra Vial: Your familiar accretes alchemical liquids in its body. Once per day, you can Interact when your familiar is adjacent to you to gain a versatile vial. You must have the versatile vials ability to select this ability.

Specific Familiars

Some familiars are more powerful than the usual familiars, and possess 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 for gaining a new pet.

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 the required number of abilities, you can use the remaining abilities to select additional 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 (*Player Core* 212).

Aeon Wyrd

An aeon wyrd is a floating swarm of gemstones surrounding a larger stone. It grants the power of its internal *aeon stone* to its master.

AEON WYRD

CONSTRUCT

Number of Abilities 3

Granted Abilities construct, flier

Aeon Stone Reservoir Your aeon wyrd can house any *aeon stone* as a powerfully resonant nucleus that holds it together. You gain the *aeon stone*'s benefits without needing to invest it, and you gain the *aeon stone*'s resonant power. This doesn't interfere with any *wayfinder* you invest.

Can't Walk Your aeon wyrd has no land Speed.

Crystalline Your aeon wyrd's crystalline structure makes it vulnerable to sonic attacks. It gains weakness to sonic equal to your level.

Fey Dragonet

These tiny, mischievous dragons make natural allies for benevolent or capricious characters.

FEY DRAGONET

DRAGON

Required Number of Abilities 5

Granted Abilities darkvision, flier, manual dexterity, speech, touch telepathy

Euphoric Breath ❖❖ (arcane, poison) **Frequency** once per hour; **Effect** The fey dragonet 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.

Homunculus

Homunculi are tiny servitor constructs created by a crafter to serve as a spy, scout, messenger, or assistant. A homunculus is crafted using a drop of its creator's blood in addition to any other components used in crafting its body.

HOMUNCULUS

CONSTRUCT

Required Number of Abilities 6

Granted Abilities construct, darkvision, manual dexterity, poison reservoir

Porter You can choose for your homunculus to have either item delivery (page 170) or valet.

Blood Link (mental) A homunculus is telepathically linked to its creator using their shared blood as a conduit, allowing it to share information back and forth at a range of 1,500 feet, including its master's knowledge and everything the homunculus hears. If you become unconscious and dying, your homunculus senses the waning power in your blood, allowing it to automatically act on the next turn as if you Commanded it. If the homunculus is destroyed, the master takes 2d10 mental damage.

Imp

Imp familiars pretend to be subservient in order to trick their master into losing their soul or finding an early grave.

IMP

FIEND UNHOLY

Required Number of Abilities 7

Granted Abilities darkvision, flier, manual dexterity, resistance (poison), skilled (Deception), speech, touch telepathy

Imp Invisibility Once per hour, your imp familiar can cast *invisibility* on itself as a divine innate spell.

Fiendish Temptation ❖ (concentrate, divine, fortune, unholy) **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. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result. If the creature dies while the boon is in place, the imp decides where the creature's soul travels. This typically makes the soul bound for eternity in the imp's home plane, and the creature is unable to be raised or resurrected except by the *wish* ritual or similar magic.

Pipefox

A pipefox is a tiny magical fox with a thin, limbless body that is about a foot long. Pipefoxes are secretive, shy, evasive, and love to acquire knowledge.

PIPEFOX

BEAST

Required Number of Abilities 5

Granted Abilities climber, darkvision, second opinion, skilled (one skill of your choice), speech

Scholarly Linguist Thanks to its innate erudition, your pipefox speaks and understands all languages you know (instead of just one) as well as one common language you don't know.

Poppet

Endlessly modifiable, poppet familiars made of wood and wicker are among the most basic construct familiars available to Pathfinder agents across the globe.

POPPET

CONSTRUCT

Required Number of Abilities 1

Granted Abilities construct

Flammable Your poppet's components make it particularly vulnerable to fire. It gains weakness to fire equal to your level. You can use one familiar ability to reinforce the poppet's construction, removing this weakness for the day.

Spellslime

These friendly, colorful oozes congeal from the essences left over from casting spells. They are extremely loyal.

SPELLSLIME

OOZE

Required Number of Abilities 4, and you must be able to cast spells using spell slots

Granted Abilities climber, darkvision, tough

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, but it recovers 2 Hit Points per level when you Refocus instead of 1.



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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 because of 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.

You gain an archetype by selecting archetype feats instead of your normal feats. First, find the archetype that best fits your character concept. Then select that archetype's dedication feat, using one of your class feat choices. Once you've taken the dedication feat, you can select any feat from that archetype, as long as you meet its prerequisites. Most archetype feats are taken in place of class feats, and so these are called archetype class feats.

An archetype feat is subject to any restrictions on the class feat it replaces. For example, if you had an ability at 6th level that granted you a bonus class feat, but that class feat had to be 4th level or lower and have the dwarf trait, you could use that class feat to take an archetype class feat, but only one of 4th level or lower with the dwarf trait.

Dedication Details

Each archetype's dedication feat represents your character's effort to learn a new set of abilities, making it impossible to split your focus and pursue another archetype at the same time. Once you take a dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype. You can't retrain a dedication feat as long as you have any other feats from that archetype.

Multiclass Dedications

Some archetypes in this book have the multiclass trait. These allow you to diversify your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are already a member of that class.

Additional Feats

Some archetypes include a list of "Additional Feats" that appear in other sources. The list includes each feat's level, which might be different than normal when gained from the archetype. 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's trait (such as the fighter trait) doesn't have that class trait.

Feats that Grant Feats

Sometimes an archetype feat lets you select another feat, such as a class feat of a lower level. You must always meet any prerequisites of the feat you gain in this way. These always count as only one feat for the purposes of your dedication; for example, taking the barbarian archetype's Basic Fury feat to gain the Sudden Charge class feat counts as only one feat, not two.

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.

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 sorcerer archetype's master spellcasting feat is called Master Sorcerer 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 arcane spells in your sorcerer repertoire.

Basic Spellcasting Feat: Usually available at 4th level, these feats grant a 1st-rank spell slot. At 6th level, they grant you a 2nd-rank 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-rank 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 modifier and spell DC and grant you a 4th-rank 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-rank spell slot, and at 16th level, they grant you a 6th-rank 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 modifier and spell DC and grant you a 7th-rank 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

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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.

Spellshape: Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use the spellshape 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 spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and 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 use a stance action, whichever comes first. After you take 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. You can Dismiss a stance.

grant you an 8th-rank spell slot. Archetypes refer to these benefits as the "master spellcasting benefits."

Alchemical Archetypes

Some archetypes give you the ability to use alchemy in a similar manner to an alchemist and say that you get the advanced alchemy benefits or Quick Alchemy benefits.

Advanced Alchemy Benefits: You gain the Alchemical Crafting feat (*Player Core* 252) if you don't already have it. In addition, you gain advanced alchemy, which allows you to create a certain number of infused alchemical consumables each day during your daily preparations without the normal cost or time expenditure, as described on page 58. If you gain advanced alchemy from more than one source, use the highest number of alchemical consumables per day rather than adding them together, but you can make items of any type allowed by any of your advanced alchemy abilities. For instance, Herbalist Dedication lets you create 4 alchemical consumables with the healing trait, and Poisoner Dedication lets you create four alchemical poison consumables. If you had both feats, you could create 4 total consumables, but they could be any combination of healing and poison items.

Quick Alchemy Benefits: You gain the Alchemical Crafting feat (*Player Core* 252) if you don't already have it. In addition, you gain the Quick Alchemy action (page 59), which lets you create short-lived alchemical consumables with a special action, and you can create a certain number of versatile vials during your daily preparations to fuel Quick Alchemy. Unless otherwise noted, you can't regain versatile vials throughout the day the way alchemists can. The individual archetype tells you how many versatile vials you can create each day, and might impose special restrictions or benefits for how you can use them. If you gain versatile vials from more than one source, you use the highest number of vials to determine your maximum rather than adding them together, but you can use the vials for any Quick Alchemy option or other use of versatile vials you possess.

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).

Special Archetypes

Some archetype feats have the skill trait, allowing you to take them in place of a skill feat rather than a class feat. A skill feat still counts to satisfy the requirement of the dedication. Other books contain class archetypes that can modify your class's abilities as soon as 1st level. You can never have more than one class archetype.

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* This is a multiclass archetype.

Alchemist

You enjoy tinkering with alchemical formulas and substances in your spare time, and your studies have progressed beyond mere experimentation. You might throw bombs, drink mutagens, or carry an assortment of helpful elixirs and alchemical tools.

Multiclass Alchemist Characters

The free alchemical items from the alchemist archetype are extremely useful to characters of any class. The following are just some of the possible combinations.

- Barbarian alchemists can mix mutagens with their rage to ferocious effect.
- Champion alchemists can focus on alchemical items that boost defenses and heal others, allowing their champion's reaction and *lay on hands* to go further.
- Fighter alchemists can use their alchemy to gain additional options in situations where their usual tactics don't work.
- Ranger alchemists often focus on alchemy and snares, getting extra use out of their Crafting skill and supplying bombs for the bomb snare.
- Rogue alchemists can combine a rogue's poison feats with free daily poisons, and bombs present an interesting way to sneak attack with various types of energy damage.
- Spellcaster alchemists often use their alchemical items to take pressure off their repertoire or prepared spells. For instance, a wizard alchemist who can brew up darkvision elixirs to grant vision in darkness can prepare another spell instead of *darkvision*.

Alchemist Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Intelligence +2

You put your alchemical interest into practice. You become trained in alchemical bombs, the alchemist class DC, and Crafting; if you were already trained in Crafting, you instead become trained in a skill of your choice.

You gain the Quick Alchemy benefits (page 174), creating up to 4 versatile vials during your daily preparations. Add the formulas for four additional common alchemical items to your formula book, in addition to those you gain from Alchemical Crafting.

Advanced Alchemy — Feat 4

ARCHETYPE

Prerequisites Alchemist Dedication

You gain the advanced alchemy benefits (page 174), and you can create 4 alchemical consumables during your daily preparations.

Basic Concoction — Feat 4

ARCHETYPE

Prerequisites Alchemist Dedication

You gain a 1st- or 2nd-level alchemist feat.

Advanced Concoction — Feat 6

ARCHETYPE

Prerequisites Basic Concoction

You gain one alchemist feat. For the purpose of meeting its prerequisites, your alchemist 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 alchemist feat.

Voluminous Vials — Feat 6

ARCHETYPE

Prerequisites Alchemist Dedication, expert in Crafting

Your number of versatile vials per day increases to 5.

Special At 12th level or higher, you can select this feat a second time to increase your number of versatile vials per day to 6. At 18th level or higher, you can select this feat a third time to increase your number of versatile vials per day to 7.

Alchemical Power — Feat 12

ARCHETYPE

Prerequisites Alchemist Dedication, master in Crafting

You become an expert in the alchemist class DC. When you create an infused alchemical item that allows a saving throw, you can change its DC to your class DC.



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Barbarian

There's a rage deep inside you that sometimes breaks loose, granting you some of the might of a barbarian in addition to your other abilities.

Multiclass Barbarian Characters

The barbarian archetype is a great choice for characters who emphasize Strength and melee attacks more than usual for their class, as long as they can handle Rage's spellcasting restriction. It's especially good for characters looking to add more damage.

- Alchemist barbarians can enhance themselves with potent mutagens before releasing their fury.
- Champion barbarians might enter a zealous rage when their deity is offended and diplomacy is no longer an option.
- Druid barbarians transform into mighty beasts and monsters before entering a rage.
- Monk barbarians can use the enhanced emotional state of rage to flow with their stance.
- Rogue barbarians are ruffians who thrive in a scrap and are happy to let their anger take control.
- Spellcaster barbarians might wait until they're out of better options, using rage as a last resort.



BARBARIAN DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Strength +2, Constitution +2

You become trained in Athletics; if you were already trained in Athletics, you instead become trained in a skill of your choice. You become trained in barbarian class DC.

You can use the Rage action (page 72). While raging, you take a –1 penalty to AC.

Choose an instinct as you would if you were a barbarian. You have that instinct for all purposes, but you don't gain any of the other abilities it grants. If that instinct has anathema, you're bound by them.

BARBARIAN RESILIENCY — FEAT 4

ARCHETYPE

Prerequisites Barbarian Dedication, class granting no more Hit Points per level than 10 + your Constitution modifier

You gain 3 additional Hit Points for each barbarian archetype class feat you have. As you continue selecting barbarian archetype class feats, you continue to gain additional Hit Points in this way.

BASIC FURY — FEAT 4

ARCHETYPE

Prerequisites Barbarian Dedication

You gain a 1st- or 2nd-level barbarian feat.

ADVANCED FURY — FEAT 6

ARCHETYPE

Prerequisites Basic Fury

You gain one barbarian feat. For the purpose of meeting its prerequisites, your barbarian 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 barbarian feat.

INSTINCT ABILITY — FEAT 6

ARCHETYPE

Prerequisites Barbarian Dedication

Your rage stokes the spark of your barbarian instinct into a roaring flame. You gain the instinct ability for the instinct you chose for Barbarian Dedication.

JUGGERNAUT'S FORTITUDE — FEAT 12

ARCHETYPE

Prerequisites Barbarian Dedication, expert in Fortitude saves

Your proficiency rank in Fortitude saves increases to master.

Champion

You've sworn a solemn oath to your deity, who has granted you champion powers to aid you in your cause.

Multiclass Champion Characters

The champion archetype greatly improves defenses, particularly armor. It's a great way for a character to gain armor proficiency or a powerful defensive reaction. You might choose a deity closely themed to your class, such as Nethys for a wizard.

CHAMPION DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Strength +2, Charisma +2

Choose a deity. You are bound by your deity's anathema and can receive that deity's divine sanctification. Choose a cause as you would if you were a champion, with the same options a champion must abide by. You gain its edicts and anathema but don't gain the other abilities.

You become trained in Religion and your deity's associated skill; for each of these skills in which you were already trained, you instead become trained in a skill of your choice. You become trained in champion class DC. If you later gain a devotion spell, you become trained in spell attack modifier and spell DC.

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 have a class feature that grants you expert proficiency in unarmored defense and you're 13th level or higher, you also become an expert in the armor types granted to you by this feat.

BASIC DEVOTION — FEAT 4

ARCHETYPE

Prerequisites Champion Dedication

You gain a 1st- or 2nd-level champion feat.

CHAMPION RESILIENCY — FEAT 4

ARCHETYPE

Prerequisites Champion Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each champion archetype class feat you have. As you continue selecting champion archetype class feats, you continue to gain additional Hit Points in this way.

DEVOUT MAGIC — FEAT 4

ARCHETYPE

Prerequisites Champion Dedication

You gain a devotion spell of your choice listed in the devotion spells class feature (page 89), following the same restrictions listed there.

ADVANCED DEVOTION — FEAT 6

ARCHETYPE

Prerequisites Basic Devotion

You gain one champion feat. For the purpose of meeting its prerequisites, your champion 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 champion feat.

CHAMPION'S REACTION — FEAT 6

ARCHETYPE

Prerequisites Champion Dedication

You can gain and use the champion's reaction associated with your cause.

DEVOUT BLESSING — FEAT 6

ARCHETYPE

Prerequisites Champion Dedication

You gain the blessing of the devoted class feature (page 89), choosing from the listed blessings or any other to which you have access.



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Investigator

You've developed a keen eye for investigating mysteries.

Multiclass Investigator Characters

The investigator archetype is a good choice for a character who 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.

- Alchemist investigators double down on science and alchemy to better search for clues.
- Champion investigators can Devise a Stratagem to decide the optimal time to switch from defense to offense.
- Fighter investigators are constantly searching for optimal stratagems in the heat of battle.
- Ranger investigators can hunt down their prey in the deepest jungle and the busiest street corner.
- Spellcaster investigators can use magic and practical skills in pursuit of their lead.



Investigator Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Intelligence +2

You gain the on the case class feature (page 102), 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.

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 103); 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 (page 105).

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.

Monk

Monastic training has taught you martial arts and allowed you to hone your mind, body, and spirit.

Multiclass Monk Characters

The monk archetype is a strong choice for any character who fights unarmored or with unarmed attacks. Multiclassed monks are typically more centered, philosophical, and disciplined than other members of their class.

- Barbarian monks with the animal instinct can combine the barbarian's excellent unarmed damage with the monk's diverse unarmed special abilities.
- Champion monks are perfect for champions of Irori or other deities who favor unarmed attacks.
- Fighter monks can supplement free-hand fighting and add mobility to the fighter's toolkit.
- Rogue monks are incredibly effective because stances grant some of the best agile finesse attacks and flurry gives more sneak attacks.
- Spellcaster monks can augment their combat abilities with *haste*, *runic body*, or similar spells to mix magic and martial arts.

Monk Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Strength +2, Dexterity +2

You become trained in unarmed attacks and gain the powerful fist class feature (page 116). You become trained in your choice of Acrobatics or Athletics; if you're already trained in both of these skills, you become trained in a skill of your choice. You become trained in monk class DC; if you later gain a qi spell from a monk class feat, you also become trained in spell attack modifier and spell DC.

Basic Kata — Feat 4

ARCHETYPE

Prerequisites Monk Dedication

You gain a 1st- or 2nd-level monk feat.

Monk Resiliency — Feat 4

ARCHETYPE

Prerequisites Monk Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each monk archetype class feat you have. As you continue selecting monk archetype class feats, you continue to gain additional Hit Points in this way.

Advanced Kata — Feat 6

ARCHETYPE

Prerequisites Basic Kata

You gain one monk feat. For the purpose of meeting its prerequisites, your monk 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 monk feat.

Monk Moves — Feat 8

ARCHETYPE

Prerequisites Monk Dedication

You gain a +10-foot status bonus to your Speed when you're not wearing armor.

Monk's Flurry — Feat 10

ARCHETYPE

Prerequisites Monk Dedication

You gain the Flurry of Blows action (page 116). Your fists' power, however, exceeds your conditioning; once you use Flurry of Blows, you can't use it again for 1d4 rounds as your muscles recover.

Perfection's Path — Feat 12

ARCHETYPE

Prerequisites Monk Dedication, expert in at least one saving throw

Choose one saving throw (Fortitude, Reflex, or Will) in which you're an expert. Your proficiency rank in the chosen saving throw increases to master.



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Oracle

A mysterious force granted you divine magic and a curse.

Multiclass Oracle Characters

The oracle archetype is a great choice for characters who want to use powerful cursebound abilities that come at a cost. It's especially good for characters looking to add some high-risk, high-reward options.

- Martial oracles can use powerful cursebound abilities to access unique magical effects.
- Spellcaster oracles can further flex their diverse pool of options at the cost of a curse.

ORACLE DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Charisma +2

Choose a mystery (page 131). 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 curse associated with your mystery, which follows the normal rules for an oracular curse.



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 the spell attack modifier and spell DC statistics. Your key spellcasting attribute for oracle archetype spells is Charisma, and they are divine oracle spells.

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 173). When you gain a spell slot of a new rank from the oracle archetype, add a common divine spell or another divine spell you have learned or discovered (including the granted spells associated with your mystery) to your repertoire, of that spell rank.

FIRST REVELATION FEAT 4

ARCHETYPE

Prerequisites Oracle Dedication

You gain your mystery's initial revelation spell.

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 cursebound value by 1.

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 rank other than your two highest spell ranks.

EXPERT ORACLE SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Oracle Spellcasting, master in Religion

You gain the expert spellcasting benefits (page 173).

MASTER ORACLE SPELLCASTING FEAT 18

ARCHETYPE

Prerequisites Expert Oracle Spellcasting, legendary in Religion

You gain the master spellcasting benefits (page 173).

Sorcerer

You coax the magic power in your blood to manifest, accessing magic others don't expect you to have.

Multiclass Sorcerer Characters

The sorcerer archetype is a method for anyone to pick up commonly useful spells, such as *invisibility* and *haste*. You might choose to become a sorcerer with a bloodline that matches other aspects of your character, such as the dragon bloodline if you have the dragonblood versatile heritage or the undead bloodline if you're a dhampir.

SORCERER DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Charisma +2

Choose a bloodline. You become trained in the bloodline's two skills; for each of these skills in which you were already trained, you become trained in a skill of your choice.

You cast spells like a sorcerer. You gain access to the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the spell list associated with your bloodline, from the spells granted by your bloodline, or any other cantrips of that tradition you learn or discover. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for sorcerer archetype spells is Charisma, and they are sorcerer spells of your bloodline's tradition. You don't gain any other abilities from your choice of bloodline.

BASIC SORCERER SPELLCASTING — FEAT 4

ARCHETYPE

Prerequisites Sorcerer Dedication

You gain the basic spellcasting benefits (page 173). Each time you gain a spell slot of a new rank from the sorcerer archetype, add a spell of the appropriate spell rank to your repertoire: a common spell of your bloodline's tradition, one of your bloodline's granted spells, or another spell you have learned or discovered.

BASIC BLOOD POTENCY — FEAT 4

ARCHETYPE

Prerequisites Sorcerer Dedication

You gain a 1st- or 2nd-level sorcerer feat.

BASIC BLOODLINE SPELL — FEAT 4

ARCHETYPE

Prerequisites Sorcerer Dedication

You gain your bloodline's initial bloodline spell. If you don't already have one, you also gain a focus pool of 1 Focus Point, which you can Refocus without any special effort. (For more on bloodline spells, see page 149.)

ADVANCED BLOOD POTENCY — FEAT 6

ARCHETYPE

Prerequisites Basic Blood Potency

You gain one sorcerer feat. For the purpose of prerequisites, your sorcerer level is half your character level.

Special You can select this feat more than once. Each time you do, you gain another sorcerer feat.

BLOODLINE BREADTH — FEAT 8

ARCHETYPE

Prerequisites Basic Sorcerer Spellcasting

Your repertoire expands, and you can cast more spells of your bloodline's tradition each day. Increase the number of spells in your repertoire and number of spell slots you gain from sorcerer archetype feats by 1 for each spell rank other than your two highest sorcerer spell slots.

EXPERT SORCERER SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Sorcerer Spellcasting; master in Arcana, Nature, Occultism, or Religion, depending on bloodline

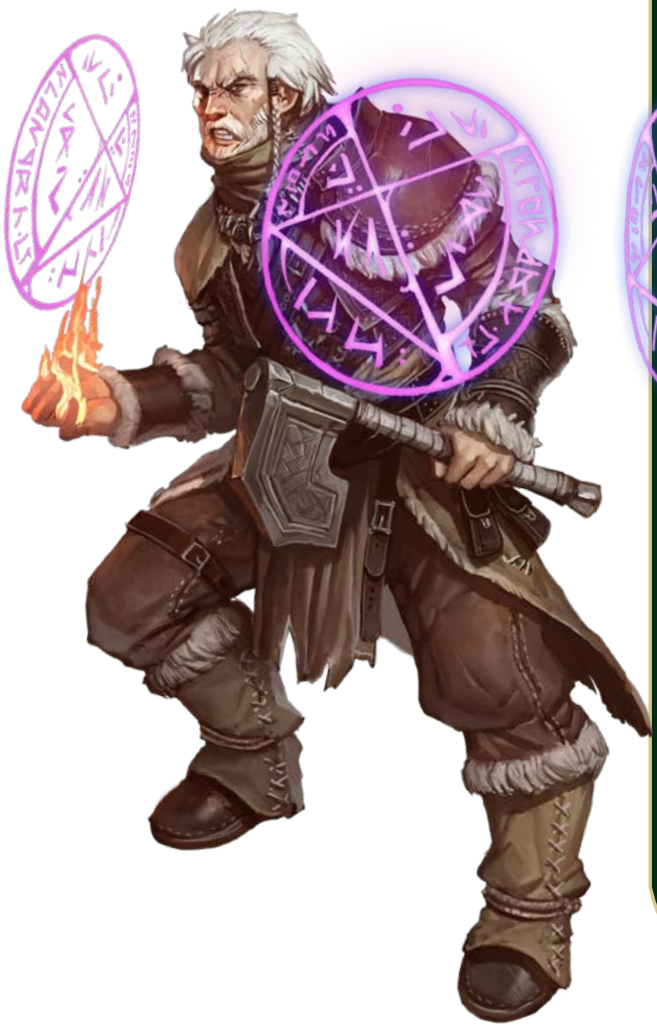
You gain the expert spellcasting benefits (page 173).

MASTER SORCERER SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Sorcerer Spellcasting; legendary in Arcana, Nature, Occultism, or Religion, depending on bloodline

You gain the master spellcasting benefits (page 173).



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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 want to incorporate skill-based action and seek out daring deeds to do in the heat of battle.

- Barbarian swashbucklers love to show off their strength and brutality with devastating finishers.
- Champion swashbucklers can show off the powers of their deity to inspire awe in potential converts and fear in enemies of the faith.
- Investigator swashbucklers might love to solve big cases with an audience to show off their prowess.
- Monk swashbucklers can take full advantage of their perfectly trained bodies to perform impressive feats.
- Rogue swashbucklers might hide in the shadows before emerging to put on a flashy show.
- Spellcaster swashbucklers might want to show off their mastery of both martial and magical arts.



Swashbuckler Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Charisma +2, Dexterity +2

Choose a swashbuckler's style (page 160). You gain the panache class feature (page 160), and you apply the bravado trait to Tumble Through and any actions indicated in your swashbuckler style, allowing you to gain panache. 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.

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 160) but you deal 1 additional precision damage on a hit and 1d6 precision 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. Attempt 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 161).

Swashbuckler's Speed — Feat 8

ARCHETYPE

Prerequisites Swashbuckler Dedication

You move with a swashbuckler's speed and grace. You gain a +5-foot status bonus to your Speeds; this increases to a +10-foot status bonus while you have panache.

Evasiveness — Feat 12

ARCHETYPE

Prerequisites Swashbuckler Dedication, expert in Reflex saves

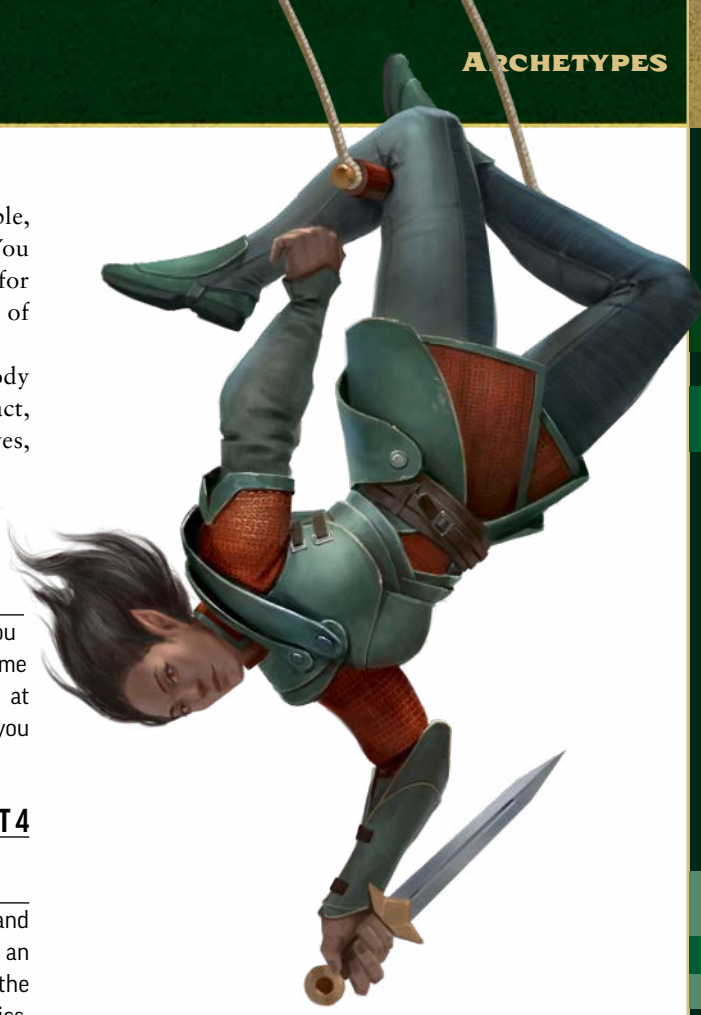
Your proficiency rank for Reflex saves increases to master.

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Acrobat

You have trained your body to perform incredible, seemingly superhuman feats of grace and agility. You move in ways that leave your opponents fumbling for a response, turning every fight into a nimble piece of performance art.

Often underestimated, such mastery over the body is useful both on a stage and a battlefield. In fact, acrobatics is an often-practiced art among thieves, assassins, and explorers.



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.

Contortionist — Feat 4

ARCHETYPE

Prerequisites Acrobat Dedication

You can squeeze out of tight situations by twisting and bending your body into unnatural positions, 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 off-guard 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 off-guard.

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 for 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 propel yourself through the air; 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.

You deftly dive through a gap left by a foe to deliver an advantageous blow. 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 off-guard against that Strike.

Success As critical success, but the enemy isn't off-guard against the Strike.

Failure You remain in your original space but can still Strike.

Critical Failure You neither move nor Strike.

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.

Archaeologist

Adventurers raid tombs for material gain, but true archaeologists treasure the knowledge attained 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. Many archaeologists practice a combination of all these approaches. Regardless of method, all archaeologists possess a deep desire to learn more about sapient history and prehistory. Adventuring through tombs, dodging traps, and studying magic are all means to better understand ancient sites, analyze artifacts, and decipher the meaning of any remains that can be found from previous inhabitants. You decide how you will uncover the secrets of the past and what to do with the answers you find.

Additional Feats: 4th Trap Finder (page 107); **10th** Delay Trap (*Player Core* 173)



Archaeologist Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites trained in 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.

Magical Scholastics — Feat 4

ARCHETYPE

Prerequisites Archaeologist Dedication

While study is key to your success, a bit of magic can be a helpful aid in discovering the secrets of the past. You can cast *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. Choose a specific settlement. You gain the Additional Lore skill feat in the Lore skill for that settlement and learn a single common or uncommon language of your choice that's prevalent in that settlement.

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 Magical Scholastics

You broaden the scope of your magical understanding, allowing you to find the right path, detect hidden objects, and conceal those objects from unscrupulous rivals. You can cast *augury*, *locate*, and *veil of privacy* as occult innate spells, each once per day. You can cast this *veil of privacy* spell only on an object, and it's automatically heightened to half your level rounded up.

Archer

Bows of all types are powerful weapons. Generals and hunters alike recognize the power in dealing death from a distance, and from behind safe 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 weapons adept, the archer's skill is forged through experience and constant practice. A true archer becomes one with their bow and is able to make incredible shots with their weapon that most would consider impossible, or at the very least magical.

Additional Feats: 4th Assisting Shot (*Player Core* 141), Crossbow Ace (*Player Core* 157), Point Blank Stance (*Player Core* 140); **6th** Double Shot (*Player Core* 143), Parting Shot (*Player Core* 143), Running Reload (*Player Core* 159); **8th** Triple Shot (*Player Core* 145); **10th** Mobile Shot Stance (*Player Core* 146); **18th** Multishot Stance (*Player Core* 150); **20th** Impossible Volley (*Player Core* 150)

Archer Dedication — Feat 2

ARCHETYPE DEDICATION

You have familiarity with all weapons in the bow and crossbow weapon groups. For the purposes of proficiency, treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

If you are at least an expert in the bow or crossbow you are using, you get the critical specialization effect of that weapon when you get a critical hit with it.

Quick Shot ◆ — Feat 4

ARCHETYPE

Prerequisites Archer Dedication

You draw your bow and attack with the same action. You Interact to draw a weapon from the bow or crossbow weapon group that is loaded or has reload 0, then Strike with that weapon.

Crossbow Terror ◆ — Feat 6

ARCHETYPE

Prerequisites Archer Dedication

Your skill with a crossbow strikes terror into your opponents when you threaten them with the next bolt. Interact to reload a crossbow and then attempt an Intimidation check to Demoralize. You gain a +2 circumstance bonus to this check if you succeeded at a Strike with a crossbow this turn.

Archer's Aim ◆◆ — Feat 8

ARCHETYPE CONCENTRATE

Prerequisites Archer Dedication

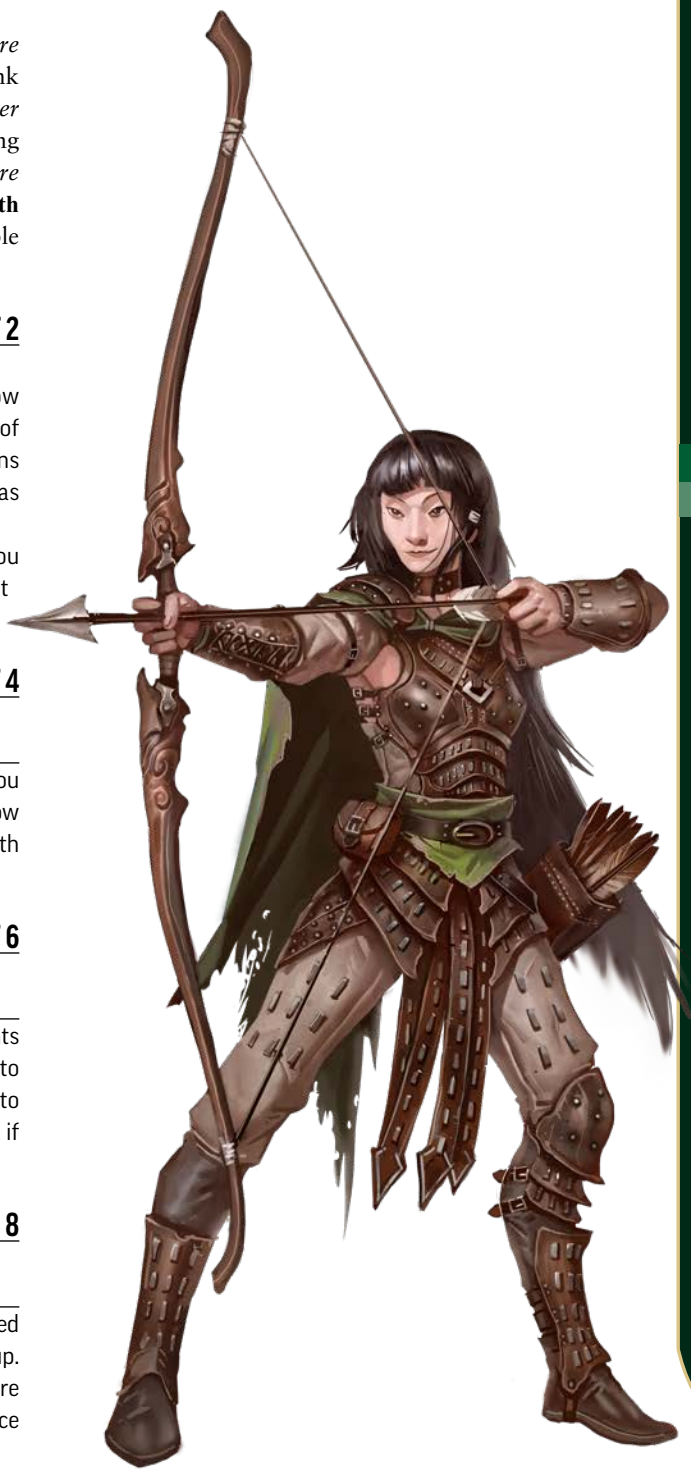
You slow down, focus, and take a careful shot. Make a ranged Strike with a weapon in the bow or crossbow weapon group. You gain a +2 circumstance bonus to the attack roll and ignore the target's concealed condition. If the target is hidden, reduce the flat check from being hidden from 11 to 5.

Unobstructed Shot ◆◆ — Feat 10

ARCHETYPE FLOURISH

Prerequisites Archer Dedication, expert in Athletics

With a quick use of brute force, you remove an obstacle and take a calculated shot as part of the same motion. Attempt to Shove or Trip one adjacent creature, then make a ranged Strike with a bow or crossbow you're wielding. The Strike is made at the same multiple attack penalty as the Shove or Trip attempt, and this activity counts as one attack when calculating your multiple attack penalty.



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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 (*Player Core* 129); **6th** Poison Weapon (*Player Core* 171); **10th** Improved Poison Weapon (*Player Core* 173)

Assassin Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites trained in 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 ◆◆◆ (concentrate) **Requirements** The creature you intend to mark is observed by you; **Effect** You designate a single creature as your mark. Using Mark for Death while hidden or undetected doesn't make you observed. Mark for Death 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, as well as to Deception checks to Feint against your mark. Your mark takes a –2 circumstance penalty to all Perception checks to Seek you.

In addition, when attacking your mark, you have the sneak attack class feature (*Player Core* 167), except it deals 1d4 precision damage and you don't increase the number of dice as you gain levels. At 6th level, the damage increases to 1d6. If you already have the sneak attack class feature, you instead deal an additional 1 precision damage with your sneak attacks made against your mark, increasing to 2 precision damage at 6th level.



Expert Backstabber — Feat 4

ARCHETYPE

Prerequisites Assassin Dedication

You excel at quickly dispatching your foes. When you Strike an off-guard 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 off-guard 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. In addition, if the creature is killed 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 rank is higher than half your level rounded up, or originates from an artifact or a deity. Use the level you were when you killed the creature, even if your level is higher at the time the attempt was made.

Assassinate ◆◆ — Feat 12

ARCHETYPE

Prerequisites Assassin Dedication

Requirements You have designated a mark using Mark for Death 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 an additional 6d6 precision damage with a basic Fortitude save against the higher of your class DC or spell DC. If the mark critically fails, it dies unless its level is higher than yours. Regardless of the result of its save, the creature is temporarily immune to your Assassinate for 1 day.

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. Darting around in search of cover isn't necessary when you carry your cover with you. With a shield in your hand, you are akin to a mobile fortress. You repel assaults and stand strong against the tide of enemies, secure in the knowledge that you have your most trusted companion at your side: your shield. This long-lasting fighting style has existed for ages due to its practicality and propensity for survival among its practitioners. While some prefer the nimbleness of a free hand or the power of a larger weapon, a bastion knows that surviving a little bit longer is worth more than a quicker or stronger attack.

Additional Feats: 6th Shielded Stride (*Player Core* 143); **8th** Reflexive Shield (*Player Core* 145), Shield Warden (page 96); **10th** Quick Shield Block (page 97); **12th** Mirror Shield (*Player Core* 148); **18th** Improved Reflexive Shield (*Player Core* 150)

BASTION DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites Shield Block

You are particularly skilled at using a shield to protect yourself in combat. You gain the Reactive Shield fighter feat (*Player Core* 140).

DISARMING BLOCK ◆ — FEAT 4

ARCHETYPE

Prerequisites Bastion Dedication, trained in Athletics

Trigger You Shield Block a melee Strike made with a held weapon.

With deft and practiced movement, you block at an angle to potentially dislodge the 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 tasks that require the dexterity of a hand. 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 typically 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 thoroughly, preventing you from using Shield Salvation to save the same shield until your next preparations.

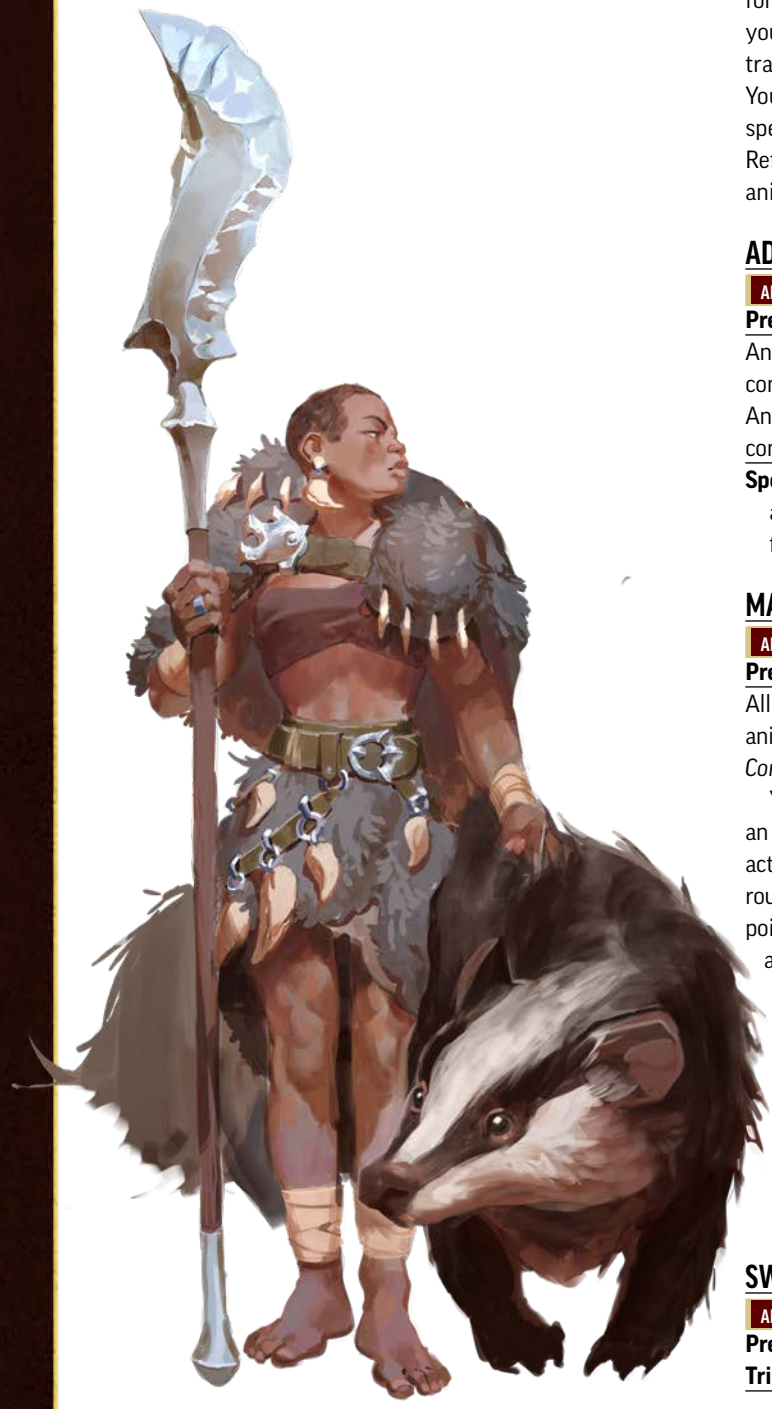


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Beastmaster

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.

Additional Feats: 4th Animal Empathy (*Player Core* 158), Initiate Warden (*heal companion* and *magic hide* only, *Player Core* 157); **6th** Advanced Warden (*enlarge companion* only, *Player Core* 159), Companion's Cry (*Player Core* 159); **14th** Side by Side (*Player Core* 162). Warden spells granted by any of 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 206 of *Player Core*. 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 focus spells. The rules for focus spells appear on page 298 of *Player Core*. When you gain your first beastmaster focus spell, you become trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for beastmaster archetype spells is Charisma, and they are primal spells. You can Refocus by feeding, playing with, or otherwise tending to an animal companion.

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 from all sources.

Mature Beastmaster Companion — Feat 4

ARCHETYPE

Prerequisites Beastmaster Dedication

All of your animal companions grow up, becoming mature animal companions and gaining additional capabilities (*Player Core* 211).

Your animal companion has greater independence. During an encounter, even if you don't use the Command an Animal action, your active animal companion can still use 1 action that round on your turn to Stride or Strike. It can do this at any point during your turn, as long as you aren't currently taking an action. If it does, that's all the actions it gets that round—you can't Command it later.

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*.

Swift Guardian ◆ — Feat 6

ARCHETYPE CONCENTRATE

Prerequisites Beastmaster Dedication, Call Companion

Trigger You roll initiative.

When danger appears, you quickly send away your active companion and call in a different animal ally. You use Call Companion. The new animal companion typically arrives in the same location as the one that departed, though the GM might adjust this depending on the circumstances and Speeds of the animals. If you have Lead the Pack, you can swap one of your two active companions for an inactive companion.

INCREDIBLE BEASTMASTER COMPANION FEAT 8

ARCHETYPE

Prerequisites Mature Beastmaster Companion

Your mature animal companions continue to grow and develop. Each of them becomes a nimble or savage animal companion, gaining additional capabilities determined by the type of companion (*Player Core* 211). You choose nimble or savage individually for each companion, including any companion that becomes mature after you take this feat.

BEASTMASTER BOND FEAT 10

ARCHETYPE MENTAL PRIMAL

Prerequisites Beastmaster Dedication

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 at the start of 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 (*Player Core* 211). Choose the specialization separately for each companion, including any companion that becomes specialized after you take this feat.

Special You can select this feat more than once. Each time, add a different specialization to each of 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

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 206–211 of *Player Core*. 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.

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, 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 each companion 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

UNCOMMON ARCHETYPE CONCENTRATE FOCUS MANIPULATE MENTAL

Range 1 mile; **Targets** one animal companion you can perceive

Duration sustained up to 1 minute

You enter a trance that allows you to see through the senses of the target companion. You attempt Perception checks using your own Perception, but you share special senses the target has, such as low-light vision. This spell grants no special method of communication with the chosen animal.

For the duration of the trance, your own senses are muted. This lack of awareness makes you off-guard. You can't take actions with the attack or move traits.

Heightened (6th) Increase the range to 100 miles and the duration of 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 of sustained up to 1 hour. You can communicate telepathically with the target for the duration of the trance.

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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 any worship. You might offer gratitude daily to the deity whose power you wield, or you might carry these blessings reluctantly, seeking to avoid responsibility or even openly 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 potent gifts, there can be no doubt that you wield a special power. Benevolent deities are most likely to empower a blessed one. However, any deity can grant such a blessing, as long as they're capable of granting a healing divine font to their clerics. This means such deities as Lamashtu might grant the blessed one's powers for their own purposes. Despite this possibility, it's quite uncommon for deities of cruelty, death, and destruction to grant the power of rejuvenation. When this does occur, the deity usually has a malicious intent behind the gift. Ultimately, you decide how you will use this gift. Will you aid the deity who granted you this power, or will you work in defiance of them?



Additional Feats: 6th Mercy (page 95); **10th** Greater Mercy (page 97); **14th** Affliction Mercy (page 97); **20th** Rejuvenating Touch (page 99), Ultimate Mercy (page 99)

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 (page 256). The rules for focus spells appear on page 298 of *Player Core*. 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. You become trained in spell attack modifier and spell DC. Your spellcasting attribute is Charisma.

BLESSED SACRIFICE — FEAT 4

ARCHETYPE

Prerequisites Blessed One Dedication

You gain the *protector's sacrifice* domain spell as a devotion spell (*Player Core* page 378).

BLESSED SPELL ❖ — FEAT 8

ARCHETYPE CONCENTRATE SPELLSHAPE

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 rank. 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 has more than one eligible condition at the same time, choose one to reduce.

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, following up on leads, and pursuing your quarry to hell and back. Once you locate your prey's trail, you're unshakable. Additionally, you have the skills and experience to subdue even the most troublesome mark and bring them in to secure your reward.

Additional Feats: 4th Monster Hunter (*Player Core* 157); **14th** Double Prey (*Player Core* 162)

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 (*Player Core* 154). You can use Hunt Prey to designate a creature that you've observed, 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 can designate a target as your prey while Gathering Information about them, in addition to designating them as your prey when Tracking them as normal. If you have already identified your target and selected them as your prey, you gain a +2 circumstance bonus to checks to Gather Information about them.

If you already have Hunt Prey, you gain the Monster Hunter feat in addition to the other benefits of this feat.

Posse — Feat 4

ARCHETYPE EXPLORATION

Prerequisites Bounty Hunter Dedication

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.

These benefits 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.

Tools of the Trade — Feat 4

ARCHETYPE

Prerequisites Bounty Hunter Dedication

You're well-versed in weapons that allow you to bring bounties back in one piece, or at least alive. You have familiarity with the bola, sap, and whip; for the purposes of proficiency, you treat these weapons as simple weapons. You deal an additional 1d4 precision damage with these weapons when using them to make nonlethal Strikes against your prey while they're off-guard to you.

In addition, you take no penalty when making a nonlethal attack with a weapon without the nonlethal trait.

Keep Pace — Feat 6

ARCHETYPE

Prerequisites Bounty Hunter Dedication

Trigger Your prey is within reach and attempts to move away from you.

Once you are upon your prey, they 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

Prerequisites Bounty Hunter Dedication

Trigger Your prey critically fails on an attack roll against you with a melee Strike.

Requirements Your prey is within your reach, you have one free hand, and your target is no more than one size larger than you.

You use an opening to capture your prey. You attempt an Athletics check to Grapple your prey.



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Cavalier

You are a skilled and dedicated warrior on 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 in combat. You might wield a banner in the name of an order of which you're a member, a liege to whom you've sworn your service, or an ideal you uphold. Or you might fight solely to further enrich your own prestige, reputation, and coffers. Traditionally, cavaliers are envisioned riding atop majestic or fearsome horses, but in reality, all kinds of animals can serve this honorable role, from riding dogs to dinosaurs. What's important is not the type of mount but the connection between the cavalier and their companion. This bond is their true strength.



Cavalier Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites trained in Nature or Society

You gain a young animal companion (*Player Core* 206) 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 (see Cavalier Pledges sidebar, page 193), 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 If you have pledged yourself to a cause, you can take a second dedication feat closely tied to that cause even if you haven't taken two additional cavalier feats. For instance, if you pledged yourself to fight crime with a group of vigilantes, you could take the vigilante dedication without first completing the cavalier archetype. The GM determines what archetypes, if any, are valid choices.

Cavalier's Banner — Feat 4

UNCOMMON ARCHETYPE AURA EMOTION MENTAL VISUAL

Prerequisites Cavalier Dedication

Requirements You have pledged your service to a specific organization or ideal (see Cavalier Pledges sidebar, page 193).

You fly the banner of your pledge from your mount, raising your allies' spirits. You and all allies in a 30-foot emanation from your mount 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.

Your mount has greater independence. During an encounter, even if you don't use the Command an Animal action, your mount can still use 1 action that round on your turn to Stride or Strike. It can do this at any point during your turn, as long as you aren't currently taking an action. If it does, that's all the actions it gets that round—you can't Command it later.

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 a Strike or spell attack 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 defense against the triggering attack instead your mount's defense. 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 when your mount would take physical damage, as long as you're 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 to charge into the fray, trampling all enemies who stand in your path. You command your mount to Stride up to double 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 the damage of one of its melee Strikes to each creature whose space you move through, with a basic Reflex save against your mount's Athletics DC. On a critical failure, the creature also becomes off-guard until the end of your next turn. Roll the damage only once. You can damage a given creature only once during this movement.

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 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 (*Player Core* 390). Changing the subject of your pledge is equivalent to retraining a class feature.

UNSEAT ❖ FEAT 10

ARCHETYPE

Prerequisites Cavalier Dedication

Requirements You are riding your mount and wielding a jousting weapon.

With a mighty blow from atop your companion, you attempt to knock an opponent off their mount. Make a melee Strike against a mounted creature. If your attack hits, attempt an Athletics check against the target's Fortitude DC. If you succeed, the target is knocked off its mount into a space of its choice adjacent to its mount. If you critically succeed, the target also 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. Your 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 and synchronizing even in the thick of battle. Whenever you're riding your mount, you are quickened; you can use the extra action only to command your mount using the Command an Animal skill action.

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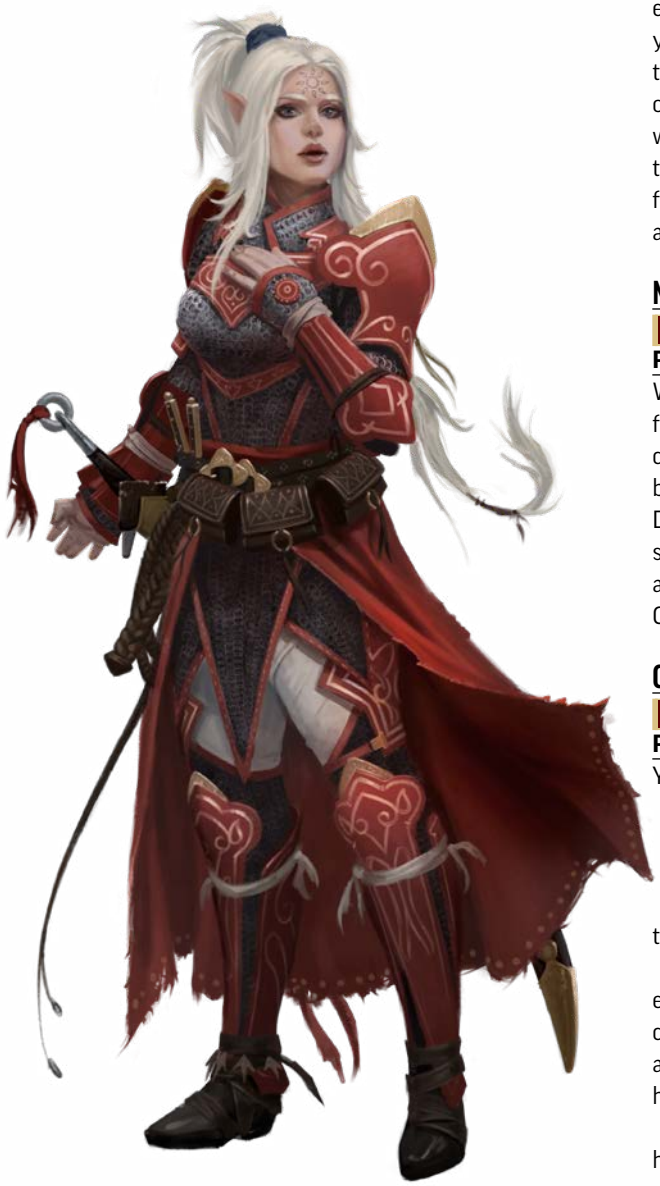
Celebrity

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. You know how to use your position to command the attention of others or steal it away from those around you. While you're in a room all eyes are on you, and you love it. Your life is a show, and you are here to steal the love and admiration of everyone watching.

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** An enemy 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. The DC is typically the same as the check the enemy attempted, though the GM can adjust this as usual.

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.

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 enemies.

As long as you have an audience, you can continue to perform even when you are on the brink of collapse. 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 at least three creatures who aren't enemies, 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 Concentrate Emotion Mental Visual

Prerequisites Celebrity Dedication

When you meet someone's gaze, they're unable to look away from you. Choose one target creature you can see and that can see you. That creature must succeed at a Will save or be fascinated with you until the end of your next turn; the DC is the higher of your class DC or spell DC. 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.

Command Attention ◆ — Feat 10

Archetype Auditory Aura Concentrate Emotion 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. Whenever a creature in a 30-foot emanation around you attempts a saving throw against a different visual effect, it gets a result one degree of success better than it rolled. This is a fortune effect.

When an enemy within the aura attempts to use a visual effect that involves focusing its attention on a particular creature (such as a medusa's Focus Gaze), it 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 aura can attempt to Hide even if they don't have cover, as you are continually providing a distraction.

Dandy

You are a genteel master of style, culture, and decorum, aware of even the subtlest rules of etiquette.

Dandy Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites trained in Diplomacy

You are a consummate student of dignity, etiquette, and fashion. You become trained in Deception and Society; if you were already trained in either, you become an expert in it instead. You gain the Influence Rumor downtime activity.

Influence Rumor (downtime) You spend at least 1 day of downtime attempting to manipulate the course, tone, or content of a rumor to your benefit. You need to succeed at a Diplomacy check to shift the rumor as you intend. The difficulty 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 is no lower than DC 15 for a small village, DC 20 for a town, DC 30 for a city, or DC 40 for a metropolis.

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 (*Player Core* 254).

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.



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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. Your unconventional fighting style still manages to weave in a unique kind of defense, blocking blade with blade, all without sacrificing power. Speed is your friend, and stagnation can mean ruin. Your attacks come fast and from unexpected angles. Become one with the blur of weapons and find victory.

Additional Feats: 4th Quick Draw (*Player Core* 159); **6th** Twin Parry (*Player Core 144*); **12th** Twin Riposte (*Player Core 148*); **16th** Improved Twin Riposte (*Player Core 150*), Two-Weapon Flurry (*Player Core 150*); **18th** Twinned Defense (*Player Core 150*)

Dual-Weapon Warrior Dedication — Feat 2

ARCHETYPE DEDICATION

You're exceptional in your use of two weapons. You gain the Double Slice fighter feat (*Player Core 140*).

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 feat you gained from the dual-weapon warrior archetype 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 (weapons that need "1+" hand, such as longbows, don't qualify). 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

You carry your ammunition in a way that allows you to reload while holding two weapons. While you're wielding two one-handed weapons, each in a different hand, you don't need a free hand to reload a one-handed ranged weapon you're wielding.

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*). In addition, until the start of your next turn the target is off-guard, and its resistances to any physical damage types are reduced by 5.

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 weave your way around the battlefield. Stride up to your Speed. During this movement, you can Strike once with each of the two one-handed melee weapons. Each of these Strikes can be made at any point during your movement.

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.

Duelist

All across the world, students in fencing academies practice with their weapons to master one-on-one combat. The libraries of these schools contain troves of information, detailing hundreds of combat techniques, battle stances, and honorable rules of engagement. Those who gain admission to such training classes might duel in formalized settings—and that's certainly the more genteel route to take. However, others assert that there's no better training ground for duels than the chaotic life of an adventurer. In such situations, a flexible, single-handed fighting style is invaluable. You never know when you'll need an extra hand to shove a foe, haul open a door, or grab valuable loot. You can accomplish such deeds with style and grace. Regardless of your method, fighters such as you are feared across the land.

Additional Feats: 4th Dueling Parry (*Player Core* 141); **8th** Disarming Stance (*Player Core* 145); **10th** Dueling Riposte (*Player Core* 146); **12th** Disarming Twist (*Player Core* 147); **14th** Dueling Dance (*Player Core* 149), Improved Dueling Riposte (*Player Core* 149); **16th** Guiding Riposte (*Player Core* 150)

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 feat (*Player Core* 159), enabling you to both draw and attack with a weapon as 1 action.

Duelist's Challenge ❖ — Feat 4

ARCHETYPE

Prerequisites Duelist Dedication

Select one enemy you can see and proclaim a challenge against it. That enemy is your dueling opponent until it's defeated, it flees from the encounter, 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 Duelist Dedication, Dueling Parry

You protect those near to you with a flash of steel and a stroke of good luck. 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.

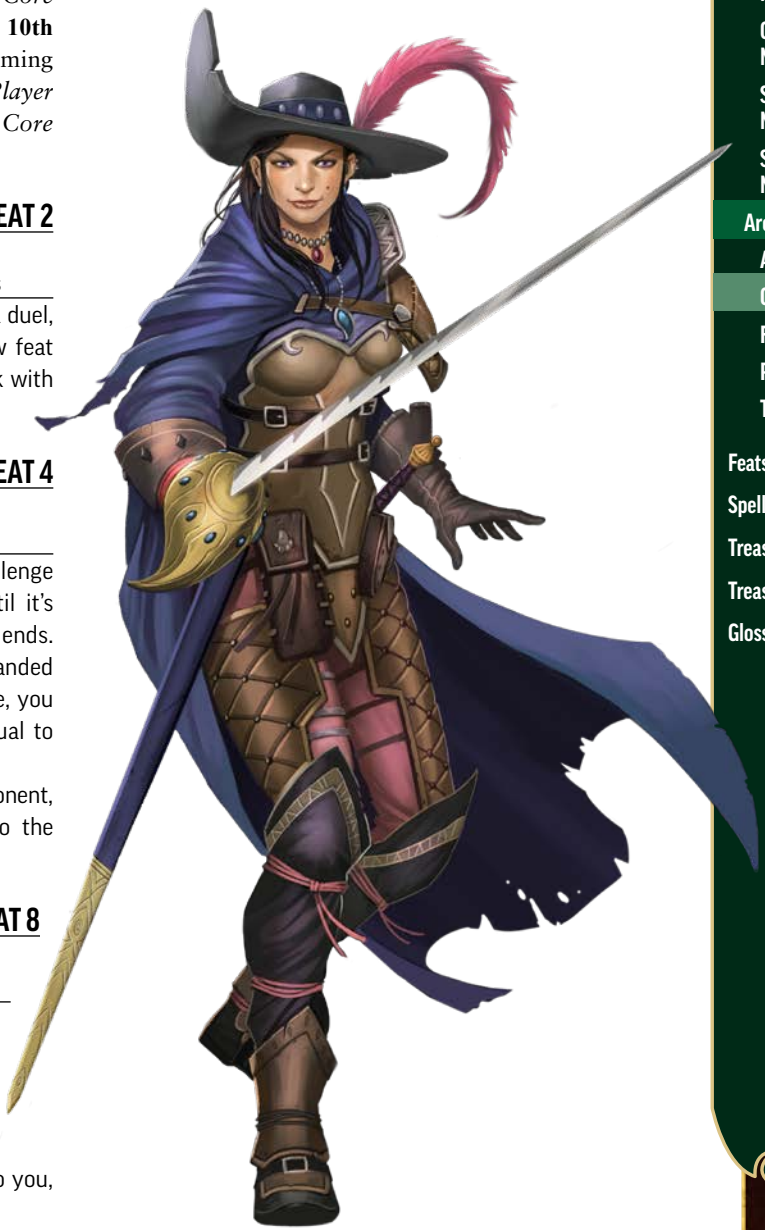
Student of the Dueling Arts — Feat 12

ARCHETYPE

Prerequisites Duelist Dedication

Dueling is your art, and your weapon is your instrument. You have studied and evaluated a great many combat techniques, which you can review each day without fail to ensure you are prepared for any and every situation that may occur. 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 stance feat's prerequisites.



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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 projectiles zig-zagging unerringly to their targets, and manifesting arrows that can deliver spells or even instant death. The imbuing of raw magic into the point of an arrow is no easy feat. Eldritch archers are respected and feared for their prowess and make valuable members for any party of adventurers.



While having some spellcasting ability increases your 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. In fact, many eldritch archers begin as archers first and spellcasters second. That is not to say that the occasional spellcaster has not picked up archery. In fact, many wizards, wise in the art of war, have studied the bow, particularly to master this art. Ultimately, what matters is a perfect combination of martial skill and magical ability; the order you go about obtaining them matters little.

Additional Feats: 8th Running Reload (*Player Core* 159); **20th** Impossible Volley (*Player Core* 150)

Eldritch Archer Dedication — Feat 6

ARCHETYPE DEDICATION MAGICAL

Prerequisites expert in at least one weapon from the bow or crossbow weapon group

You channel powerful magic with your archery, allowing you to deliver potent spells through the tip of an arrow rather than the more mundane flick of the wrist or whatever other gestures are usually used. 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 tradition of your choice. You choose a common cantrip or other cantrip to which you have access. This cantrip must require a spell attack roll and come from your chosen tradition. You're trained in spell attack modifier and spell DC. Your key spellcasting attribute for these spells is Charisma.

Regardless of whether you can already cast spells or gained the ability from this dedication, you gain the Eldritch Shot activity.

Eldritch Shot ◆◆◆ **Requirements** You are wielding a bow or a loaded crossbow; **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 the Eldritch Shot.

Basic Eldritch Archer Spellcasting — Feat 8

ARCHETYPE

Prerequisites Eldritch Archer Dedication

You gain the basic spellcasting benefits (page 173). Each time you gain a spell slot of a new level from this archetype, add a spell of the appropriate spell rank to your repertoire, either a common spell of your chosen tradition or another spell of that tradition you have learned or discovered.

ENCHANTING SHOT ◆◆ FEAT 8

ARCHETYPE EMOTION 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 or crossbow 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 weapon has a *greater striking rune*, or to 4d6 if your weapon has a *major striking rune*.

MAGIC AMMUNITION FEAT 8

ARCHETYPE MAGICAL

Prerequisites Eldritch Archer Dedication

You imbue your ammunition with raw and potent magic, transforming it to suit your needs in any situation. When you select this feat, choose three types of common magical ammunition of 4th level or lower from *GM Core* (pages 255-256) or this book (pages 301-302). Your GM might allow you to choose from other types of magical ammunition of an appropriate level, such as uncommon ammunition, or ammunition from other books. You gain the Transform Ammunition action.

Transform Ammunition ◆ (magical) **Frequency** once per round; **Effect** You transform a non-magical arrow or bolt on your person into a piece of magical ammunition of one type you chose for the Magic Ammunition feat. 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. 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 magical ammunition as described above.

PRECIOUS AMMUNITION ◆ FEAT 8

ARCHETYPE MAGICAL

Prerequisites Eldritch Archer Dedication

You have learned to mimic the power that lies between magic and material. You enchant a piece of ammunition on your person 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 or bolt 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.

ELDRITCH RELOAD ◆ FEAT 10

ARCHETYPE

Prerequisites Eldritch Archer Dedication

Requirements Your last action this turn was to make an Eldritch Shot, Cast a Spell from a spell slot, or activate a piece of magical ammunition.

You integrate your talent for magic into your use of reloading weapons. You Interact to reload a weapon you are wielding.

EXPERT ELDRITCH ARCHER SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Eldritch Archer Spellcasting

You learn additional eldritch archer magic. You gain the expert spellcasting benefits (page 173).

HOMING SHOT ◆ FEAT 14

ARCHETYPE MAGICAL

Prerequisites Eldritch Archer Dedication

Your shots zip around corners and fly at impossible angles to reach your target. Make a bow or crossbow Strike against a foe you can see; the ammunition travels to your target, even going around corners. You ignore the target's concealed condition and all cover.

INCORPOREAL SHOT ◆ FEAT 16

ARCHETYPE 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 or crossbow 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.

FATAL SHOT ◆◆◆ FEAT 18

ARCHETYPE MAGICAL

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 or crossbow 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 the higher of your class DC or spell DC 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 173).

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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. Yours serves better than most. This is often due to an unusually strong connection or rigorous intentional training. Regardless of the method, the extraordinary qualities of your familiar are undeniable.

You and your familiar are a team in and of yourselves. In a tough situation, you know you have each other's back, and you are nigh inseparable. Some familiar masters, however, choose to keep familiars for only a short period. They will keep their ally for a time, then release them and forge a new bond. They form strong connections quickly and attract new familiars everywhere they go. This behavior is less common but is often done out of a high level of respect for the independence of both the adventurer and the familiar, or a strong connection to the ebb and flow of life and the cycle of change that touches all things. You are among these masters and can decide which practice best suits you.

Additional Feats: 4th Enhanced Familiar (page 153)



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 (*Player Core* 212). If you already have a familiar, you gain the Enhanced Familiar feat (page 153).

Familiar Mascot — Feat 4

Archetype

Prerequisites Familiar Master Dedication

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 · Spellshape

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 170) 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 exploration 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, 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 item delivery).

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.

Gladiator

The roar of the crowd and thrill of competitive combat drive you to become the best—and the fame isn't bad either. You always do your best work under the fervent gaze of spectators, and by work, you of course mean violence.

Gladiator Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites Impressive Performance

You know how to turn combat into a form of entertainment. You gain the Additional Lore general feat for Gladiatorial Lore. If you were already trained in Gladiatorial Lore, you also become trained in a 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. If there are sapient creatures observing a combat encounter, and these onlookers are neither engaged in the combat themselves nor directly assisting any participants, the combatants have spectators. The GM is the final arbiter of whether or not a combat has spectators.

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 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 to gain; 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 and can use them to great effect. You have familiarity with the bo staff, dueling cape (*Player Core* 288), spiked chain, sword cane, trident, war flail, and whip. For the purposes of proficiency, you treat these as simple weapons. The GM may add other martial weapons to this list as appropriate for the world or region you are playing in.

Whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

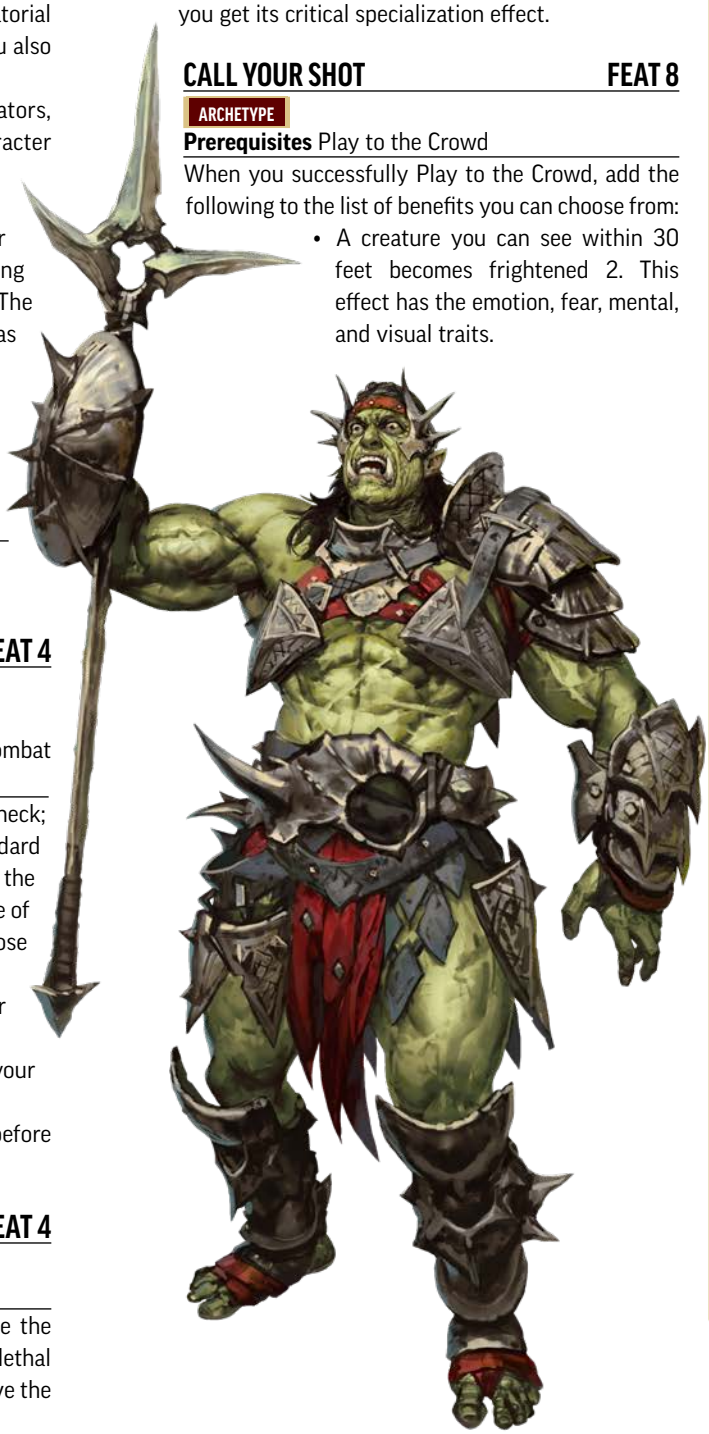
Call Your Shot — Feat 8

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:

- A creature you can see within 30 feet becomes frightened 2. This effect has the emotion, fear, mental, and visual traits.



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Herbalist

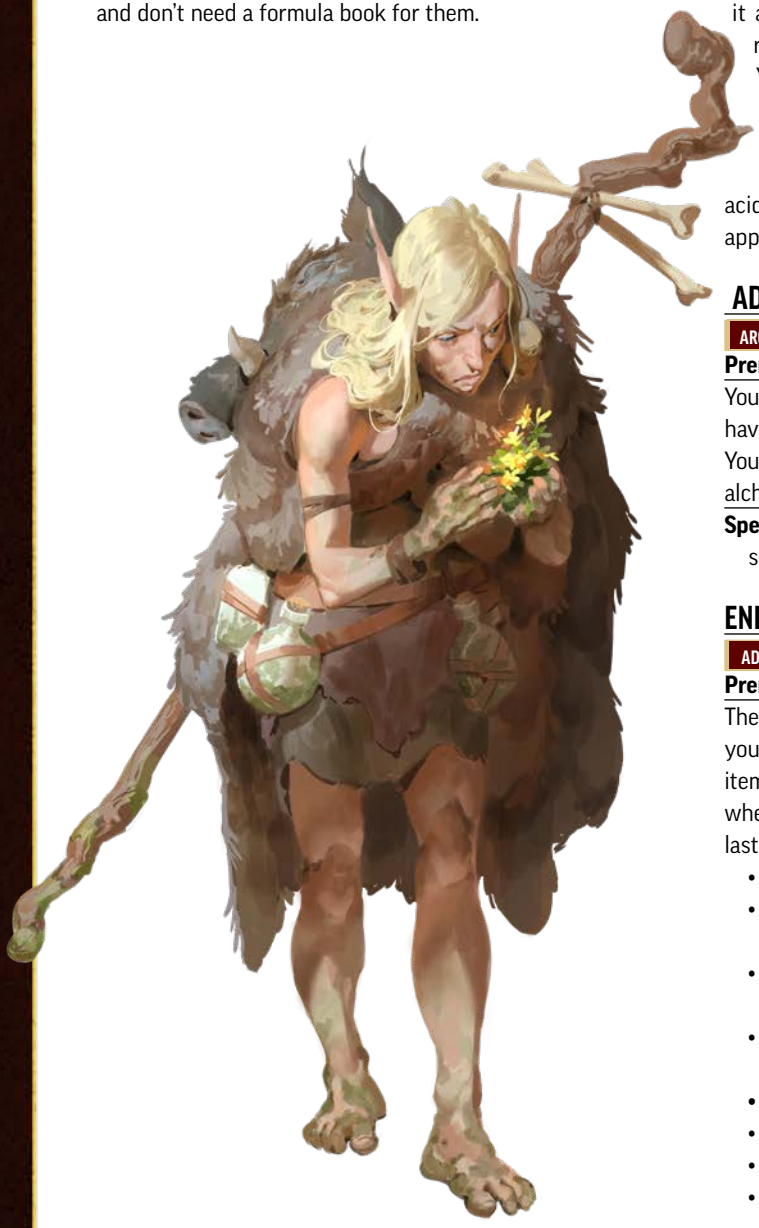
The plants around you can provide more remedies than the finest hospital or temple, and you are skilled in their use. Nature always provides to those who know how to look, and you have always had a talent for seeing these gifts before you. You can put it to good use, healing those around you with nothing more than what the world provides.

HERBALIST DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Nature, Natural Medicine

You can create natural remedies. You gain the advanced alchemy benefits (page 174). You can use advanced alchemy to create 4 alchemical consumables with the healing trait, though the number is reduced by 2 if you didn't make your daily preparations in the wilderness. These consumables are called your herbal items. You remember herbal item formulas and don't need a formula book for them.



You become an expert in Nature and can use Nature instead of Crafting to Craft alchemical consumables with the healing trait. You don't need to be trained in Crafting to do so, and you can use healer's tools instead of alchemist's tools.

FRESH INGREDIENTS — FEAT 2

ARCHETYPE SKILL

Prerequisites Herbalist Dedication

It is amazing the difference fresh herbs can make. When using Natural Medicine to Treat Wounds, you gain the +2 circumstance bonus from having fresh ingredients, even if not in wilderness. If you do this in the wilderness, you gain a +4 circumstance bonus instead.

POULTICE PREPARATION — FEAT 4

ARCHETYPE

Prerequisites Herbalist Dedication

When you create an elixir as an herbal item, you can prepare it as a poultice instead. A poultice gains the oil trait (but remains alchemical, not magical) and loses the elixir trait. 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.

ADVANCED HERBALISM — FEAT 6

ARCHETYPE

Prerequisites Herbalist Dedication, expert in Nature

Your herbalist talents continue to grow with use and you have become potent at making even more remedies from less. You can create up to 6 herbal items per day with advanced alchemy.

Special At 10th level or higher, you can select this feat a second time to increase the number to 8.

ENDEMIC HERBS — FEAT 6

ADDITIVE ARCHETYPE

Prerequisites Herbalist Dedication, trained in Survival

The herbal items you create use medicinal plants endemic to your location. When a creature consumes one of your herbal items, that creature gains the benefit matching the location where you created that item. If the benefit is not immediate, it lasts for 1 minute unless otherwise stated.

- **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.

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.

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 sounds you can't pronounce, you can faithfully transcribe them. Memorizing long sequences of words remains just as difficult as it is normally.

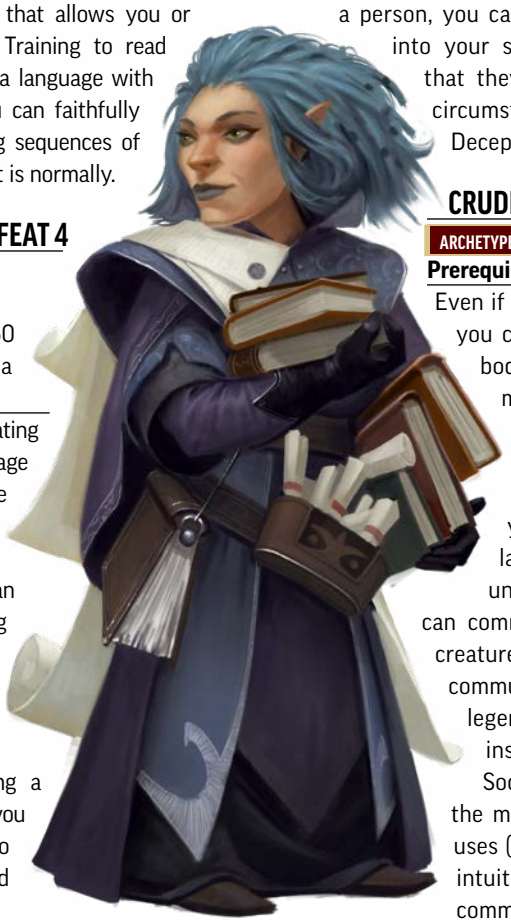
Spot Translate — Feat 4

ARCHETYPE AUDITORY LINGUISTIC

Prerequisites Linguist Dedication

Trigger Another creature within 60 feet uses a linguistic effect in a language you understand.

You bridge a language gap, repeating the message in a different language that you know. Choose a language you understand to repeat the message in. The linguistic effect counts as both languages, rather than only the language the triggering creature is using, potentially allowing it to affect a wider range of creatures. As normal, you can translate normal speech without Spot Translate and without using a reaction, but this reaction allows you to apply the benefits of translation to spells and actions such as command or Demoralize.



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, if you Analyze Idiolect again, it replaces any previous idiolect you memorized.

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 secretly 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

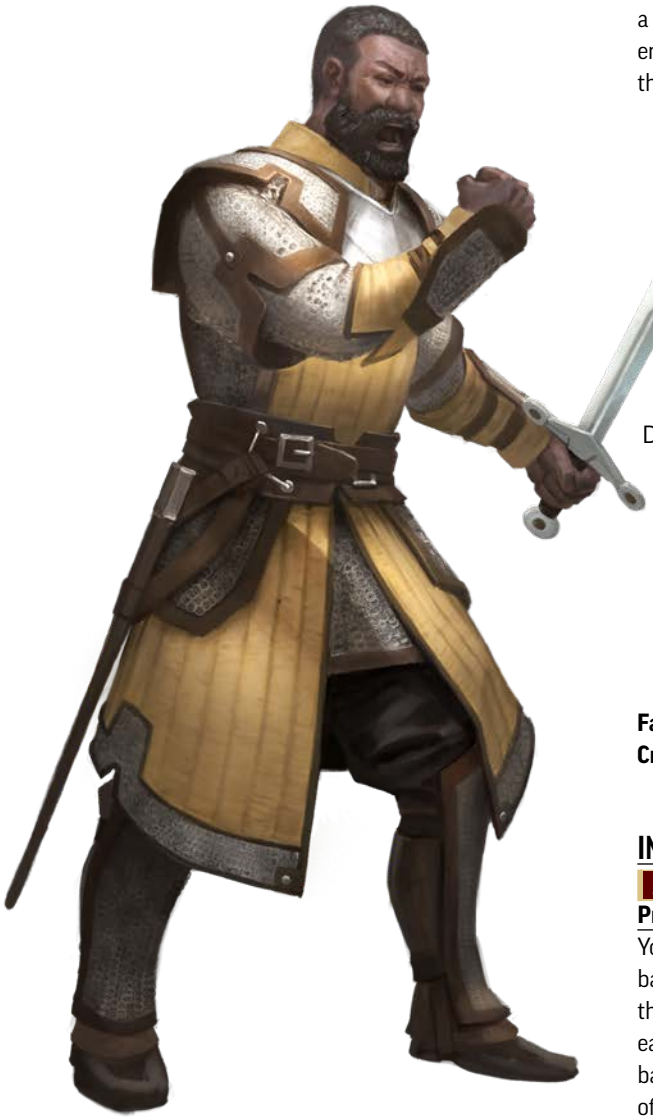
Prerequisites Linguist Dedication

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 for you, 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.

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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. Though not every marshal is seen by their allies as a source of encouragement. Such marshals strike fear both in enemies and allies alike to inspire competence in battle and ensure that cowardice will not be tolerated. Such tactics are often seen as more practical than cruel, and the results speak for themselves. Quick action and the necessity to fight drive these leaders and their allies forward into the fray of battle. Regardless of what kind of marshal you wish to become, you will lead your allies to glory and victory.



While many see marshals as traditionally warriors of martial prowess, anyone could make for a potent marshal. Not every such leader charges into the thick of battle. While doing so may inspire bravery in desperate times, many leaders lead from the safety of the back lines. Spellcaster marshals often lead in this manner. In their mind, the practicality of their own survival outweighs the powerful yet fleeting courage a charge inspires. After all, more battles await in the future, and their skills may very well be needed again.

Additional Feats: 8th Reactive Strike (page 80)

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, while you're conscious, you're surrounded by a marshal's aura in a 15-foot emanation. Your aura has the emotion, mental, and visual traits and grants you and allies in the aura a +1 status bonus to saving throws against fear.

Dread Marshal Stance ❖ — Feat 4

Archetype · 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 an easy 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.

Success Your marshal's aura grants you and your allies in the aura a +1 status bonus to damage rolls. When you or an ally in the aura critically hit an enemy with a Strike, that enemy is frightened 1. If you're wielding a weapon that has more than one damage die (typically due to a *striking* rune), you can have the status bonus equal the weapon's number of damage dice instead of +1.

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 · 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 an easy 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.

Success Your marshal's aura grants you and allies a +1 status bonus to attack rolls and saves against mental effects.
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 in 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 in 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 in your marshal's aura is quickened until the end of their next turn, and they can use the extra action only to Stride. If an ally uses this extra action, at the end of its turn that ally becomes slowed 1 until the end of its following turn.

RALLYING CHARGE ◆◆ FEAT 6

ARCHETYPE 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.

BACK TO BACK FEAT 8

ARCHETYPE

Prerequisites Marshal Dedication

You excel at watching your allies' backs and helping them watch yours. Any ally adjacent to you can't be off-guard due to flanking unless you're also flanked. Similarly, while you're adjacent to at least one ally, you can't be off-guard due to flanking unless at least one ally you're adjacent to is flanked as well.

TO BATTLE! ◆ OR ◆◆ FEAT 8

ARCHETYPE AUDITORY FLOURISH

Prerequisites Marshal Dedication

With a resounding cry, you rally your ally to take the offensive. Choose one ally in 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 enemy 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 FLOURISH 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, even in desperate situations. 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 in your weapon's first range increment.

Requirements You have a ranged or thrown weapon in hand.

You capitalize on your ally's attack and use the opportunity to secure a blow of your own, adding to the oncoming 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.

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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.

Regardless of your origins, your path is one of iron, transforming your body into a deadly weapon. The techniques available are many, but the results are all the same. Whether you attack with your fist, fang, or foot, your prowess is undeniable. Many martial artists seek to master a stance to put form to their flurry of attacks. Such techniques allow one to channel their strength. However, some prefer freedom in form and reject stances altogether. You may find your own style or master one of the forms used by legendary martial artists.



Additional Feats: 4th Crane Stance (page 118), Dragon Stance (page 118), Mountain Stance (page 118), Stumbling Stance (page 119), Tiger Stance (page 119), Wolf Stance (page 119); **8th** Crane Flutter (page 121), Dragon Roar (page 121), Mountain Stronghold (page 122), Tiger Slash (page 122), Wolf Drag (page 123); **16th** Mountain Quake (page 126)

Martial Artist Dedication — Feat 2

ARCHETYPE DEDICATION

You have trained to use your fists as deadly weapons and can deliver devastatingly powerful blows with them. 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.

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 rigorously 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 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. If this Strike hits, it deals two additional weapon damage dice and ignores an amount of resistance to physical damage (or to a specific physical damage type) equal to your level. This Strike counts as two attacks when calculating your multiple attack penalty.

If you are at least 18th level, increase the additional damage to three weapon damage dice.

Path of Iron ◆◆◆ — Feat 14

ARCHETYPE FLOURISH

Prerequisites Martial Artist Dedication

Frequency once per minute

With a burst of effort and speed, you weave a nimble path through your many enemies, striking each in turn as you move past them. You Stride; this movement doesn't trigger reactions. You can attempt a melee 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.

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. You know that when it comes to taking down an enemy, it never hurts to have a bigger weapon.

Additional Feats: 4th Slam Down (*Player Core* 143), Vicious Swing (*Player Core* 141); **12th** Crashing Slam (*Player Core* 147); **14th** Brutal Finish (*Player Core* 148), Unbalancing Sweep (page 83)

Mauler Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites Strength 14

You specialize in melee weapons that require two hands. You have familiarity with all melee weapons that require two hands to wield or have the two-hand trait. For the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

If you are at least an expert in such a weapon, you gain access to the critical specialization effect with that weapon.

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 and ignoring the requirement that you have a hand free. Then Stride up to half your Speed. This movement doesn't trigger reactions from any of the creatures you successfully Shoved. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made all your attacks.

Shoving Sweep ↻ — Feat 8

ARCHETYPE

Prerequisites Mauler Dedication, expert in Athletics

Trigger An enemy 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. Unless you critically succeed at your check, the creature continues its movement after the Shove.

Hammer Quake ◆◆◆ — Feat 14

ARCHETYPE FLOURISH

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 an enemy in the chosen square, you can Strike that enemy with your two-handed weapon. Regardless of whether you attempted a Strike, you then attempt to Trip every enemy in the chosen square plus each square adjacent to that square, ignoring Trip's requirement that you have a hand free.

Hammer Quake 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

Prerequisites Mauler Dedication

Requirements You are wielding a melee weapon in two hands.

You attack all nearby adversaries. Make a melee Strike with your two-handed weapon against each enemy within its melee reach. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made all your attacks.



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Medic

You've studied countless techniques for providing medical aid, making you a peerless doctor and healer. While many healers happily practice the art of medicine in the safety and serenity of stationary buildings, few are in more dire need of medicinal aid than adventurers. Such an occupation comes with frequent injuries that need constant attention. Few parties would ever turn down help from a practicing medic. In fact, the need for medicine is so great that many medics started as adventurers and took up medicine as a necessity. While patching up injuries is the most common practice of medics, they are also invaluable for their ability to help fight diseases and ailments inflicted by all kinds of creatures and traps. The adaptability and utility of the medic are undeniable. Whether you studied medicine for most of your life or picked it up on the road, you are who people turn to for aid.

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 gains a circumstance bonus to the number of Hit Points they regain equal to 5 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 due to having already been treated with Battle Medicine. If you're a master in Medicine, you can do so once per hour.

Doctor's Visitation ◆ or ◆◆ — Feat 4

ARCHETYPE FLOURISH

Prerequisites Medic Dedication

You move to provide immediate care to those who need it. You Stride, then use Battle Medicine or Treat Poison. You can spend 2 actions for Doctor's Visitation to instead Stride and then use either Administer First Aid or Treat Condition (if you have that feat).

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 holy character gains from carrying a weapon with the *unholy* rune) 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.

You resuscitate the dead. Attempt a DC 40 Medicine check to revive a dead creature who has been dead for no more than 3 rounds and whose body is mostly intact. 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.

Pirate

You live a life of freedom, taking by force and intimidation all that you could possibly 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 158) or archetype (page 182). 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, Boarding Assault gains the bravado trait.

Additional Feats: 4th Antagonize (page 165), You're Next (page 164)

Pirate Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites trained in Intimidation

As a pirate, you sail the seas in search of enemy ships to plunder and great adventures to embark on. You gain the Additional Lore general feat for Sailing Lore or for a specific coastal city you have a connection to (such as Port Peril Lore). You ignore the effects of difficult terrain or uneven ground caused by unstable ground (such as the deck of a ship). 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 up to twice your Speed on a rope or similar object, then Strike. If you boarded or disembarked from a boat or similar vehicle during this movement, the Strike deals one additional weapon damage die.

Pirate Combat Training — Feat 4

ARCHETYPE

Prerequisites Pirate Dedication

You're particularly skilled at wielding the weapons used traditionally by pirates. You gain either the Combat Climber or Underwater Marauder skill feat, even if you do not meet its prerequisites. You have familiarity with the following weapons: hatchet, rapier, scimitar, and whip—for the purposes of proficiency, you treat any of these weapons as simple weapons. Your GM may add additional martial weapons to this list as appropriate for your world or region.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

Rope Runner — Feat 4

ARCHETYPE SKILL

Prerequisites Pirate Dedication, trained in Acrobatics and Athletics

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 when climbing ropes and similar objects. Whenever you succeed at an Athletics check to Climb or an Acrobatics check to Balance, you get a critical success instead. You aren't off-guard while Climbing or Balancing on a rope or similar object.

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. On a success, in addition to the normal effects, you can also force the target to Stride up to its Speed immediately. You choose the path the target takes, but you can't force it to move into an obviously harmful space (such as into hazardous terrain or a space where it would fall) unless your check was a critical success. As normal for forced movement, this movement doesn't trigger reactions. The target then becomes temporarily immune to Walk the Plank for 10 minutes.



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Poisoner

People are so delightfully fragile when exposed to the insidious power of nature. The bite of a certain serpent makes the blood congeal to jelly. A particular stone, suitably powdered, induces powerful hallucinations and delirium. The sap of a rare tree inflicts such agony that death seems preferable. The deadly medicines of nature have been molded to create concoctions capable of both killing and debilitating. Neither option is pleasant for the unfortunate recipient. You are a student of such dark wonders, making you a dangerous foe indeed.

Additional Feats: 4th Blowgun Poisoner (page 63), Poison Resistance (*Player Core* 129); **6th** Poison Weapon (*Player Core* 171), Tenacious Toxins (page 65); **8th** Sticky Poison (page 66); **10th** Improved Poison Weapon (*Player Core* 173), Pinpoint Poisoner (page 67)

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 advanced alchemy benefits (page 58). You can use advanced alchemy to create four alchemical poison consumables each day. You remember alchemical poison formulas and don't need a formula book for them.

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 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.

Advanced Poisoncraft — Feat 6

ARCHETYPE

Prerequisites Poisoner Dedication

You can create up to 6 poisons per day with advanced alchemy.

Special At 10th level or higher, you can select this feat a second time to increase the number to 8.

Poison Coat — Feat 6

ARCHETYPE

Prerequisites Poisoner Dedication

In nature, certain animals are covered in venomous spines, and just brushing against them can prove deadly. You expend a contact or injury poison and spend 10 minutes brushing that poison onto your clothing or weaving sharp, poisoned needles into the garment's fabric. You can have only one poison suffused into your clothing at a time. You can use the Once Bitten reaction while you have a poison suffused in this way.

Once Bitten ↷ Trigger A creature adjacent to you hits you with a melee unarmed Strike; **Requirements** You have prepared your clothing to poison attackers; **Effect** The triggering creature is exposed to the suffused poison, and the poison becomes inert.

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 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 wyvern poison.

Chemical Contagion — Feat 18

ARCHETYPE

Prerequisites Poisoner Dedication

Your injury poisons can spray onto creatures. You gain the toxicologist alchemist's greater field discovery (page 62).

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 grants them surprising skill at performing rituals, whether they want that power or not. Undertaking rituals always carries an element of risk, but the potential rewards are undeniable and difficult to resist. You have learned how to perform rituals and can decide how to best use their powerful benefits.

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 checks to perform a ritual. You learn two uncommon rituals of 2nd rank or lower. You must meet all prerequisites to be the primary caster of a ritual to select it, and you can't teach it to anyone else or allow someone else to serve as primary caster unless they know the ritual as well.

At 8th level and every 4 levels thereafter, you learn two more rituals with the same restrictions and with a maximum rank of half that level.

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 particularly extensive 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.

At 14th level, 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.

Assured Ritualist — Feat 10

ARCHETYPE FORTUNE

Prerequisites Flexible Ritualist

You can cover for a secondary caster's error. If you are the primary caster, after all the secondary checks are rolled, you can choose one check that was a failure or critical failure, and improve the result to one degree of success better than what the secondary caster rolled.

Enterprising Ritualist — Feat 14

ARCHETYPE

Prerequisites Ritualist Dedication

Elegant and expensive components are no replacement for your skill and practice at ritual casting. If a ritual has a Cost entry that has a value in gp, reduce the amount you need to spend by 10%. If you critically succeed at the primary check for a ritual, the gp value of components the ritual consumes is reduced by the same amount. For example, using *resurrect* to bring back a 14th-level creature normally costs 1,050 gp, but would cost you only 945 gp; and if you critically succeeded at the primary Religion check, you would spend only 840 gp.



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Scout

You're an expert in espionage and reconnaissance, able to skulk silently through the wilderness to gather intelligence, sneak through enemy lines and report back to your comrades, or suddenly and decisively take down your foes. Your skills ease the difficulty of travel for you and your companions and keep you all alert to approaching danger. It's not just enemies that you scout out; you also survey the land. You're able to discover the easiest routes as safely as possible and remain watchful while moving with speed and subtlety. The responsibility of the party's safe passage depends on you performing your scouting duties with constant and consistent effort. You take pride in your vigilance, and your allies trust your guidance to ensure the safety of everyone traveling.

Additional Feats: 12th Camouflage (*Player Core* 161)



Scout Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites trained in Stealth and Survival

You are a highly skilled scout, capable of guiding your allies, detecting imminent threats, and avoiding the attention of dangerous enemies. You can perform the Scout exploration activity at the same time as the Avoid Notice exploration activity. The bonus to initiative you grant when you Scout is +2 instead of +1.

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 it. For your Feint, you can attempt a Stealth check instead of the Deception check that's usually required, using the terrain around you to surprise your foe.

Terrain Scout — Feat 4

ARCHETYPE

Prerequisites Scout Dedication

You have mastered movement in many different environments. You gain the Terrain Stalker skill feat (*Player Core* 263) 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 without drawing the attention of your enemies. You Hide, then Sneak twice.

Scout's Speed — Feat 6

ARCHETYPE

Prerequisites Scout Dedication

You move faster, especially when traveling, allowing you to scout out 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 at your foes. Stride up to your Speed, then Strike twice. If you were hidden or unnoticed by the target of these Strikes, the target is off-guard against both attacks. Your multiple attack penalty applies normally for both attacks.

Scroll Trickster

Magic has been written down in myriad forms for a very long time. 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. You have studied the art of reading magical scrolls of various kinds. The language of magic is yours to use and manipulate, however unstable and archaic such writing tends to be.

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 a 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 (*Player Core 264*), 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.

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-rank spell. The spell must be a common spell, a spell to which you have access, or a spell you are able to cast, and you must be trained in the skill corresponding to at least one of the spell's traditions. You can use Learn a Spell to add spells to those you can use with this feat, even if you aren't a spellcaster. This scroll is an unstable, temporary item (page 174) and loses its magic the next time you make your daily preparations if you haven't already used it. This temporary scroll can't be used to Learn the Spell.

At 8th level, add a second temporary scroll containing a 2nd-rank 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 a scroll, then use Trick Magic Item on the scroll.

Expert Scroll Cache — Feat 12

ARCHETYPE

Prerequisites Basic Scroll Cache

Your scroll collection has vastly grown, both in size and potency. In addition to your daily scrolls from Basic Scroll Cache, add a scroll with a 3rd-rank spell. At 14th level, add a scroll with a 4th-rank spell. At 16th level, add a scroll with a 5th-rank 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-rank spell. At 20th level, add a scroll with a 7th-rank spell.



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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 solutions. Few are more resourceful. Given time and a handful of gears, bits, and widgets, you can create the perfect tool for just about any situation. Your ingenuity is extremely valuable while adventuring. Adventurers never truly know what's in store for them and often find themselves ill-prepared for the task at hand. Bringing along a scrounger such as you is like bringing any tool that could possibly be needed, provided your constant attempts to break down and reassemble everything aren't a bother. You never know what you may need in the future.

Scrounger Dedication — Feat 2

Uncommon · Archetype · Dedication

Prerequisites trained in Crafting

While others need specialized tools and a dedicated space, you have found a way to build just about anything, anywhere. You can Craft items even without appropriate tools or a workshop. 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 gain the Cobble Together activity.



Cobble Together (exploration) You Craft a temporary item (page 174) 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 one you've memorized or have the formula for, and must be common, non-magical, half your level or lower, and must be a weapon, armor, or a non-consumable piece of adventuring gear (non-consumable adventuring gear appears on page 291 of *Player Core*). Instead of a single item, you can create 10 pieces of a single type of ammunition. You can create only the physical item, not any information or magic, so for example, while you could create a blank journal or one with random pages, you couldn't use it as a scholarly journal or a religious text.

An item you Cobble Together is a shoddy item, but when creating it you can choose one creature to build it specifically for. That creature doesn't take the normal penalty for using this shoddy item. Your temporary item lasts for 1d4 hours before falling apart into its raw components; the GM rolls the number of hours secretly.

Reverse Engineering — Feat 4

Archetype · Skill

Prerequisites Scrounger Dedication, expert in Crafting

Your nigh-constant tinkering and fiddling with objects means 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, and you can attempt a Crafting check to reverse engineer an item after spending 1 day of work setting up instead of 2. 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.

Magical Scrounger — Feat 6

Archetype

Prerequisites Scrounger Dedication, Magical Crafting (*Player Core* 258)

You can craft a temporary wondrous item using the magic scrounged from all around. Once per day, you can Cobble Together a temporary magic item. The temporary item must be common, magical, half your level or lower, and be able to be held, wielded, or worn. Any Craft requirements must be provided as normal.

You can't Cobble Together a consumable, a rune, or an item with runes. If the item must be worn or affixed, removing it once it's affixed or donned destroys it.

Expert Disassembly — Feat 7

Archetype · Skill

Prerequisites Scrounger Dedication, master in Crafting

You can apply the same techniques you use to reverse engineer objects to disable dangerous traps and break apart locks. You can use Crafting instead of Thievery to Disable a Device or Pick a Lock.

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 hopefully your companions, home again. As a sentinel, you might be part of an order of knights or bodyguards who 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 grievous injuries and decided 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. While this is less common, it's not less effective. Few will argue against stronger, heavier armor leading to a longer life, and as every turtle knows, it's always nice to have a nice hard shell to fall back on when threatened. No one has a tougher shell than a sentinel. Even in the midst of great battles, you know that your armor is your greatest ally. It won't abandon you, break, or falter as things get tough. You can rely on your armor to see you through whatever tough fights lie ahead, and the odds always seem better when you're protected.

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 have a class feature that grants you expert proficiency in unarmored defense and you're 13th level or higher, you also become an expert in the armor types granted to you by this feat.

Steel Skin — Feat 4

ARCHETYPE SKILL

Prerequisites Sentinel Dedication, trained in Survival

You wear your armor like a second skin, taking comfort in the protection it offers. You don't become fatigued if you sleep while wearing armor.

Armor Specialist — Feat 6

ARCHETYPE

Prerequisites Sentinel Dedication

You have trained hard to optimize your armor's unique protective qualities to maximize the materials used in its creation. You gain the armor specialization effects for all armors you are proficient with.

Armored Rebuff ↷ — Feat 8

ARCHETYPE

Prerequisites Sentinel Dedication

Trigger An adjacent enemy 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 enemy, even if you don't have a hand free. If you succeed, you can't Stride to follow the enemy, as you're knocking the enemy back with the rebounded attack, not by physically moving towards them.

Mighty Bulwark — Feat 10

ARCHETYPE

Prerequisites Sentinel Dedication

Thanks to the incredible connection you have forged with your armor, you can use it to shrug off an extensive 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.



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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 combat takes place at a location of your choosing, you have a major advantage thanks to your well-placed snares. Once your foes realize that you may have trapped any location on a battlefield, their fear of accidentally setting one off 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. Fearless enemies face their own disadvantage: they run a greater risk of setting off the many traps you've deployed. Even if they somehow avoid them, some cunning snare crafters have the skills to set a trap right under their foes' feet. Others have found they can trigger dangerous snares from a safe distance due to years of practice. Truly, snare crafters make for a dangerous foe and handy ally.

Snarecrafter Dedication — Feat 2

Archetype, Dedication

Prerequisites trained in Crafting

You have studied the art of crafting snares and laying traps, and few have shown more talent in these arts than you. You gain the Snare Crafting feat (page 234). When you set a snare, the DC of any saving throw it requires uses the higher of your class DC or the snare's DC. If a snare normally takes 1 minute to Craft, you can Craft it with 3 Interact actions instead.



Each day during your daily preparations, you can prepare four snares from your formula book for quick deployment (increasing to six snares 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.

When you increase your proficiency rank in Crafting to expert, master, or legendary, add three additional snare formulas to your formula book. The snares must be of your level or lower.

Special Rangers can adapt snare crafting techniques to create snares from natural materials. If you are a ranger, you can use Survival instead of Crafting for all prerequisites and functions of feats from this archetype. (This includes using Survival to Craft a snare.)

Surprise Snare ◆◆◆ — Feat 4

Archetype, Manipulate

Prerequisites Snarecrafter Dedication

You install one prepared snare for deployment in a space that's occupied by an enemy. It must be a snare that normally takes 1 minute or less to Craft. The snare automatically triggers.

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.

Lightning Snares — Feat 12

Archetype

Prerequisites Snarecrafter Dedication, master in Crafting

You can rig a trap with incredible speed. When you create a snare that normally takes 1 minute to Craft, you can Craft it using a single Interact action instead.

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.

Talisman Dabbler

The classic idea of magic is that of a hoary wizard, poring over a crumbling book of spells as years pass. But magic is so much more than that—it's 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 talisman for any job. The utility of talismans seems endless. They can help swords to swing harder, shields to block better, grant a burst of speed in a desperate situation, and even save one from a lethal fall. This all excites you, but no more than exploring just how far you can push your talent. What are the true limits of these baubles? You've heard rumors and tales of great dabblers like yourself mastering the art of creating and affixing fantastical magical memorabilia. Some say that these great sages have found a way to affix multiple talismans to a single object, circumventing the most fundamental limitation of the art. Whether you were formally trained or picked up the skill as a hobby, your talent is undeniable, and the usefulness of talismans is apparent. Take advantage of every ounce of magic you can manipulate and master these mystical trinkets.

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 accumulation of folk magic picked up over time. You can craft talismans and know the formulas for all common talismans of your level or lower. You remember talisman formulas and don't need a formula book for them.

Additionally, you carry a vast 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. Any saving throw DC required by a temporary talisman you create uses the highest of your class DC, spell DC, or the talisman's DC.

Finally, when you Affix a Talisman, you can (in any combination) affix or remove up to four talismans in the 10-minute span.

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 233), 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

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.



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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. While many adventurers prefer to bask in the glory or infamy of their actions, you keep that part of your life a secret. There are various reasons why you might do this. Perhaps you have something or someone in your life that you want to protect from the dangers and threats that your other life. Perhaps you are a public figure, and your alternate life could draw undue attention from your community. It could also be that you don't like attention and wish to retain the ability to step away from it all and relax in peace. Regardless of your reasons, you have a secret identity and will go to great lengths to keep it secret.



Vigilantes can have many goals and agendas. Some see them as glory seekers, but more often than not, they are working towards some lofty goal. Perhaps they are trying to inspire a people to fight back against their oppressors. They could be hunting down a crime lord they have a personal vendetta against. Maybe they seek to rebalance the wealth of a nation, stealing from the rich to give to those in need. You are one such vigilante, living a hidden life so you can fight in secrecy. What will you do to keep your secret and continue down your path?

Additional Feats: 4th Quick Draw (*Player Core* 159)

Vigilante Dedication — Feat 2

Uncommon | Archetype | Dedication

Prerequisites trained in Deception

You have two identities, each with its own name 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. 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. 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 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 the vigilante trait. Your class feats and vigilante feats are associated with your vigilante identity, and using them while in your social identity may risk exposing you as a vigilante. If your identity is exposed to the public, you lose the benefits of Vigilante Dedication to disguising yourself, but you can spend 1 week of downtime to create a new social identity.

HIDDEN MAGIC FEAT 4

ARCHETYPE SKILL

Prerequisites Vigilante Dedication; expert in Arcana, Nature, Occultism, or Religion

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

Prerequisites Vigilante Dedication, animal companion or familiar, expert in Deception

When you are in your social identity, you can also grant a social identity to an animal companion, familiar, pet, or other minion you gained from a class feature or feat. 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 two 10-foot cubes. 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 *veil of privacy*, using your Deception modifier for the counteract DC and half your level rounded up for the counteract rank. 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 SKILL

Prerequisites Vigilante Dedication

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—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 unnoticed by the target creature.

You can startle foes who are unaware of your presence. Make a Strike against your target. That creature is off-guard against this Strike, as normal. If your Strike hits, the target remains off-guard for the rest of your turn and is frightened 1 (frightened 2 on a critical hit).

QUICK CHANGE FEAT 7

ARCHETYPE

Prerequisites Vigilante Dedication, master in Deception

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 single action.

SUBJECTIVE TRUTH FEAT 7

ARCHETYPE SKILL

Prerequisites Vigilante Dedication, master in Deception

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 deceive effects like *ring of truth* that reveal lies.

MANY GUISES FEAT 8

ARCHETYPE

Prerequisites Vigilante Dedication, master in Deception

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, and from 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 the same Deception DC used for Vigilante Dedication. Using class or dedication abilities ends this disguise.

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 enemy in a 10-foot emanation you were unnoticed by 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 and your Strike hits an enemy of your level or lower, the enemy is also stunned 1 on a hit, or stunned 2 on a critical hit.

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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 and slaying anyone foolish enough to get in their way. The ferocity of viking raids is legendary.

Additional Feats: 4th Reactive Shield (*Player Core* 140); **6th** Shielded Stride (*Player Core* 143); **10th** Quick Shield Block (page 97)

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 gain the Additional Lore general feat for Sailing Lore and Warfare Lore.

When using your land Speed, you ignore difficult terrain from shallow water, such as in bogs or on beaches. In addition, if you roll a success on an Athletics check to Swim, you get a critical success instead.



Hurling Charge ◆◆ — Feat 4

ARCHETYPE

Prerequisites Viking Dedication

Requirements You're wielding a thrown weapon.

You make a ranged Strike with your thrown weapon, Stride, and then Interact to draw another weapon. This Interact action doesn't trigger reactions.

Special If you are raging (page 72) and end the Stride adjacent to an enemy, that enemy is off-guard against the next Strike you make against it with the weapon you drew before the end of your next turn.

Viking Weapon Familiarity — Feat 4

ARCHETYPE

Prerequisites Viking Dedication

From childhood, you have been exposed to traditional viking combat techniques, and you soon learned to handle axe, sword, and shield in battle. Now, you can raid proudly alongside your fellows. You gain the Shield Block reaction. Additionally, you have familiarity with the battle axe, hatchet, longsword, shield boss, shield spikes, and shortsword—for the purposes of proficiency, you treat any of these weapons as simple weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

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 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.

Into the Fray ◆◆ — Feat 8

ARCHETYPE

Prerequisites Viking Dedication

Requirements You are wielding a one-handed melee weapon in one hand and a shield in another hand.

You charge into battle with shield-splintering fury. You Leap, Stride, or Swim. Make two melee Strikes during this movement, one with your one-handed melee weapon and one with your shield or a weapon attached to the shield (like a shield boss or shield spikes). You can make these Strikes at any points during your movement, and each must target a different enemy. Both attacks count toward your multiple attack penalty, but don't increase your penalty until you have made both attacks.

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 is 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 unprepared. Whether you're smashing someone over the head with a barstool, 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 brawl breaks out. Because you fight with disposable weapons, you don't need handle them with care as other warriors do, and you can break them when needed to win a fight without feeling any regrets later.

Improvised Weapon Ideas: Use these for inspiration. **Cavern:** broken stalagmite, large mushroom, old bones; **Docks:** barrel, crate, hook; **Forest:** branch, needles, or thorns; **Market:** box, fruit, scale, sign; **Courtroom or Study:** gavel, goblet, quill, lectern; **Tavern:** bottle, mug, serving tray, stool

GM Advice: For a GM setting damage, typically a one-handed improvised weapon's damage is 1d4, 1d6, or 1d8; one that needs two hands is 1d8, 1d10, or occasionally 1d12, and an extremely ineffective one might deal 1 damage. Improvised weapons typically have zero, one, or two traits, and often have the nonlethal trait. Agile improvised weapons usually have a smaller die size. It's extremely rare for an improvised weapon to deal more than one die of damage, but powerful magical objects might. Improvised weapons should be fun and don't last long, so feel free to experiment!



Weapon Improviser Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites trained in martial weapons

You don't take the normal –2 penalty to attack rolls with improvised weapons. Improvised weapons you use have a minimum weapon damage die of 1d6, or 1d4 if the improvised weapon is agile.

Improvised Pummel — Feat 4

ARCHETYPE

Prerequisites Weapon Improviser Dedication

When you make a Strike with an improvised weapon you're wielding, you gain a +1 item bonus to the attack roll, and you can have the Strike deal two weapon damage dice instead of the improvised weapon's normal number. If the attack is a critical hit, the improvised weapon breaks after the normal effects of a critical hit occur. 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, it doesn't break but the attack is a normal hit instead of a critical hit. You can choose not to get any of the effects of Improvised Pummel on a Strike if you don't want to risk breaking the item. At 12th level, the item bonus increases to +2, and at 16th level, the Strike deals three weapon damage dice instead of the improvised weapon's normal number.

If you're benefiting from *handwraps of mighty blows*, you use the handwraps' item bonus if it's higher and can choose to use its number of damage dice. Any property runes from the handwraps also apply if you use the handwraps' number of weapon damage dice, provided they could apply to the improvised weapon (as determined by the GM).

Surprise Strike — Feat 6

ARCHETYPE

Prerequisites Weapon Improviser Dedication

Whenever you make a Strike with an improvised weapon against a creature that hasn't observed you making a Strike using an improvised weapon or that is otherwise ignorant of your skill with improvised weapons, the creature is off-guard 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 is nearby and then attack with it as an improvised weapon. You Interact to pick up an unattended object in reach you could use as an improvised weapon, then Strike with that improvised weapon.

Shattering Strike ↷ — Feat 10

ARCHETYPE

Prerequisites Improvised Pummel

Trigger An improvised weapon 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.

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Wrestler

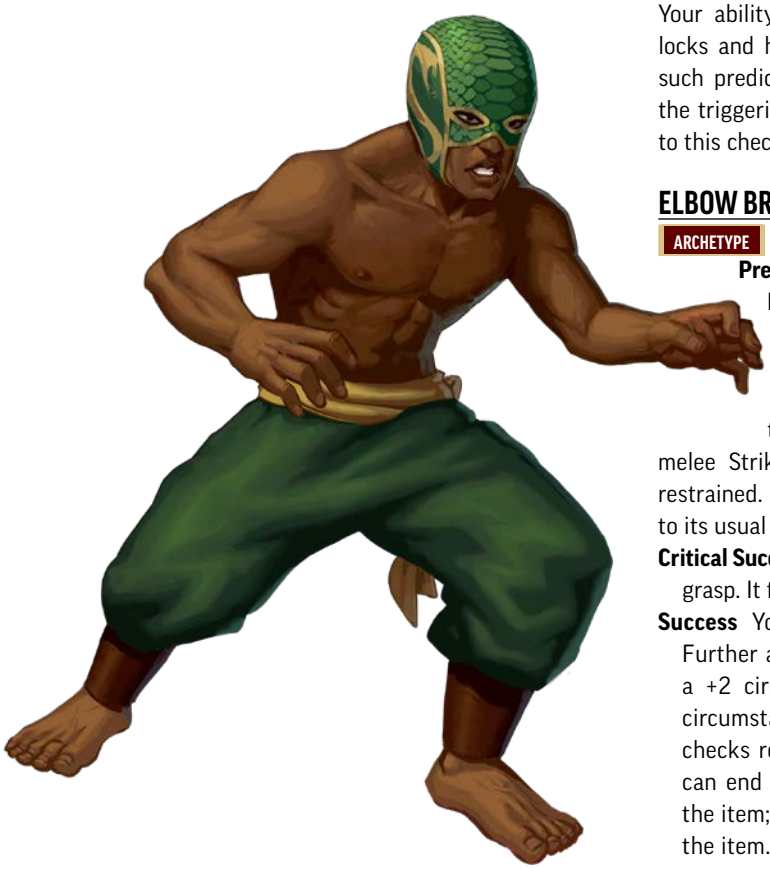
Wrestlers are athletes who pit their strength and skill against powerful foes. Specializing in a variety of grabs, holds, and strikes, wrestlers are dangerous opponents whose techniques can leave a foe broken and defeated without taking their life. Though it appears brutal, wrestling is considered a respectable and innocuous art.

The wrestling tradition is common all over Golarion. Gladiators and other warriors who fight for entertainment use wrestling techniques in combat. The discipline's focus on grappling is also useful in non-gladiatorial matches, as many foes are unable to contend with an opponent's hold. Grappling is particularly effective against spellcasters, who have a difficult time completing the gestures for their spells while grabbed. However, with the right technique, a seasoned wrestler can hold down just about any foe standing in their way. Such wrestlers are feared by their foes and respected by their allies.

Wrestlers have storied traditions in the Hold of Belkzen, where orcs employ specialized grappling techniques to subdue the large animals they ride as mounts. Orcs prefer wrestling these creatures partially to minimize harm to them, but also because they believe that the process of subduing them in this manner creates a stronger bond between mount and rider.

Outside of the Inner Sea, wrestlers are common in Iblydos and Arcadia. Iblydan wrestlers focus on powerful grappling techniques to make sure they're never left without a means to fight on the battlefield, even if their weapons are destroyed. Arcadian wrestlers engage in matches designed to retell stories of ancient gods and their past battles. These matches prominently feature impressive acrobatic feats as well as highly technical grappling maneuvers.

Additional Feats: 4th Combat Grab (*Player Core* 141), Crushing Grab (page 119), Snagging Strike (*Player Core* 141); **8th** Whirling Throw (page 123); **20th** Godbreaker (page 127)



Wrestler Dedication — Feat 2

Archetype Dedication

Prerequisites trained in Athletics

Your training in the wrestling arts has made you particularly adept at moving, striking, and grappling while unencumbered. You become an expert in Athletics and gain the Titan Wrestler skill feat. You don't take the –2 circumstance penalty for making a lethal attack with your nonlethal unarmed attacks. In addition, you gain a +2 circumstance bonus to your Fortitude DC when resisting an opponent's attempts to Grapple you or Swallow you Whole.

Disengaging Twist ↷ — Feat 4

Archetype

Prerequisites Wrestler Dedication

Trigger A creature gives you the grabbed or restrained condition.

Your ability to twist your opponents' bodies into painful locks and holds makes you particularly adept at escaping such predicaments. Attempt an Athletics check to Escape the triggering condition. You gain a +2 circumstance bonus to this check.

Elbow Breaker ❖ — Feat 4

Archetype

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

You bend your opponent's body or limbs into agonizing positions that make it difficult for them to maintain their grip. Make an unarmed melee Strike against the creature you have grabbed or restrained. This Strike has the following effects in addition to its usual effects.

Critical Success You knock one held item out of the creature's grasp. It falls to the ground in the creature's space.

Success You weaken your target's grasp on the item. Further attempts to Disarm the target of that item gain a +2 circumstance bonus, and the target takes a –2 circumstance penalty to attacks with the item or other checks requiring a firm grasp on the item. The creature can end the effect by Interacting to change its grip on the item; otherwise, it lasts as long as the creature holds the item.

Suplex ❖ Feat 4

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

Flexing your entire body, you heave your opponent over your head and slam them into the ground. Make an unarmed melee Strike against the creature you have grabbed or restrained. On a success, the target lands prone, and on a critical success, the target lands prone and takes an additional 2d6 bludgeoning damage. Regardless of whether the Strike is successful, you immediately release your hold on the target.

Clinch Strike ↻ Feat 6

ARCHETYPE

Prerequisites Wrestler Dedication

Trigger A creature you had grabbed or restrained successfully Escapes.

Your opponents can't slip your grasp without punishment. Make an unarmed melee Strike against the triggering creature.

Running Tackle ❖❖ Feat 8

ARCHETYPE

Prerequisites Wrestler Dedication

You charge, throwing your body at your foe in a vicious tackle. Stride twice or make a High Jump or Long Jump, then attempt to Grapple or Shove. If you made a High Jump or Long Jump, you can make the Grapple or Shove at any point in the jump, but you can't travel any farther on the jump after you do.

Strangle ❖ Feat 8

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

You squeeze the breath out of your foe. Make an unarmed melee Strike against the creature you have grabbed or restrained. On a success, you gain a circumstance bonus to damage equal to the number of weapon damage dice, and the target can barely speak until the start of your next turn or until it Escapes, whichever comes first. While it can barely speak, the target can't vocalize above a hoarse whisper, and it must succeed at a DC 10 flat check or lose any action that requires speech. For an action requiring speech that is also a manipulate action, like Casting a Spell with the concentrate and manipulate trait, the target just rolls a single DC 10 flat check, rather than an additional DC 5 flat check for being grabbed.

Submission Hold ❖ Feat 8

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

Your iron grip saps your opponent's strength. Attempt an Athletics check to Grapple the creature you have grabbed or restrained, with the following additional effects if you succeed.

Critical Success The target is enfeebled 2 until the end of its next turn and then is enfeebled 1 for 1 minute.

Success The target is enfeebled 1 until the end of its next turn.

Aerial Piledriver ❖❖ Feat 10

ARCHETYPE ATTACK

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

Heaving both yourself and your opponent into the air, you bring them crashing to the ground. Make an unarmed melee Strike against the creature you have grabbed or restrained. This Strike deals 1d6 additional damage per weapon damage die, and it has the following additional effects on a success, failure, and critical failure.

Success The target lands prone.

Failure You lose your grip on the target, and it is no longer grabbed or restrained by you.

Critical Failure You lose both your grip on the target and your balance. You fall prone, and the target is no longer grabbed or restrained by you.

Spinebreaker ❖ Feat 10

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

You squeeze your opponent in a vicious bear hug, putting intense pressure on their nerves, joints, or other pain points. Attempt an Athletics check to Grapple a creature you have grabbed or restrained, with the following additional effects if you succeed.

Critical Success The target is clumsy 2 until the end of its next turn and then is clumsy 1 for 1 minute.

Success The target is clumsy 1 until the end of its next turn.

Inescapable Grasp Feat 12

ARCHETYPE

Prerequisites Wrestler Dedication

Your grasp has a supernatural quality to it, preventing your foes from easily escaping—with or without magical assistance. If a creature you have grabbed attempts to use a teleportation spell or effect, it must succeed at a DC 15 flat check or the spell fails. If a creature you have grabbed attempts to Escape while under the effect of *unfettered movement* or a similar effect, it must succeed at a DC 15 flat check or be forced to roll the Escape attempt normally, rather than automatically succeeding.

Form Lock ❖ Feat 14

ARCHETYPE ATTACK

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

Your ability to manipulate your enemy's entire body is potent enough that you can tear and break apart alternate forms. Attempt an Athletics check to counteract a polymorph effect currently affecting the creature you have grabbed or restrained. If the target is somehow under the effect of multiple polymorph effects, you can choose which one to attempt to counteract; the GM chooses randomly if the separate effects aren't obvious. The target is then temporarily immune for 1 day.

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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 249 of **Player Core.**

GENERAL FEATS

Non-Skill Feats	Level	Prerequisites	Benefits
Improvised Repair	3	—	Quickly patch a broken item
Keen Follower	3	—	Improve bonuses when you Follow the Expert
Pick Up the Pace	3	Constitution +2	Your group can Hustle longer
Robust Health	3	—	Recover additional Hit Points when healed with Medicine
Thorough Search	3	Expert in Perception	+2 to Perception when you spend twice as long Searching
Numb to Death	7	Diehard, you have died at least once	Regain more Hit Points when you are dying
Supertaster	7	Master in Perception	Gain secret checks to detect poison by taste
A Home in Every Port	11	Charisma +3	Spend downtime to gain free lodging for a night
Caravan Leader	11	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 *truesight*

SKILL FEATS

Varying Skill Feats	Level	Prerequisites	Benefits
Armor Assist	1	Trained in Athletics or Warfare Lore	Don armor more quickly
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
Eyes of the City	2	Trained in Diplomacy or Society	Use Diplomacy or Society to Track in settlements
Slippery Prey	2	Trained in Acrobatics or Athletics	Multiple attempts to escape bonds are easier
Consult the Spirits	7	Master in Nature, Occultism, or Religion	Learn about your environment from resident spirits
Tumbling Theft	7	Expert in Acrobatics and Thievery	Steal a small item when you Tumble Through
Acrobatics Skill Feats	**Level**	**Prerequisites**	**Benefits**
Acrobatic Performer	1	Trained in Acrobatics	Use Acrobatics to Perform
Rolling Landing	2	Cat Fall	Land with a quick roll
Tumbling Teamwork	2	Expert in Acrobatics	An ally can Step as a reaction when you Tumble Through
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 the formulas
Snare Crafting	1	Trained in Crafting	Craft snares
Rapid Affixture	7	Master in Crafting	Affix a Talisman in less time
Signature Crafting	7	Master in Crafting, Magical Crafting	Magic items you create may gain quirks
Deception Skill Feats	**Level**	**Prerequisites**	**Benefits**
Backup Disguise	2	Expert in Deception	Wear a specific disguise under your outer garments
Sow Rumor	2	Expert in Deception	Spread a rumor about a subject
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
Evangelize	7	Master in Diplomacy, follower of a specific religion or philosophy	Stupefy a listener with details of your faith



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
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
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
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, follower of a specific 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
Sanctify Water	2	Expert in Religion; you follow a deity with "holy" or "unholy" sanctification	You imbue water with your deity's blessing
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
Leverage Connections	2	Expert in Society, and either Courtly Graces or Streetwise	Call on your connections for favors
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**
Environmental Guide	7	Master in Survival	Help your party adapt to environments
Legendary Guide	15	Legendary in Survival	Increase your party's travel Speed through the wilderness
Thievery Skill Feats	**Level**	**Prerequisites**	**Benefits**
Concealing Legerdemain	1	Trained in Thievery	Conceal an Object using Thievery instead of Stealth
Dirty Trick	1	Trained in Thievery	Make a target clumsy through underhanded means

A HOME IN EVERY PORT — FEAT 11

DOWNTIME GENERAL

Prerequisites Charisma +3

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 (*GM Core* 50), 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. You can roll an Acrobatics check instead of a Performance check when using the Perform action. If you are trained in both Acrobatics and Performance, you gain a +1 circumstances bonus on Acrobatics checks made to Perform.

AEROBATICS MASTERY — FEAT 7

GENERAL SKILL

Prerequisites master in Acrobatics

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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

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 (usually DC 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 (*GM Core* 306), you simply can't identify it instead.

BACKUP DISGUISE FEAT 2

GENERAL SKILL

Prerequisites expert in Deception

You have a specific disguise that you keep at the ready, worn underneath your outer garment. You can change into this disguise to Impersonate as a 3-action activity. If you are a master in Deception, it is instead a 2-action activity, and if you are legendary in Deception, it is a single action. You can create a new backup disguise by spending the normal amount of time it takes you to Impersonate, but you can have only one backup disguise at a time. Having a backup disguise doesn't allow you to remove your armor or any other complex piece of clothing any more quickly, but once you have those off, the disguise is readily available. Because you have the backup disguise at the ready, it's possible that a thorough search might reveal some elements of the disguise (see Conceal an Object in the Stealth skill).

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, spy 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 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 Pick Up the Pace

You know how to get the most effort out of your allies on the road. Your group can Hustle for an additional 20 minutes beyond the length of time that the member who could Hustle longest on their own.

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 life energy or energy from the Void; 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.

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.

DIRTY TRICK ◆ FEAT 1

ATTACK GENERAL MANIPULATE SKILL

Prerequisites trained in Thievery

Requirements You have a hand free and are within melee reach of an opponent.

You hook a foe's bootlaces together, pull their hat over their eyes, loosen their belt, or otherwise confound their mobility through an underhanded tactic. Attempt a Thievery check against the target's Reflex DC.

Critical Success The target is clumsy 1 until they use an Interact action to end the impediment

Success As critical success, but the condition ends automatically after 1 round.

Critical Failure You fall prone as your attempt backfires.

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 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. You Create a Diversion, except you roll a Performance check instead of Deception, and the benefits of successful checks apply to an ally of your choice instead of you. The effects of a success last until the end of that ally's turn, and can end early based on the ally's actions. You don't need to be observing your ally or know where they are, but you need to know they're present to choose them.

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're skilled at saying one thing and 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

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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.

ENVIRONMENTAL GUIDE FEAT 7

GENERAL SKILL

Prerequisites master in Survival

You can rapidly adapt to climates and help others do the same. After an hour in an environment, you and up to five allies can treat the natural temperature effects of an environment (*GM Core* 95) as one step less severe (treat extreme cold as severe cold or extreme heat as severe heat, for instance). This reduction in severity is cumulative with any equipment (such as cold-weather gear) or spells (such as *environmental endurance*). If you're legendary in Survival, you may protect yourself and up to five allies, and you treat temperature effects as two steps less severe.

EVANGELIZE ❖ FEAT 7

GENERAL SKILL

Prerequisites master in Diplomacy, follower of a specific religion or philosophy

You point out a detail that incontrovertibly supports your faith, causing a listener's mind to whirl. Attempt a Diplomacy check and compare the result to the Will DC of a single target that can hear you and understands your language; that target is then temporarily immune to Evangelize with respect to your deity or philosophy for 1 day. A creature that already agrees with you is unaffected, and at the GM's discretion, a target that genuinely changes its perspective to support your faith as a result of the argument is also otherwise unaffected.

Critical Success The target is stupefied 2 for 1 round.

Success The target is stupefied 1 for 1 round.

Failure The target is unaffected.

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 failed attempt to make a Request, the target's attitude toward you doesn't worsen.

EXPRESS RIDER FEAT 1

EXPLORATION GENERAL SKILL

Prerequisites trained in Nature

You can encourage your mount to cover ground quickly. When calculating your travel Speed (*Player Core* 438) 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. This benefit extends to up to six other allies traveling with you, as long as all such allies are also mounted, or are quadrupeds with a Speed of at least 30 feet.

EYE FOR NUMBERS ❖ FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You've learned to quickly estimate 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, 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.

If you count a specific number of items possessed by an enemy, such as the number of coins or pieces of equipment they're carrying, you can use this information the next time you Feint or Create a Diversion against that target within 1 minute. If you do, you gain a +1 circumstance bonus to your check and can use Society instead of Deception for the check.

You can use this action during an attempt to Decipher Writing that is primarily numerical or mathematical to gain a +2 circumstance bonus to your check.

EYES OF THE CITY FEAT 2

GENERAL SKILL

Prerequisites trained in Diplomacy or Society

You can track down targets with the help of locals. You can use Diplomacy or Society, whichever you're trained in, to Track creatures in settlements. You chat with locals to help follow the trail of creatures you Track. At the GM's discretion, there might not be enough people to speak with to keep following the trail.

FORENSIC ACUMEN FEAT 1

GENERAL SKILL

Prerequisites trained in Medicine

You understand 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 (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 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 examined, 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.



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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, and gain a +1 circumstance bonus to the check when doing so. You can also use this feat to decipher sealed letters, adding the manipulate trait to your attempt to Decipher Writing. This doesn't prevent witnesses from noticing your efforts; you might need to attempt Deception or Stealth checks to avoid being noticed. In either use of this feat, the recipient is made aware of your efforts on a critical failure (for instance, you might be caught rubbernecking or you might disturb the papers in a way their owner notices).

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 toolkit.

If you have the raw materials, 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 as if you had their formulas.

IMPROVISED REPAIR ◆➤➤ — FEAT 3

GENERAL

You can hastily patch damaged equipment together, but the temporary fix lacks the full care required for lasting repairs. You patch together a broken item possessed by you or an adjacent willing creature. Until the item takes damage again, it still functions as a shoddy item of its type (*Player Core* 270). If it's a magic item or another item with activations, it can't be activated while patched together, but can be used for normal functions (such as Striking with a weapon or using Shield Block with a shield). This activity 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

EXPLORATION 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.



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.

You can share your observations with others to help further coordinate the group. If the ally you are following has Quiet Allies or another skill feat that allows the group to roll a single skill check for an exploration activity and use the lowest modifier, they can instead use your modifier, even if it's not the lowest.

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 only 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 (*Player Core* 438), 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. This doesn't increase your party's Speed during an encounter or allow your party to ignore difficult terrain during an encounter.

LEVERAGE CONNECTIONS FEAT 2

UNCOMMON GENERAL SKILL

Prerequisites expert in Society, and either Courtly Graces or Streetwise

You know the right people who can get things done for you in certain circles. Once per week, when you're in an area that has an established group of influential nobles, mercantile elites, or the like (if you have Courtly Graces), or a network of unsavory characters such as a thieves' guild (if you have Streetwise), you can use Society to Request a favor or aid from those people as if they were friendly to you. Your request must make sense for the type of people you contact. For instance, a member of the royal court could secure you a proper invitation to a fancy ball, while a local burglar could point out a way to stealthily infiltrate that same party. If you critically succeed this check, your connection gives a piece of helpful advice or lets you in on a small secret, granting you or a member of your party a +2 circumstance bonus to the first skill check you attempt when acting on the favor. If you critically fail this check, you might have to perform some service for your connection to get back in their good graces, as determined by the GM.

NUMB TO DEATH FEAT 7

GENERAL

Prerequisites Diehard, you have died at least once

Your past has left you numb to death's call. The first time each day that you regain Hit Points while you are dying, you gain a circumstance bonus to the number of Hit Points you regain equal to your level, and you neither gain the wounded condition nor increase the value of this condition.

PICK UP THE PACE FEAT 3

GENERAL

Prerequisites Constitution +2

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 as long as the member who could Hustle longest on their own.

PILGRIM'S TOKEN FEAT 1

GENERAL SKILL

Prerequisites trained in Religion, follower of a specific religion

You carry a small token of protection from a site holy to your faith. You gain a wooden religious symbol for your deity for free. As long as this religious symbol is in your possession, when you tie an adversary's initiative roll, you go first.

If you lose this religious symbol, you must purchase or Craft a replacement and attune it. Such a token usually costs at least 1 sp, and the attunement takes 10 minutes of prayer. You can also attune a different religious symbol with the same amount of time, but you lose the benefit of the previous religious symbol.

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RAPID AFFIXTURE FEAT 7

GENERAL SKILL

Prerequisites master in Crafting

You take only 1 minute to Affix a Talisman (*GM Core* 263). 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.

ROBUST HEALTH FEAT 3

GENERAL

Your physiology responds well to first aid. You gain a circumstance bonus to the number of Hit Points you regain equal to your level from a successful attempt to Treat your Wounds or use Battle Medicine on you. After you or an ally use Battle Medicine on you, you become temporarily immune to that Battle Medicine for only 1 hour, instead of 1 day.

ROLLING LANDING FEAT 2

GENERAL SKILL

Prerequisites Cat Fall

You land with quick rolls that help you keep your momentum. If you fall and don't take damage (usually due to treating the fall as a shorter distance), you can use your reaction to immediately enter a short roll when you land and Step. If you are an expert in Acrobatics, you can use your reaction to Step or Stride up to half your Speed after you fall and don't take damage. If you're a master in Acrobatics, you can use this reaction to Step or Stride up to your full Speed. If you're legendary in Acrobatics, you don't trigger reactions triggered by movement when you Stride in this way.

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 ally cannot be yourself. 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.

SANCTIFY WATER ❖ FEAT 2

GENERAL SKILL

Prerequisites expert in Religion, must worship a deity that lists "holy" or "unholy" in their sanctification

You imbue water with your deity's blessing. Choose a container of water with light Bulk possessed by you or an ally within your reach. Until the end of your next turn, it becomes holy water or unholy water. You can choose holy water if your deity allows holy sanctification, unholy water if your deity allows unholy sanctification, or either if your deity allows both sanctifications. This is a temporary effect and doesn't impart monetary value or allow the water to be used for costs of rituals or the like. If you're a master in Religion, you can sanctify two containers when you take this action, and if you're legendary, you can sanctify three.

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.

SIGNATURE CRAFTING FEAT 7

UNCOMMON GENERAL SKILL

Prerequisite master in Crafting, Magical Crafting

Magic items you create bear a stamp specific to your handiwork. When you successfully Craft a permanent magic item, roll a DC 9 flat check when the item is fully complete. Any benefit a creature gains from an item quirk applies only while the creature wears the item (for a worn item) or holds it (for a held item). The GM might allow custom quirks similar to those listed.

Critical Success Choose an item quirk from the table and its specifics.

Success The item gains a random item quirk with any specifics selected by the GM.

d10	Quirk	Description
1	Cavorting	Dances in place when not in use.
2	Clean	Remains pristine despite filth.
3	Environmental	Appearance changes to match its environment.
4	Filthy	A layer of filth always remains.
5	Floating	Slowly descends when dropped.
6	Glittering	Shimmers and glows with light bright as a torch.
7	Invisible	The item is invisible, but becomes visible for 1 round after being used.
8	Loyal	Floats within 5 feet of its owner, as if on a tether (but can still be seized by someone else).
9	Mood coloration	User's mood affects the item's color.
10	Skillful	The item grants a +1 item bonus to one type of skill checks.



SLIPPERY PREY FEAT 2

GENERAL SKILL

Prerequisites trained in Acrobatics or Athletics

You're able to escape bonds more easily than others. When you attempt to Escape using Acrobatics or Athletics, you reduce the multiple attack penalty for repeated attempts to –4 and –8 if you're trained in the skill. The penalty becomes –3 and –6 if you're a master in the appropriate skill. If you're legendary in the skill, you don't take penalties for multiple Escape attempts in the same turn. Regardless of your training, your attempts to Escape still have the attack trait and incur a multiple attack penalty with other actions.

SNARE CRAFTING FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

You can use the Craft activity to create snares (page 297). When you select this feat, you immediately add the formulas for four common 1st-level snares to your formula book.

SOW RUMOR FEAT 2

UNCOMMON GENERAL SECRET SKILL

Prerequisites expert in Deception

You spread rumors, which may or may not be true, about a specific subject. If the subject of your rumor is not currently the subject of any contradictory rumors, this takes as long as it would normally take you to Gather Information (typically 2 hours), at the end of which the GM rolls a secret Deception check against a DC they set to see how well you spread the rumor. If your rumor matches any current rumors about the subject, it takes less time to spread, and if you are attempting to overtake a particularly popular and contradictory rumor, it takes much longer or may be impossible. The DC similarly increases or decreases depending on how plausible your rumor is. For example, it might be harder to sow a rumor that the beloved, generous mayor is the head of a cult of murderous demon worshippers.

Critical Success Your rumor spreads like wildfire. Anyone who succeeds at a check to Gather Information on the specific subject learns your rumor in preference to other rumors about the subject. Your rumor persists for 1 month. You gain a +2 circumstance bonus to Deception, Diplomacy, and Intimidation checks in an appropriate situation when you invoke your rumor.

Success You successfully spread the rumor. Anyone who succeeds at a check to Gather Information on the specific subject adds your rumor to the list of rumors they could learn about the subject. Your rumor persists for 1 week. You gain a +1 circumstance bonus to Deception, Diplomacy, and Intimidation checks in an appropriate situation when you invoke your rumor.

Failure Your rumor dies off, never becoming popular enough for other people to learn it via Gather Information.

Critical Failure You are unable to spread a rumor and take a –4 circumstance penalty to Deception checks to Sow Rumors about the same subject within the same region for 1 week. In addition, a rumor spreads about someone trying to spread false rumors about the subject.

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 against a DC determined by the poison's level; if the food or drink is poisoned, on a success, you learn that the food or drink was poisoned, but not the specific poison used. If you successfully detect that the food or drink was poisoned, you can spit out the food or drink in time to not be exposed to that instance of the poison (unless you resume eating or drinking the poisoned food or beverage).

If you lick or taste something while Investigating or attempting to Recall Knowledge to identify something, and 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 an area. If you do and the GM rolls your secret check to Seek to notice something, you gain a +2 circumstance bonus to that Perception check and if you succeed, you get a critical success instead.

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 physical transformations. You are constantly under the effects of a 6th-rank *truesight* spell, using your Perception modifier for the counteract check.

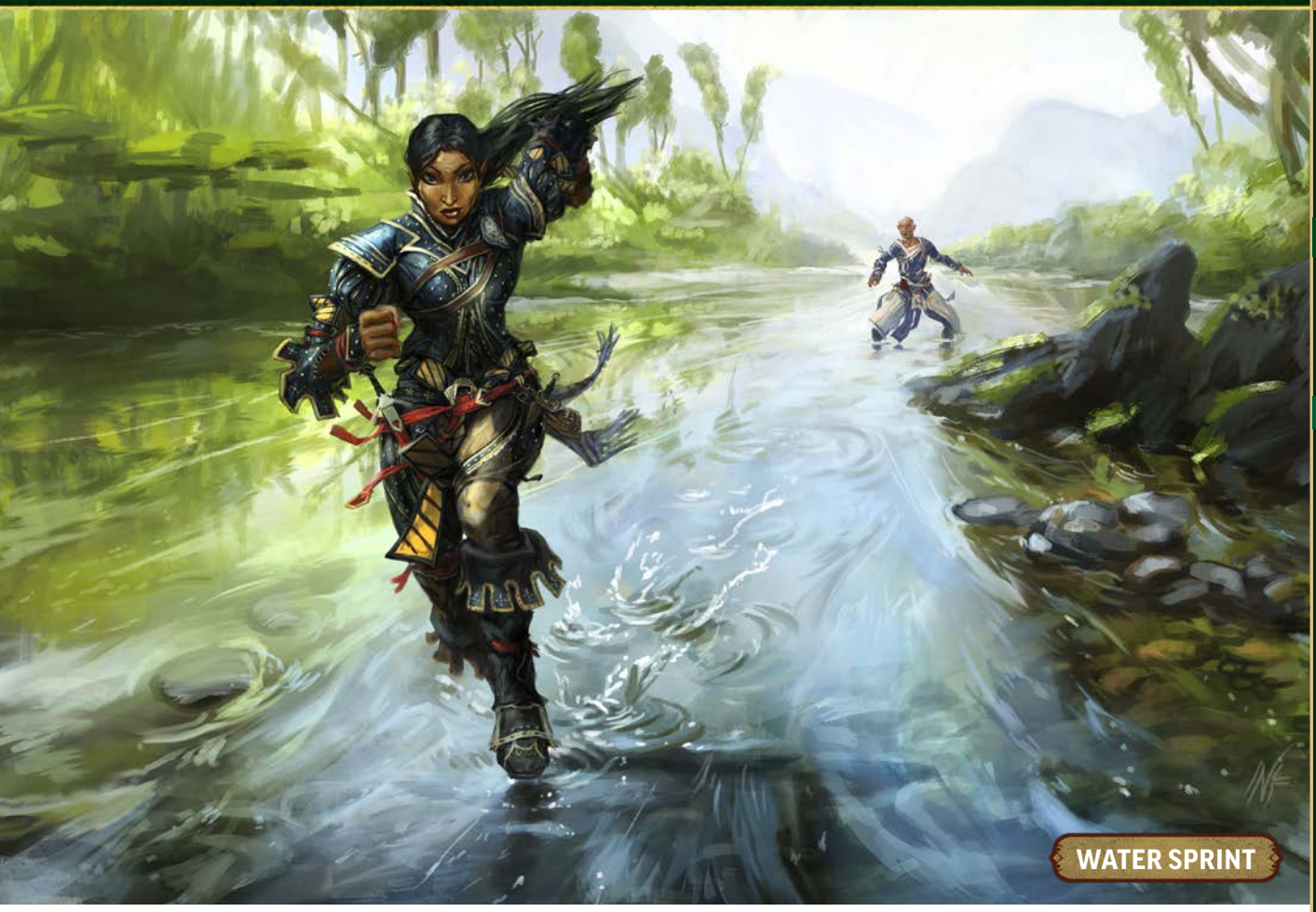
TUMBLING TEAMWORK FEAT 2

GENERAL SKILL

Prerequisites expert in Acrobatics

Your tumbling distracts a foe enough to create an advantage for one of your allies. When you successfully Tumble Through an

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enemy's space, an ally who is adjacent to that enemy can Step as a reaction, but they must remain adjacent to that enemy.

TUMBLING THEFT FEAT 7

GENERAL SKILL

Prerequisites expert in Acrobatics and Thievery

You reach for an opponent's item as you move past a foe. If you critically succeed at your check to Tumble Through an enemy's space, you can attempt to Steal something from the enemy as a reaction. You gain a +1 circumstance bonus to your Thievery check to Steal as your tumbling make it difficult for your enemy to keep track of your movement. You can Steal any immediately accessible item of light or negligible Bulk on the enemy's person, such as a potion or coin purse hanging from a belt, but not anything inside a container or anything the enemy is holding. The GM has final say on what you can Steal.

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.



Chapter 5: Spells

Here you'll find spells beyond those listed in Player Core, *including ones that warp space or time, manifest a wall of living flesh, and make a mansion out of nothing! 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 297–303 of *Player Core*. You can reference individual spell lists and descriptions in the following locations.

Spell Lists	Player Core	Player Core 2
Arcane	Pages 304–307	Page 238
Divine	Pages 307–309	Page 238
Occult	Pages 309–311	Pages 238–239
Primal	Pages 311–313	Page 239
Spells	**Player Core**	**Player Core 2**
Standard spells	Pages 314–369	Pages 240–255
Focus spells	Pages 370–388	Pages 256–265
Rituals	Pages 389–395	Pages 266–271

Your Spellcasting Style

If you're playing a spellcaster, it can be fun to consider your personal spellcasting style. Casters of different traditions usually have the biggest gulf between them 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 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.

As mentioned on page 299 of *Player Core*, the manifestation of your magic might produce different sensory effects. You should also think about the nature of the gestures and vocal incantations you use to cast that spell. Do you chant with a different timbre than your normal speaking voice? Does this voice resemble that of your deity or some other supernatural being? When you gesture, what does it look like? Are they abstract motions that correspond to different facets of the magic? Perhaps you always end your incantations with a firm, direct gesture, like pointing your finger or raising a fist. The particulars of spellcasting are abstracted, so you can customize each facet for your character.

Spell Traits

Several sections within the full rules for casting spells in *Player Core* cover how spell traits function, including traits like morph and subtle. Spell traits usually apply only to spells, but the traits concentrate and manipulate apply to other actions. All spells have the concentrate or manipulate trait (or both). Below are some reminders on how these traits work with spells.

Spells with the **concentrate** trait require you to focus on your magic. If the spell has a casting time longer than a few actions (such as a full minute or even 10 minutes), you need to maintain that concentration and can't perform other actions. If your concentration is broken (such as if a fight begins), your spell is disrupted.

Spells with the **manipulate** trait require you to physically use a locus or make definitive gestures. If your hands are bound, you might not be able to cast such spells. Remember that actions with the manipulate trait often trigger reactions, some of which have the possibility of disrupting your spell.

Refocusing

Your class briefly describes what you need to do to Refocus, such as 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 sorcerer might absentmindedly twirl a shiny dragon scale—a remnant of a draconic ancestor—in their hand with their familiar, while another might contemplate the flow of a nearby river to remind themself of the power of water.

Spell Lists

A superscript "H" indicates a spell has extra effects when heightened, and an uncommon spell has a superscript "U."

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Arcane Spells

Arcane Cantrips
Bullhorn[H] Magnify your voice to be heard at a distance.
Gale Blast[H] Damage and push adjacent creatures with air.
Live Wire[H] Slash and shock a creature with an electrified filament.
Puff of Poison[H] Exhale toxins to poison a foe.
Scatter Scree[H] Evoke rocks to bludgeon and create difficult terrain.
Spout[H] Batter creatures with a water blast.

Arcane 1st-Rank Spells
Carryall[H] A floating platform follows you, carrying objects.
Chilling Spray[H] Icy shards fly out from you in a cone.
Déjà Vu Make a creature do the same thing repeatedly.
Invisible Item[H] Make an item disappear.
Leaden Steps[H] Make creatures heavy and weak to electricity.
Mud Pit Conjure mud to slow movement.
Noxious Vapors[H] Form a toxic cloud that poisons and sickens.
Schadenfreude Distract foes with their exultation at your failure.
Thoughtful Gift[H] Teleport an item to an ally's grasp.

Arcane 2nd-Rank Spells
Animated Assault[H] Temporarily animate small objects to attack.
Charitable Urge Make a creature give away an object.
Dismantle[H] Disassemble an object temporarily.
Final Sacrifice[H] Channel energy to blow up your minion.
Phantasmal Treasure Tempt a creature with an illusory reward.
Vomit Swarm[H] Vermin erupt in a cone from your mouth.
Web[H] Form a web that keeps creatures from moving.

Arcane 3rd-Rank Spells
Crashing Wave[H] Smash a cone of water against foes.
Curse of Lost Time[H] Artificially erode or age a target.
Familiar's Face Implant your senses and voice in your companion.
Gravity Well Pull all creatures toward the center of a sphere of altered gravity.
Rouse Skeletons[H] Rouse a squadron of skeletons to claw foes.
Shared Invisibility[H] You and nearby creatures become invisible.
Shrink Item Reduce an object to the size of a coin.

Arcane 4th-Rank Spells
Bestial Curse Make a humanoid take on features of a beast.
Containment[H] Seal a creature in a sphere to contain or protect it.
Countless Eyes Spawn magical eyes all over a creature's body.
Dull Ambition Curse a creature with a lack of ambition.
Ice Storm[H] Call a storm cloud that pelts creatures with hail.
Seal Fate[H] Curse a creature to be harmed by a type of damage.
Vampiric Maiden[H] An iron maiden steals a creature's vitality.

Arcane 5th-Rank Spells
Blister[H] Grow blisters on a creature and pop them to spray acid.
Cloak of Colors Bright colors dazzle and blind creatures.
Corrosive Muck[H] Create two puddles of acidic slime.
Drop Dead[H, U] The target appears to die, but turns invisible.
Grisly Growths[H] A creature grows sickening limbs and organs.
Imaginary Lockbox Hide items in a mental compartment.

Arcane 6th-Rank Spells
Collective Transposition[H] Teleport up to two creatures to new positions near you.

Arcane 7th-Rank Spells
Lifewood Cage Trap a creature in a wooden cage.
Spell Riposte[U] Reflect a spell targeted at you.

Arcane 8th-Rank Spells
Confusing Colors Dazzle, confuse, or stun creatures in a cloud.
Dream Council Communicate through a shared dream.

Arcane 9th-Rank Spells
Resplendent Mansion Conjure a towering mansion.
Telepathic Demand Impel a creature with a mental message.

Divine Spells

Divine Cantrips
Bullhorn[H] Magnify your voice to be heard at a distance.
Haunting Hymn[H] A powerful hymn harms and deafens.

Divine 1st-Rank Spells
Concordant Choir[H] Damage foes with music.
Schadenfreude Distract foes with their exultation at your failure.
Summon Lesser Servitor[H] Summon a minor celestial, monitor, or fiend.
Thoughtful Gift[H] Teleport an item to an ally's grasp.

Divine 2nd-Rank Spells
Charitable Urge Make a creature give away an object.
Final Sacrifice[H] Channel energy to blow up your minion.
Ghoulish Cravings Afflict a creature with a craving for raw meat.
Reaper's Lantern A ghostly lantern diminishes healing for the living and weakens the undead.
Spirit Sense[H] Detect spirits and haunts.
Sudden Blight[H] Decay living creatures and plants.

Divine 3rd-Rank Spells
Anointed Ground Create a 24-hour area of protection against aberrations, celestials, dragons, fiends, monitors, or undead.
Familiar's Face Implant your senses and voice in your companion.
Rouse Skeletons[H] Rouse a squadron of skeletons to claw foes.
Wanderer's Guide Find an ideal route to a location.

Divine 4th-Rank Spells
Dull Ambition Curse a creature with a lack of ambition.
Ghostly Tragedy[U] Have spirits re-enact a violent event.
Holy Cascade[H] Make an explosion of holy water.
Seal Fate[H] Curse a creature to be harmed by a type of damage.
Vampiric Maiden[H] An iron maiden steals a creature's vitality.
Whispers of the Void[H] Drain creatures' vigor with void energy.

Divine 5th-Rank Spells
Drop Dead[H, U] The target appears to die, but turns invisible.
Wall of Flesh[H] Spawn a wall of living flesh.

Divine 6th-Rank Spells
Blinding Fury Curse a creature to be unable to see its victims.
Sacred Form[H] Transform into a battle form with sacred armaments.
Scintillating Safeguard[H] Reactively form a protective barrier.

Divine 7th-Rank Spells
Spell Riposte[U] Reflect a spell targeted at you.

Divine 8th-Rank Spells
Spirit Song[H] Sing a song that damages any creature with a spirit.
Spiritual Epidemic Weaken a target with a communicable curse.

Divine 9th-Rank Spells
Telepathic Demand Impel a creature with a mental message.
Weapon of Judgment[H] Form a divine weapon of war or peace.

Occult Spells

Occult Cantrips
Bullhorn[H] Magnify your voice to be heard at a distance.
Haunting Hymn[H] A powerful hymn harms and deafens.

Occult 1st-Rank Spells
Carryall[H] A floating platform follows you, carrying objects.
Concordant Choir[H] Damage foes with music.
Déjà Vu Make a creature do the same thing repeatedly.
Imprint Message Put a false psychic imprint in an object.
Invisible Item[H] Make an item disappear.
Object Reading[H] Get psychic impressions from an object.
Schadenfreude Distract foes with their exultation at your failure.
Thoughtful Gift[H] Teleport an item to an ally's grasp.

Occult 2nd-Rank Spells
Animated Assault[H] Temporarily animate small objects to attack.
Blistering Invective[H] Light a creature on fire with harsh words.
Charitable Urge Make a creature give away an object.
Final Sacrifice[H] Channel energy to blow up your minion.
Ghoulish Cravings Afflict a creature with a craving for raw meat.
Phantasmal Treasure Tempt a creature with an illusory reward.
Reaper's Lantern A ghostly lantern diminishes healing for the living and weakens the undead.
Spirit Sense[H] Detect spirits and haunts.
Vomit Swarm[H] Vermin erupt in a cone from your mouth.

Occult 3rd-Rank Spells
Curse of Lost Time[H] Artificially erode or age a target.
Familiar's Face Implant your senses and voice in your companion.
Gravity Well Pull all creatures towards the center of a sphere of altered gravity.
Rouse Skeletons[H] Rouse a squadron of skeletons to claw foes.
Shared Invisibility[H] You and nearby creatures become invisible.
Threefold Aspect Shift yourself between three ages.
Wanderer's Guide Find an ideal route to a location.

Occult 4th-Rank Spells
Bestial Curse Make a humanoid take on features of a beast.
Chroma Leach Sap the color and vitality from a living creature.
Containment[H] Seal a creature in a sphere to contain or protect it.
Countless Eyes Spawn magical eyes all over a creature's body.
Dull Ambition Curse a creature with a lack of ambition.
Ghostly Tragedy[U] Have spirits re-enact a violent event.
Seal Fate[H] Curse a creature to be harmed by a type of damage.
Vampiric Maiden[H] An iron maiden steals a creature's vitality.
Whispers of the Void[H] Drain creatures' vigor with void energy.

Occult 5th-Rank Spells
Blister[H] Grow blisters on a creature and pop them to spray acid.
Cloak of Colors Bright colors dazzle and blind creatures.
Drop Dead[H, U] The target appears to die, but turns invisible.
Imaginary Lockbox Hide items in a mental compartment.
Strange Geometry Confoundingly warp spatial geometry, making passage difficult and destinations unpredictable.
Synesthesia[H] Rewire a creature's senses.
Wall of Flesh[H] Spawn a wall of living flesh.

Occult 6th-Rank Spells
Blanket of Stars A cloak of darkness hides you in the dark.
Blinding Fury Curse a creature to be unable to see its victims.
Collective Transposition[H] Teleport up to two creatures to new positions near you.
Scintillating Safeguard[H] Reactively form a protective barrier.

Occult 7th-Rank Spells
Spell Riposte[U] Reflect a spell targeted at you.
Visions of Danger[H] A vision of a swarm deals mental damage.

Occult 8th-Rank Spells
Confusing Colors Dazzle, confuse, or stun creatures in a cloud.
Dream Council Communicate through a shared dream.
Spirit Song[H] Sing a song that damages any creature with a spirit.
Spiritual Epidemic Weaken a target with a communicable curse.

Occult 9th-Rank Spells
Resplendent Mansion Conjure a towering mansion.
Telepathic Demand Impel a creature with a mental message.

Primal Spells

Primal Cantrips
Gale Blast[H] Damage and push adjacent creatures with air.
Live Wire[H] Slash and shock a creature with an electrified filament.
Puff of Poison[H] Exhale toxins to poison a foe.
Scatter Scree[H] Evoke rocks to bludgeon and create difficult terrain.
Spout[H] Batter creatures with a water blast.

Primal 1st-Rank Spells
Chilling Spray[H] Icy shards fly out from you in a cone.
Leaden Steps[H] Make creatures heavy and weak to electricity.
Mud Pit Conjure mud to slow movement.
Noxious Vapors[H] Form a toxic cloud that poisons and sickens.
Protector Tree[H] Conjure a tree that guards allies.

Primal 2nd-Rank Spells
Dismantle[H] Disassemble an object temporarily.
Final Sacrifice[H] Channel energy to blow up your minion.
Fungal Infestation[H] Plant poisonous fungal growths in a creature.
Reaper's Lantern A ghostly lantern diminishes healing for the living and weakens the undead.
Sudden Blight[H] Decay living creatures and plants.
Vomit Swarm[H] Vermin erupt in a cone from your mouth.
Web[H] Form a web that keeps creatures from moving.

Primal 3rd-Rank Spells
Animal Vision Project your senses through an animal.
Crashing Wave[H] Smash a cone of water against foes.
Curse of Lost Time[H] Artificially erode or age a target.
Familiar's Face Implant your senses and voice in your companion.
Threefold Aspect Shift yourself between three ages.

Primal 4th-Rank Spells
Bestial Curse Make a humanoid take on features of a beast.
Countless Eyes Spawn magical eyes all over a creature's body.
Ice Storm[H] Call a storm cloud that pelts creatures with hail.

Primal 5th-Rank Spells
Blister[H] Grow blisters on a creature and pop them to spray acid.
Chameleon Coat[H] Camouflage creatures to their environment.
Corrosive Muck[H] Create two puddles of acidic slime.
Grisly Growths[H] A creature grows sickening limbs and organs.
Lightning Storm[H] Create clouds and call down lightning.
Wall of Flesh[H] Spawn a wall of living flesh.

Primal 6th-Rank Spells
Blanket of Stars A cloak of darkness hides you in the dark.
Blinding Fury Curse a creature to be unable to see its victims.
Scintillating Safeguard[H] Reactively form a protective barrier.

Primal 7th-Rank Spells
Lifewood Cage Trap a creature in a wooden cage.

Primal 9th-Rank Spells
Nature's Enmity Turn animals, plants, and weather against foes.

Primal 10th-Rank Spells
Primal Herd Transform willing creatures into a herd of mammoths.

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SPELLS

ANIMAL VISION SPELL 3

CONCENTRATE MANIPULATE MENTAL

Traditions primal
Cast 1 minute
Range 120 feet; **Targets** 1 animal
Duration 1 hour

You tap into the target's senses, allowing you to sense whatever it senses for the spell's duration. If the target wishes to prevent you from doing so, it can attempt a Will save, negating the spell on a success, but most animals don't bother to do so. While tapping into the target's senses, you can't use your own body's senses, but you can change back and forth from your body's senses to the target's senses using a Sustain action.

ANIMATED ASSAULT ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult
Range 120 feet; **Area** 10-foot burst
Defense 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, the first time each round you Sustain this spell, it deals 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.

ANOINTED GROUND SPELL 3

CONCENTRATE CONSECRATION MANIPULATE

Traditions divine
Cast 1 minute; **Cost** oils worth 3 gp
Area 30-foot burst centered on you
Duration until the next time you make your daily preparations

You sanctify the area, sprinkling it with certain oils and warding it against your foes. Choose aberrations, celestials, dragons, fiends, monitors, or undead. All creatures in the area gain a +1 status bonus to AC, attack rolls, damage rolls, and saving throws against the chosen creatures.

BESTIAL CURSE ◆◆ SPELL 4

CONCENTRATE CURSE MANIPULATE POLYMORPH

Traditions arcane, occult, primal
Range touch; **Targets** 1 living humanoid
Defense 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

CONCENTRATE ILLUSION MANIPULATE

Traditions occult, primal

Defense 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're concealed instead.

Gazing too closely into the stars is disorienting. Any creature 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

CONCENTRATE CURSE EMOTION INCAPACITATION MENTAL

Traditions divine, occult, primal

Trigger A creature damages you.

Range 60 feet; **Targets** the triggering creature

Defense 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

CONCENTRATE MANIPULATE

Traditions arcane, occult, primal

Range 60 feet; **Targets** 1 creature

Defense 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 CONCENTRATE EMOTION FEAR MANIPULATE MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense 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.

BULLHORN ◆◆ CANTRIP 1

AUDITORY CANTRIP CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, divine, occult

Duration 10 minutes

You amplify your voice, loud enough for you to be heard easily at a great distance. For the duration, your voice can be heard loudly and clearly by all listeners within 500 feet, even if other ambient noise would otherwise block the sound. Despite the volume, this doesn't make your voice jarring or distracting. This doesn't increase the range or area of other auditory or linguistic effects, and physical barriers such as walls and doors still block or muffle your voice as normal.

Your loud voice makes it easier to Coerce others, and the acoustics assist in Performing at a large venue. You gain a +1 status bonus to checks to Coerce and auditory Performance checks to Perform at a large venue.

You can Dismiss the spell.

Heightened (5th) Your voice can be heard clearly up to 1,200 feet away.

Heightened (7th) Your voice can be heard clearly up to 1 mile away.

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CARRYALL ◆◆ SPELL 1

CONCENTRATE FORCE MANIPULATE

Traditions arcane, occult

Duration 8 hours

A small platform of magical force materializes adjacent to you to carry cargo. It is invisible or has a ghostly appearance, is 2 feet in diameter, and follows 5 feet behind you, floating just above the ground. It holds up to 5 Bulk of objects (if they can fit on it). Any objects atop the platform fall to the ground when the spell ends. You can Sustain the spell to move the platform up to 30 feet along the ground, to make it stay in place, or to have it return to you and resume following you.

The spell ends if a creature tries to ride atop the platform, if the platform is overloaded, if anyone tries to lift or force the platform higher above the ground, or if you move more than 60 feet away from the platform.

Heightened (4th) The platform can carry 10 Bulk, creatures can ride atop it, and it can hover in the air, not just on the ground.

CHAMELEON COAT ◆◆◆ SPELL 5

CONCENTRATE ILLUSION MANIPULATE

Traditions primal

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 rank, and the status bonus is +4.

CHARITABLE URGE ◆◆ SPELL 2

CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You speak on the virtue of charity, compelling the target to 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 passing the item off requires an Interact action as normal.

Critical Failure As failure, except the duration is 4 rounds, and the target must repeat the effects of a 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 the effects entirely on a critical success.

CHILLING SPRAY ◆◆ SPELL 1

COLD CONCENTRATE MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense 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

CONCENTRATE MANIPULATE

Traditions occult

Range touch; **Targets** 1 living creature

Defense 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 *sound body* can remove these conditions).

CLOAK OF COLORS ◆◆ SPELL 5

CONCENTRATE MANIPULATE VISUAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration 1 minute

A cloak of swirling colors shrouds the target. Creatures are dazzled while adjacent to it, and attacking the target causes a brilliant flash of light. A creature that hits the target with a melee attack must attempt a Will save. The creature is then temporarily immune until the end of its turn; this effect has the incapacitation trait.

Success The attacker is unaffected.

Failure The attacker is blinded for 1 round.

Critical Failure The attacker is stunned for 1 round.

COLLECTIVE TRANSPOSITION ◆◆ SPELL 6

CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, occult

Area 30-foot emanation; **Targets** up to 2 creatures

Defense Will (see text)

You teleport the targets to new positions within the area. The creatures must each be able to fit in their new space, and their positions must be unoccupied, entirely within the area, and in your line of sight. Unwilling creatures can attempt a Will save.

Critical Success The target can teleport if it wants, but it chooses the destination within range.

Success The target is unaffected.

Failure You teleport the target and choose its destination.

Heightened (+1) The number of targets increases by 1.

CONCORDANT CHOIR ◆ TO ◆◆◆ SPELL 1

CONCENTRATE SONIC

Traditions divine, occult

Range 30 feet; **Targets** varies

Defense basic Fortitude

You unleash a dangerous consonance of reverberating sound, focusing on a single target or spreading out to damage many foes. The number of actions you spend Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell deals 1d4 sonic damage to a single enemy, with a basic Fortitude save.

◆◆ (manipulate) The spell deals 2d4 sonic damage to all creatures in a 10-foot burst, with a basic Fortitude save.

◆◆◆ (manipulate) The spell deals 2d4 sonic damage to all creatures in a 30-foot emanation, with a basic Fortitude save.

Heightened (+1) The damage increases by 1d4 for the 1-action version, or 2d4 for the other versions.

CONFUSING COLORS ◆◆ SPELL 8

ILLUSION INCAPACITATION MANIPULATE SUBTLE VISUAL

Traditions arcane, occult

Range 120 feet; **Area** 20-foot burst

Defense Will; **Duration** sustained up to 1 minute

A cloud of cascading, ever-changing colors manifests in the air. Creatures are dazzled while inside the cloud, as are those within 20 feet of the cloud's area. A creature must attempt a Will save if it is inside the cloud when you cast it, enters the cloud, ends its turn within the cloud, or uses a Seek or Interact action on the cloud. A creature currently affected by the cloud doesn't need to attempt new saves.

Success The creature is unaffected.

Failure The creature is confused for 1d4 rounds.

Critical Failure The creature is stunned for 1d4 rounds. After the stunned condition ends, the creature is confused for the remaining duration of the spell.

CONTAINMENT ◆◆ SPELL 4

CONCENTRATE FORCE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Reflex (see text); **Duration** 1 minute

You wrap a creature in an immobile force field, whether to protect it or those around it. The field blocks attacks, effects, and creatures that would pass through it, including the target. The field has Hardness 10, 40 Hit Points, and immunity to critical hits and precision damage. If the target of *containment* is unwilling, the effects depend on the target's Reflex save.

Critical Success The target escapes from the field as it's forming, causing it to collapse.

Success The field partially forms with 10 Hit Points instead of 40.

Failure The field has its normal effect.

Heightened (+1) The field's Hit Points are 5 higher on a success or 15 higher on a failure.

CORROSIVE MUCK ◆◆ SPELL 5

ACID CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 120 feet; **Area** all squares in two 10-foot bursts

Duration 1 minute

You create two puddles of acidic slime that hinders the movement of anyone who walks through it. The area of each pool becomes greater difficult terrain. Each round that a creature starts its turn in one of the pools or enters a pool during a move action it's using, it takes 8d6 acid damage with a basic Reflex save. A creature that critically fails its saving throw also takes 1d6 persistent acid damage. As normal, if a Large or larger creature starts its turn in both pools, it takes the damage only once.

Heightened (+2) Create an additional 10-foot burst.

COUNTLESS EYES ◆◆ SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, occult, primal

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 succeeds when Seeking, it critically succeeds instead.

CRASHING WAVE ◆◆ SPELL 3

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Area 30-foot cone

Defense 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

CONCENTRATE CURSE MANIPULATE VOID

Traditions arcane, occult, primal

Range touch; **Targets** 1 Large or smaller object, construct, or living creature

Defense Fortitude; **Duration** varies

You curse the target with rapid aging or erosion. The effect depends on whether the target is an object, a construct, or a

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living creature. Artifacts, along with objects and 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. *Cleanse affliction* 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

CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions arcane, occult
Range 100 feet; **Targets** 1 creature
Defense Will; **Duration** 2 rounds

You loop a thought process in the target's mind, forcing it to repeat a moment's worth of actions. 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

CONCENTRATE MANIPULATE

Traditions arcane, primal
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.

DREAM COUNCIL SPELL 8

CONCENTRATE ILLUSION MANIPULATE MENTAL SLEEP

Traditions arcane, occult
Cast 10 minutes
Range planetary; **Targets** up to 12 creatures you know by name and have met in person
Duration 1 hour

When you Cast this Spell, any targets—including you—can choose to immediately fall asleep. The spell ends for any creatures that don't choose to fall asleep. Sleepers join a shared dream, where they can communicate with one another as though they were in the same room. Individual targets leave this shared dream upon awakening, and if all the targets awaken, the spell ends.

DROP DEAD ↷ SPELL 5

UNCOMMON ILLUSION MANIPULATE SUBTLE VISUAL

Traditions arcane, divine, occult
Trigger A creature within range is hit by an attack from an enemy.
Range 120 feet; **Targets** 1 creature
Duration sustained up to 1 minute

The target appears to fall down dead, though it actually turns invisible. Its illusory corpse remains where it fell, complete with a believable fatal wound. This illusion looks and feels like a dead body. If the target's death seems absurd—for instance, a barbarian at full health appears to be slain by 2 damage—the GM can grant the attacker an immediate Perception check to disbelieve the illusion. If the target uses hostile actions, the spell ends. This ends the entire spell, so the illusory corpse disappears too.

Heightened (7th) The spell doesn't end if the target uses a hostile action.

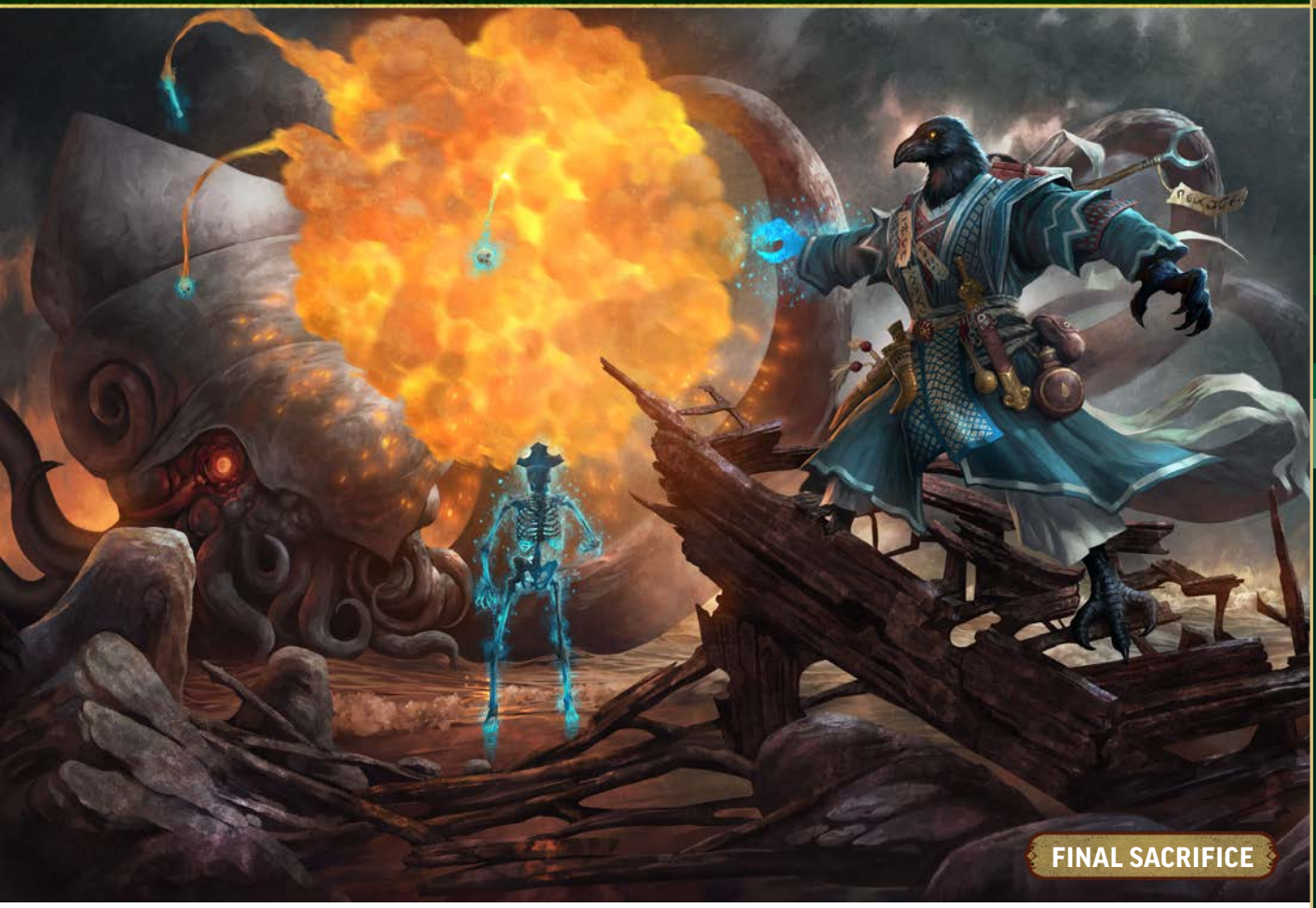
DULL AMBITION ◆◆ SPELL 4

CONCENTRATE CURSE MANIPULATE MENTAL MISFORTUNE

Traditions arcane, divine, occult
Range 120 feet; **Targets** 1 creature
Defense 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.



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FAMILIAR'S FACE ◆◆ SPELL 3

CONCENTRATE MANIPULATE SCRYING

Traditions arcane, divine, occult, primal

Range 1 mile; **Targets** 1 willing creature that's 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. If you Cast a Spell with the revelation trait that affects your senses, such as *see the unseen*, 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

CONCENTRATE FIRE MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet; **Targets** 1 creature with the minion trait that you summoned or permanently control

Defense basic Reflex

You channel disruptive energies through the bond between you and your minion, causing it to violently explode. The target is immediately slain, and the explosion deals 6d6 fire damage to creatures within 20 feet of it with a basic Reflex save.

If the target has the cold or water trait, the spell deals cold damage and has the cold trait instead of the fire trait. Attempting to cast this spell targeting a creature that you temporarily seized control of, such as an undead commanded by *bind undead*, automatically fails and breaks the controlling effect.

Heightened (+1) The damage increases by 2d6.

FUNGAL INFESTATION ◆◆ SPELL 2

CONCENTRATE FUNGUS MANIPULATE POISON

Traditions primal

Range touch; **Area** 15-foot cone

Defense 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's 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's 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.

GALE BLAST ◆◆ CANTRIP 1

AIR CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, primal
Area 5-foot emanation
Defense Fortitude

Wind flows from your outstretched hands and whirls around you in a 5-foot emanation. Each creature in the area takes 1d6 bludgeoning damage, with a Fortitude 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) The damage increases by 1d6.

GHOSTLY TRAGEDY SPELL 4

UNCOMMON CONCENTRATE MANIPULATE SPIRIT

Traditions divine, occult
Cast 1 minute
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. The spirits don't change form, so this doesn't help determine perpetrators by their looks. 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 void 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.

GHOULISH CRAVINGS ◆◆ SPELL 2

CONCENTRATE CURSE MANIPULATE MENTAL

Traditions divine, occult
Range touch; **Targets** 1 creature
Defense Will; **Duration** varies

You touch the target to afflict it with the overwhelming desire to eat raw meat. The target must attempt a Will save.

Critical Success The target is unaffected.
Success The target is sickened 1 by its unbidden hunger.
Failure The target is sickened 2 and can't reduce this condition below sickened 1 until it first consumes some raw meat; if the creature doesn't have access to raw meat, it can take a bite out of a corpse within reach as an Interact action.
Critical Failure As failure, but the target can't reduce the condition below sickened 2 until it consumes raw meat.

GRAVITY WELL ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, occult
Range 120 feet; **Area** 30-foot burst
Defense Reflex

You create a sphere of altered gravity. All creatures and unsecured objects in the area move toward the center, depending on their Reflex saving throws. This follows the rules for forced movement. If there's not enough space near the center of the sphere, creatures and objects nearer to the center move first, and others move as far as they can without being blocked, up to the amount set by their saving throw outcomes.

Critical Success The creature is unaffected.
Success The creature moves 5 feet toward the center.
Failure The creature moves 15 feet toward the center.
Critical Failure The creature moves 30 feet toward the center.

GRISLY GROWTHS ◆◆ SPELL 5

CONCENTRATE MANIPULATE

Traditions arcane, primal
Range 60 feet; **Targets** 1 corporeal creature
Defense 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're 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 creature is sickened 2.

Heightened (+1) The damage increases by 2d6.

HAUNTING HYMN ◆◆ CANTRIP 1

AUDITORY CANTRIP CONCENTRATE MANIPULATE SONIC

Traditions divine, occult
Area 15-foot cone
Defense basic Fortitude

You echo a jarring hymn that only creatures in the area can hear. The hymn deals 1d8 sonic damage, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute.

Heightened (+2) The damage increases by 1d8.

HOLY CASCADE ◆◆ SPELL 4

CONCENTRATE HOLY MANIPULATE WATER

Traditions divine
Cost one vial of *holy water* (*Pathfinder GM Core* 268)
Range 500 feet; **Area** 20-foot burst
Defense basic Reflex

You call upon sacred energy to amplify a vial of *holy water*, tossing it an incredible distance. It explodes in an enormous burst that deals 3d6 bludgeoning damage to creatures in the area from the cascade of water. The water deals an additional 6d6 spirit damage to creatures with the unholy trait in the area.

Heightened (+1) The bludgeoning damage increases by 1d6, and the additional spirit damage increases by 2d6.

ICE STORM ◆◆◆ SPELL 4

COLD CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Reflex; **Duration** sustained up to 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. Any creature that ends its turn in the storm takes 2 cold damage. If you Cast this Spell outdoors, you can create two nonoverlapping clouds instead of one. As normal, if a Large or larger creature is in both clouds, it still only takes the initial damage once and the continuing damage once per turn.

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 1.

IMAGINARY LOCKBOX SPELL 5

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, occult

Cast 1 minute

Range touch; **Targets** 1 container and its contents, totaling 10 Bulk or less

Duration until the next time you make your daily preparations

You turn a container and its contents into an imaginary form stored in your mind that only you can see and interact with. The container's physical properties—the material from which it's made, any locks, or other features—are irrelevant to the casting of this spell, but the container can't contain any creatures. The container has no Bulk, and you can visualize everything inside it.

You can retrieve an item from the lockbox as an activity that takes 3 actions and has the concentrate and manipulate traits. Putting items back isn't possible. You can Dismiss the spell. When the spell ends, the container returns to its normal state, either appearing in your hands if it can fit there or on the ground adjacent to you if not.

IMPRINT MESSAGE ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions occult

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 248) 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 rank 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.

INVISIBLE ITEM ◆◆ SPELL 1

CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, occult

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.

LEADEN STEPS ◆◆ SPELL 1

CONCENTRATE MANIPULATE METAL MORPH

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

You partially transform a foe's feet into unwieldy slabs of metal, slowing their steps. The target attempts a Fortitude saving throw.

Critical Success The target is unaffected.

Success The target is encumbered and has weakness 2 to electricity until the end of your next turn. The spell can't be sustained.

Failure The target is encumbered and has weakness 2 to electricity.

Critical Failure The target is encumbered and has weakness 3 to electricity.

Heightened (+1) The weakness increases by 1.

LIFEWOOD CAGE ◆◆◆ SPELL 7

CONCENTRATE MANIPULATE VITALITY WOOD

Traditions arcane, primal

Range 30 feet; **Area** 1 cube 20 feet on each side

Defense Reflex; **Duration** sustained up to 1 minute

You create an immobile, invisible prison of hardened wood suffused with vital energy from the Forge of Creation. The cage is a 20-foot cube made of wooden branches, each a half inch thick and a half inch apart. 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

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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, though it has weakness 5 to void damage. A creature capable of passing through the space between the bars (typically a Tiny creature) can leave; all others are confined within. The vitality energy suffusing the wood prevents incorporeal undead creatures from passing through the beams. 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 most area effects (such as *dragon breath*) can pass through the cage uninhibited.

LIGHTNING STORM ◆◆◆ SPELL 5

CONCENTRATE ELECTRICITY MANIPULATE

Traditions primal

Range 120 feet; **Area** 20-foot burst

Defense basic Reflex; **Duration** sustained up to 1 minute

You create a black, rumbling storm cloud and call down one lightning bolt within the spell's area. The bolt is a vertical line from the top of the storm cloud to the ground below, dealing 4d12 electricity damage to creatures in the line (basic Reflex save). On subsequent rounds, 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 nonoverlapping clouds instead of one, though you can still call down only one bolt per turn.

Heightened (+2) The damage of each bolt increases by 1d12.

LIVE WIRE ◆◆ CANTRIP 1

ATTACK CANTRIP CONCENTRATE ELECTRICITY MANIPULATE METAL

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense AC

You conjure up a length of sharp copper filament humming with electrical current that strikes out at your foe. The wire deals 1d4 slashing damage and 1d4 electricity damage, depending on your spell attack roll against the target's AC.

Critical Success The target takes double damage and 1d4 persistent electricity damage.

Success The target takes full damage.

Failure The target takes the electricity damage, but not the slashing damage.

Critical Failure The target is unaffected.

Heightened (+1) The slashing damage, initial electricity damage, and persistent electricity damage on a critical hit each increase by 1d4.

MUD PIT ◆◆◆ SPELL 1

CONCENTRATE EARTH MANIPULATE WATER

Traditions arcane, primal

Range 60 feet; **Area** squares on the ground in a 15-foot burst

Duration 1 minute

Thick, clinging mud covers the ground, 1 foot deep. The mud is difficult terrain.

NATURE'S ENMITY ◆◆ SPELL 9

CONCENTRATE MANIPULATE PLANT WOOD

Traditions primal

Range 120 feet; **Area** 500-foot burst; **Targets** up to 5 creatures

Duration 10 minutes

Animals, plants, and fungi in the area turn against the targets. Each target suffers from the following effects as long as it remains in the area.

- Vegetation springs up from every surface, giving each target a –10-foot circumstance penalty to its Speed any time it's adjacent to the plants and fungi.
- Aggressive animals attack unpredictably. At the start of its turn, each target rolls a DC 8 flat check. On a failure, it's attacked by creatures that deal 2d10 slashing damage. The target attempts a basic Reflex save and is off-guard for 1 round on any outcome other than a critical success.
- The target loses any connection to nature or natural creatures. The target must succeed at a DC 5 flat check when casting any primal spell or the spell fails. Furthermore, animal, fungus, and plant creatures become hostile to it, even one with a strong bond to the target, such as an animal companion.

The GM might decide that you can't subject some creatures, such as an emissary of a nature deity, to the ire of nature.

NOXIOUS VAPORS ◆◆ SPELL 1

CONCENTRATE MANIPULATE POISON

Traditions arcane, primal

Area 10-foot emanation

Defense 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

CONCENTRATE MANIPULATE

Traditions occult

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.

PHANTASMAL TREASURE ◆◆ SPELL 2

CONCENTRATE EMOTION ILLUSION MANIPULATE MENTAL
Traditions arcane, occult
Range 60 feet; **Targets** 1 living creature
Defense 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.)

PRIMAL HERD ◆◆ SPELL 10

CONCENTRATE MANIPULATE POLYMORPH
Traditions primal
Range 30 feet; **Targets** you and up to 5 willing targets
Duration 1 minute

Summoning the power of the natural world, you transform the targets into a herd of mammoths, and they each assume a Huge battle form. Each target must have enough space to expand into or the spell fails for that target. Each target gains the animal trait. Each target can Dismiss the spell's effects on itself. Each target gains the following while transformed.

- AC = 22 + the target's level. Ignore any armor check penalty and Speed reduction.
- 20 temporary Hit Points.
- Speed 40 feet.
- Low-light vision.
- The following unarmed melee attacks, which are the only attacks the target can use to Strike. When Striking with these attacks, the target uses their attack modifier with the proficiency and item bonuses of their most favorable weapon or unarmed Strike, and the damage is listed for each attack. These attacks are Strength based (for the purpose of the enfeebled condition, for example). **Melee** ◆ tusk (reach 15 feet), **Damage** 4d8+19 piercing; **Melee** ◆ trunk (agile, reach 15 feet), **Damage** 4d6+16 bludgeoning; **Melee** ◆ foot (agile, reach 15 feet), **Damage** 4d6+13 bludgeoning.
- Athletics modifier of +30, unless the target's own modifier is higher.
- Each target can use the Trample action.

Trample ◆◆◆ You move up to twice your Speed and move through the space of Large or smaller creatures, trampling each creature whose space you enter. A trampled creature takes damage from your foot Strike based on a basic Reflex save (DC = 19 + your level).

PROTECTOR TREE ◆◆ SPELL 1

CONCENTRATE MANIPULATE PLANT WOOD
Traditions primal
Range 30 feet
Duration 1 minute

A Medium tree suddenly grows in an unoccupied square within range. The tree has AC 10 and 10 Hit Points. Whenever an ally adjacent to the tree is hit by a Strike, the tree interposes its branches and takes the damage first. Any additional damage beyond what it takes to reduce the tree to 0 Hit Points is dealt to the original target. The tree isn't large enough to impede movement through its square.

If the tree is in soil and survives to the end of the spell's duration, it remains as an ordinary, non-magical tree and continues to grow and thrive. The GM might determine that the tree disappears immediately in certain inhospitable situations.

Heightened (+1) The tree has an additional 10 Hit Points.

PUFF OF POISON ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE POISON
Traditions arcane, primal
Range 10 feet; **Targets** 1 creature
Defense Fortitude

You exhale a shimmering cloud of toxic breath at an enemy's face. The target takes 1d4 poison damage and 1d4 persistent poison damage, depending on its Fortitude save.
Critical Success The creature is unaffected.
Success The target takes half initial damage and no persistent damage.
Failure The target takes full initial and persistent damage.
Critical Failure The target takes double initial and persistent damage.

Heightened (+2) The initial poison damage increases by 1d4, and the persistent poison damage increases by 1d4.

REAPER'S LANTERN ◆◆ SPELL 2

AURA CONCENTRATE DEATH LIGHT MANIPULATE
Traditions divine, occult, primal
Area 5-foot emanation
Defense 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. The lantern is insubstantial and floats near you, suspended from an ephemeral, skeletal hand. Living creatures and undead in

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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 round after you cast *reaper's lantern*, you can Sustain the spell 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.

RESPLENDENT MANSION — SPELL 9

CONCENTRATE MANIPULATE STRUCTURE

Traditions arcane, occult
Cast 1 minute
Range 500 feet
Duration until your next daily preparations

You conjure a towering mansion up to four stories tall and up to 300 feet on a side. While Casting the Spell, you hold an image of the mansion and its desired appearance in your mind. The mansion can contain as many or as few rooms as you desire, and it's decorated as you imagine it. You can imagine a purpose for each room of the mansion, and the proper accouterments appear within. Any furniture or other mundane fixtures function normally for anyone inside the mansion, but they cease to exist if taken beyond its walls. No fixture created with this spell can create magical effects, but magical devices brought into the mansion function normally.

Your mansion contains the same types and quantities of foodstuffs and servants as created by the *planar palace* spell.

Each of the mansion's exterior doorways and windows are protected by *alarm* spells. You choose whether each alarm is audible or mental as you Cast the Spell, and each has a different sound (for an audible alarm) or sensation (for a mental one), allowing you to instantly determine which portal has been used.

ROUSE SKELETONS ◆◆ — SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult
Range 60 feet; **Area** 10-foot burst
Defense Reflex; **Duration** sustained up to 1 minute

Misshapen skeletal forms erupt from a solid surface, such as a stone floor, and fill the burst. The area they fill is difficult terrain. Their grasping claws deal 2d6 slashing damage to creatures on the ground in the area when the skeletons first appear with a basic Reflex save.

On subsequent rounds, the first time you Sustain the Spell each round, you can move the area of skeletons up to 20 feet within the range of the spell and deal 2d6 slashing damage with a basic Reflex save to each creature in the new area.

Damaging or destroying the skeletons is irrelevant, as new bones pull forth from the ground to repair and replace any that are obliterated.

Heightened (+2) The damage increases by 1d6.

SACRED FORM ◆◆ — SPELL 6

CONCENTRATE MANIPULATE POLYMORPH

Traditions divine
Duration 1 minute

You focus all your divine energy and transform yourself into a battle form, similar to your normal form and of the same size as you, but wielding powerful divine armaments. While in this form, you gain the statistics and abilities listed below. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities.

- AC = 20 + your level. Ignore your armor's check penalty and Speed reduction.
- 10 temporary Hit Points.
- Speed 40 feet.
- Resistance 3 against physical damage.
- Darkvision.
- A special attack with a sacred armament, which is the only attack you can use. Your attack modifier with the sacred armament is +21, and your damage bonus is +8 (or +6 for a ranged attack). The damage dice for Strikes with the weapon are 3d6 bludgeoning damage plus 1d6 spirit damage. If you have a deity, you can have the weapon take the form of your deity's favored weapon and use its damage die size, damage type, and traits. If the favored weapon is a simple weapon with 1d4 or 1d6 damage die, the weapon damage dice are one size larger than normal, though the spirit damage is unchanged. You can also use your attack modifier with this favored weapon if it's higher than that given by the spell.
- Athletics modifier of +23, unless your own is higher.

Heightened (8th) You instead gain AC = 21 + your level, 15 temporary Hit Points, resistance 4 against physical damage, attack modifier +28, damage bonus +15 (+12 for a ranged attack), and Athletics +29. If you're Medium or smaller, your battle form is Large, and your attacks also have 10-foot reach, or 15-foot reach if you're using a favored weapon with reach.

SCATTER SCREE ◆◆ — CANTRIP 1

CANTRIP CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal
Range 30 feet; **Area** two contiguous 5-foot cubes
Defense basic Reflex; **Duration** 1 minute

A jumble of rocks cascades into the area. The scattering rocks deal 2d4 bludgeoning damage (basic Reflex save). The ground in the area becomes difficult terrain for the duration of the spell. A creature can Interact to clear a square of this scree.

If you cast this spell again, any previous *scatter scree* you've cast ends.

Heightened (+1) The damage increases by 1d4.

SCHADENFREUDE ↷ — SPELL 1

CONCENTRATE EMOTION MENTAL

Traditions arcane, divine, occult
Trigger You critically fail a saving throw against a foe's effect.
Range 30 feet; **Targets** the triggering foe
Defense Will



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You distract your enemy with their feeling of smug pleasure when you fail catastrophically. It must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is distracted by its amusement and takes a –1 status penalty on Perception checks and Will saves for 1 round.

Failure The creature is overcome by its amusement and is stupefied 1 for 1 round.

Critical Failure The creature is lost in its amusement and is stupefied 2 for 1 round and stunned 1.

SCINTILLATING SAFEGUARD ↷ SPELL 6

MANIPULATE

Traditions divine, occult, primal

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.

Heightened (+1) The resistance increases by 1.

SEAL FATE ◆◆ SPELL 4

CONCENTRATE CURSE DEATH MANIPULATE

Traditions arcane, divine, occult

Range touch; **Targets** 1 living creature

Defense Fortitude; **Duration** varies

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, electricity, fire, piercing, slashing, sonic, or void. 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 Hit Points 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.

SHARED INVISIBILITY ◆◆ SPELL 3

AURA ILLUSION MANIPULATE SUBTLE

Traditions arcane, occult

Area 30-foot emanation; **Targets** you and up to 5 willing creatures

Duration 10 minutes



You and all targets are invisible except to each other as long as the targets remain within the emanation. If a creature made invisible by this spell leaves the spell's area, it becomes visible and remains so even if it returns to the spell's area. If any creature made invisible by this spell uses a hostile action, the spell ends after the hostile action is completed.

Heightened (5th) The targets increase to you and up to 10 willing creatures. The duration increases to 1 hour.

SHRINK ITEM — SPELL 3

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane

Cast 10 minutes

Range touch; **Targets** 1 non-magical object up to 20 cubic feet in volume and up to 80 Bulk

Duration until your next daily preparations

You shrink the target to roughly the size of a coin with negligible Bulk. You can Dismiss the spell, and the spell ends if you toss the object onto a solid surface. The object can't be used to attack or cause damage during the process of it returning to normal size. If there isn't room for the object to return to normal size when the spell ends, the spell's duration continues until the object is in a location large enough to accommodate its normal size.

SPELL RIPOSTE ↻ — SPELL 7

UNCOMMON MANIPULATE

Traditions arcane, divine, occult

Trigger You're the target of a spell you're aware of.

You attempt to counteract the triggering spell. If the spell would be counteracted, it instead continues with the caster as a target instead of you. *Spell riposte* can't affect spells that aren't targeted (such as area spells).

SPIRIT SENSE ◆◆ — SPELL 2

CONCENTRATE DETECTION MANIPULATE MENTAL

Traditions divine, occult

Area 30-foot emanation

Duration 10 minutes

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.

SPIRIT SONG ◆◆ — SPELL 8

CONCENTRATE MANIPULATE SPIRIT

Traditions divine, occult

Area 60-foot cone

Defense Fortitude

Your eldritch song sends pulsing waves of ethereal energy to attack creatures' spirits in the area, dealing 14d6 spirit damage that causes their bodies to momentarily freeze up from the hypnotic nature of the tune, depending on the result of their Fortitude save. The vibrating waves of *spirit song* penetrate into, but not through, solid barriers, damaging incorporeal creatures hiding in solid objects in the area but not passing onward to damage creatures in other rooms.

Critical Success The creature takes no damage.

Success The creature takes half damage and can't use reactions until the beginning of its turn.

Failure The creature takes full damage, can't use reactions until the beginning of its turn, and is stunned 1.

Critical Failure The creature takes double damage, can't use reactions until the beginning of its turn, and is stunned 2.

Heightened (+1) The damage increases by 2d6.

SPIRITUAL EPIDEMIC ◆◆ — SPELL 8

CONCENTRATE CURSE MANIPULATE SPIRIT

Traditions divine, occult

Range 120 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You curse the target, sapping its spirit and leaving a contagious trap in its essence. The target must attempt a Will save. Any creature that casts a divine or occult spell on the target while it's affected is targeted by *spiritual epidemic* and must also attempt a Will save. The curse continues to spread in this way.

Critical Success The target is unaffected.

Success The target is enfeebled 2 and stupefied 2 for 1 round.

Failure The target is enfeebled 2 and stupefied 2 for 1 minute and enfeebled 1 and stupefied 1 permanently.

Critical Failure The target is enfeebled 3 and stupefied 3 for 1 minute and enfeebled 2 and stupefied 2 permanently.

SPOUT ◆◆ — CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 30 feet; **Area** a 5-foot cube

Defense basic Reflex

Water blasts upward, coming out of the ground, rising from a pool, or even manifesting from thin air. Any creatures in the area take 2d4 bludgeoning damage, with a basic Reflex saving throw. A creature that critically fails its save is disoriented by the explosion of water, becoming off-guard until the end of your next turn.

You can change this spell's area to a 5-foot burst, provided you center the burst in a body of water. This body of water can be as small as a pond or creek, but not as small as a puddle or bathtub.

Heightened (+1) The damage increases by 1d4.

STRANGE GEOMETRY ◆◆◆ — SPELL 5

CONCENTRATE ILLUSION MANIPULATE

Traditions occult

Range 60 feet; **Area** 4 cubes, each 10 feet on a side

Defense 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

CONCENTRATE MANIPULATE VOID

Traditions divine, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Fortitude

You accelerate the processes of decay in the area. Each living creature in the area takes 2d10 void damage with a 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 LESSER SERVITOR ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions divine

Range 30 feet

Duration sustained up to 1 minute

While deities jealously guard their most powerful servants from the summoning spells of those who aren't steeped in the faith, this spell allows you to conjure an inhabitant of the Outer Sphere with or without the deity's permission. You summon a celestial, fiend, or monitor of level –1. You can choose to instead summon an animal of level –1 that hails from the Outer Sphere; you can choose for this animal to gain the celestial and holy traits, the fiend and unholy traits, or the monitor trait.

It's anathema to summon a servitor if it has a holy or unholy trait that isn't allowed for your deity's sanctification. For example, Sarenrae's sanctification is "can choose holy," so you couldn't summon an unholy creature, and Pharasma's is "none," so you couldn't summon a holy or unholy creature. The GM might determine that your deity restricts specific types of creatures further, making it anathema to summon them as well.

Heightened (2nd) The creature can be level 1 or lower.

Heightened (3rd) The creature can be level 2 or lower.

Heightened (4th) The creature can be level 3 or lower.

SYNESTHESIA ◆◆ SPELL 5

CONCENTRATE MANIPULATE MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

The target's senses are suddenly rewired in unexpected ways, causing them to process noises as bursts of color, smells as sounds, and so on. This has three effects, and the target must attempt a Will save.

- Due to the distraction, the target must succeed at a DC 5 flat check each time it uses a concentrate action, or the action fails and is wasted.
- The target's difficulty processing visual input makes all creatures and objects concealed from it.
- The creature has trouble moving, making it clumsy 3 and giving it a –10-foot status penalty to its Speeds.

Critical Success The target is unaffected.

Success The target is affected for 1 round.

Failure The target is affected for 1 minute.

Critical Failure As failure, and the target is stunned 2 as it attempts to process the sensory shifts.

Heightened (9th) You can target up to five creatures.

TELEPATHIC DEMAND ◆◆◆ SPELL 9

CONCENTRATE INCAPACITATION LINGUISTIC MANIPULATE MENTAL

Traditions arcane, divine, occult

Range planetary; **Targets** 1 creature you've telepathically contacted before

Defense Will; **Duration** varies

You send the target a message of 25 words or fewer, and it can respond immediately with its own message of 25 words or fewer. Your message is insidious and has the effect of a *suggestion* spell, with the message substituting for the spoken suggestion. On a successful save, the target is temporarily immune for 1 day, and on a critical success, the target is temporarily immune for 1 month. You can target a creature only if you've previously been in telepathic contact with it before, such as via the *telepathy* spell.

THOUGHTFUL GIFT ◆ SPELL 1

MANIPULATE TELEPORTATION

Traditions arcane, divine, occult

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're 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.

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THREEFOLD ASPECT SPELL 3

CONCENTRATE MANIPULATE POLYMORPH

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 by Sustaining the spell. 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.

VAMPIRIC MAIDEN ◆◆ SPELL 4

CONCENTRATE MANIPULATE VOID

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Fortitude

A ghostly iron maiden snaps shut on the target and drains its vitality for your gain. This deals 4d4 piercing damage and 4d4 void damage, and the target must attempt a Fortitude save. You gain temporary Hit Points equal to the void damage the target takes (after applying resistances, weaknesses, and the like). You lose any remaining temporary Hit Points 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 void damage increase by 1d4 each.

VISIONS OF DANGER ◆◆◆ SPELL 7

AUDITORY CONCENTRATE ILLUSION MANIPULATE VISUAL

Traditions occult

Range 500 feet; **Area** 30-foot burst

Defense basic Will; **Duration** 1 minute

An illusion of horrific creatures fills the spell's area. The creatures look like Tiny swarming monsters with a specific appearance of your choice, such as fiendish flies or animated saw blades. The burst deals 8d8 mental damage with a basic Will save to each creature that's inside the burst when it's created, enters the burst, or starts its turn inside the burst. A creature that critically succeeds at its Will save can immediately attempt to disbelieve the illusion. A creature that tries to Interact with the monsters or observes one with a Seek action can attempt to disbelieve the illusion. Creatures that disbelieve the illusion take no damage from the illusion thereafter.

Heightened (+1) The mental damage increases by 1d8.

VOMIT SWARM ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult, primal

Area 30-foot cone

Defense 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) The damage increases by 1d8.

WALL OF FLESH ◆◆ SPELL 5

CONCENTRATE MANIPULATE

Traditions divine, occult, primal

Range 60 feet

Duration 1 minute

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 Hit Points. 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 vitality, 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 modifier for these Strikes and dealing 2d6 piercing damage. The mouths are capable of consuming potions; since the wall is alive, it can recover Hit Points from a *healing potion*, 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.

Heightened (+2) The Hit Points of each section of the wall increase by 10, and the piercing damage dealt by the wall's mouths increases by 1d6.

WANDERER'S GUIDE SPELL 3

CONCENTRATE MANIPULATE

Traditions divine, occult

Cast 1 minute

Duration until your next daily preparations

You call upon the beyond to guide your route. When you Cast this Spell, choose a destination; you receive an inspired route to that destination, allowing you and allies who travel overland with you to reduce the movement penalty from difficult terrain by half for the duration, as long as you don't deviate from the inspired route. This doesn't have any effect on movement during encounters. If you use this ability again before the duration is over, this effect ends and is replaced by that of the new route.

WEAPON OF JUDGMENT ❖❖ SPELL 9

CONCENTRATE MANIPULATE SANCTIFIED SPIRIT

Traditions divine

Requirements You have a deity.

Range 100 feet; **Targets** 1 creature

Duration 1 minute

An immense weapon of spiritual energy appears, hovering in the air above the target. The weapon has the ghostly visual appearance of your deity's favored weapon. Name war or peace when you cast this spell.

If you name "war," mentally choose one creature. This must be a creature both you and the target can see. The target instinctively knows which creature this is. At the end of each of the target's turns, if the target didn't use a hostile action against the creature you chose during that turn, the weapon Strikes the target.

If you name "peace," mentally choose up to five allies. The target instinctively knows who those allies are. The weapon Strikes the target each time the target uses a hostile action against you or one of the chosen allies. The weapon Strikes only once per action, even if the action targets multiple allies (such as for a *fireball* or a Whirlwind Strike).

Strikes with the weapon are melee weapon attacks, but they use your spell attack modifier. Regardless of its appearance, the weapon deals 4d10 damage. The damage type is the same as the chosen weapon (or any of its types for a versatile weapon). The attack deals spirit damage instead if that would be more detrimental to the creature (as determined by the GM). No other statistics or attributes of the weapon apply, and even a ranged weapon attacks adjacent creatures only. The weapon takes a multiple attack penalty, which increases throughout the target's turn, but its penalty is separate from yours.

A weapon of judgment is a weapon for the purposes of triggers, resistances, and so forth. The weapon doesn't take up space, grant flanking, or have any other attributes a creature would. The weapon can't make any attack other than its Strike, and feats or spells that affect weapons don't apply to this weapon.

Heightened (10th) The damage increases by 1d10.

WEB ❖❖❖ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 10-foot burst

Duration 1 minute

You create a sticky web in the area that impedes creatures' movement. Squares filled with the web are difficult terrain. Each time a creature in the web begins to use a move action or enters the web during a move action it's using, it must attempt an Athletics check or Reflex save against your spell DC to avoid taking a circumstance penalty to its Speeds or becoming immobilized. A creature that gets out of the web ceases to take a circumstance penalty to its Speed from the web.

Each square can be cleared of the web by a single attack or effect that deals at least 5 slashing damage or 1 fire damage. A square has AC 5, and it automatically fails its saving throws.

Critical Success The creature is unaffected, and it doesn't need to attempt further Athletics checks or saving throws against the web this turn. If it used an Athletics check, it clears the web from every square it leaves during its movement.

Success The creature is unaffected during its action. If it used an Athletics check, it clears the web from every square it leaves during its movement.

Failure The creature takes a –10-foot circumstance penalty to its Speeds until the start of its next turn.

Critical Failure The creature is immobilized until the start of its next turn, after which it takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape to remove its immobilized condition.

Heightened (4th) The spell's area increases to a 20-foot burst, and its range increases to 60 feet.

WHISPERS OF THE VOID ❖❖ SPELL 4

AUDITORY CONCENTRATE MANIPULATE VOID

Traditions divine, occult

Range 60 feet; **Area** 10-foot burst

Defense Fortitude

You whisper baleful secrets that transcend language and carry magically to the ears of your foes. The words take physical form, weakening the life force of the targets, each of which must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 2d8 persistent void damage.

Failure The creature takes 4d8 persistent void damage and becomes drained 1.

Critical Failure The creature takes 4d8 persistent void damage and becomes drained 2 and doomed 1.

Heightened (+2) The persistent void damage increases by 1d8 on a success, or by 2d8 on a failure or critical failure.

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FOCUS SPELLS

A focus spell is unique to a class and reflects its individual role and style. The full rules for casting a focus spell appear on page 298 of *Player Core*.

Champion Devotion Spells

Initial Devotion Spells

LAY ON HANDS ❖ **FOCUS 1**

UNCOMMON CHAMPION FOCUS HEALING MANIPULATE VITALITY

Range touch; **Targets** 1 willing living creature or 1 undead creature

Your hands become infused with powerful vitality, capable of healing a living creature or damaging an undead creature with a touch.

- **Willing Living Creature** The target regains 6 Hit Points. If the target is someone other than yourself, it also gains a +2 status bonus to AC for 1 round.
- **Undead Creature** The target takes 1d6 vitality damage with a basic Fortitude save; on a failure, the target also takes a –2 status penalty to AC for 1 round.

Heightened (+1) The amount of healing increases by 6, and the damage to an undead target increases by 1d6.

TOUCH OF THE VOID ❖ **FOCUS 1**

UNCOMMON CHAMPION FOCUS MANIPULATE VOID

Range touch; **Targets** 1 willing undead creature or 1 living creature

You infuse the target with void energy, healing undead or damaging a living creature.

- **Willing Undead Creature** The target regains 6 Hit Points. If the target is yourself, you also gain a +2 status bonus to damage rolls for 1 round.
- **Living Creature** The target takes 1d6 void damage with a basic Fortitude save; on a failure, the target also takes a –2 status penalty to AC for 1 round.

Heightened (+1) The amount of healing increases by 6, and the damage to a living target increases by 1d6.

SHIELDS OF THE SPIRIT ❖ **FOCUS 1**

UNCOMMON CHAMPION CONCENTRATE FOCUS SANCTIFIED SPIRIT

Requirements You are wielding a shield.

You Raise your Shield, causing ephemeral spirit shields to float within your champion's aura. The shields last until the start of your next turn or until you're no longer raising your shield, whichever comes first. While one of your allies is in your champion's aura, the shields grant them a +1 status bonus to AC, and each time

an enemy makes an attack against the ally, the enemy takes 1d4 spirit damage (even if it misses).

The benefit applies only while an ally is in your aura, ending for any ally that leaves and applying to any that enters later. As normal, you don't count as your own ally and therefore don't get the benefits of the spirit shields yourself.

Heightened (+2) The damage increases by 1d4.

Additional Devotion Spells

CHAMPION'S SACRIFICE ↻ — FOCUS 6

UNCOMMON CHAMPION FOCUS MANIPULATE

Trigger An ally is hit by a Strike or fails a saving throw against an effect that doesn't affect you.

Range 30 feet; **Targets** the triggering ally

You form a link with an ally, allowing you to take harm in their stead. All the effects of the hit or failed save are applied to you instead of the target. For example, if the target critically fails a saving throw against a *fireball*, you would take double damage. These effects ignore any resistances, immunities, or other abilities you have that might mitigate them in any way, although those of the target apply before you take the effect.

HERO'S DEFIANCE ◆ — FOCUS 10

UNCOMMON CHAMPION CONCENTRATE FOCUS HEALING VITALITY

Trigger An attack would bring you to 0 Hit Points.

You shout in defiance and are filled with a burst of healing. Just before applying the attack's damage, you recover 6d8+20 Hit Points. If this is enough to prevent the attack from bringing you to 0 Hit Points, you don't become unconscious or dying. Either way, cheating death is difficult, and you can't use *hero's defiance* again until you Refocus or make your daily preparations. *Hero's defiance* can't be used against effects with the death trait or that would leave no remains, such as *disintegrate*.

SPECTRAL ADVANCE ◆ OR ◆◆ — FOCUS 5

UNCOMMON CHAMPION CONCENTRATE FOCUS POLYMORPH SPIRIT

Taking on a spiritual form, you flash across the battlefield to engage an enemy. You Stride to a space adjacent to an enemy. If you cast the spell using 2 actions, you can Stride twice instead of once. If you have a fly Speed, you can Fly instead of Striding. If you're mounted, you can have your mount move instead of you. Movement from *spectral advance* doesn't trigger reactions and ignores difficult terrain and greater difficult terrain. During the movement, you (or your mount) have resistance equal to your level to all damage.

Monk Qi Spells

Qi Spells

INNER UPHEAVAL ◆ — FOCUS 1

UNCOMMON CONCENTRATE FOCUS MONK

You focus your qi into devastating magical attacks. Make an unarmed Strike or Flurry of Blows (this doesn't change the limit on using only one flourish per turn). You gain a +1 status bonus to your attack rolls with the Strikes, and the Strikes deal 1d6 extra damage. This damage can be any of the following types of your choice, chosen each time you Strike: force, spirit, vitality, or void.

Heightened (+4) The extra damage increases by 1d6.

QI RUSH ◆ — FOCUS 1

UNCOMMON CONCENTRATE FOCUS MONK

Accelerated by your qi, you move with such speed you become a blur. Move two times: two Strides, two Steps, or one Stride and one Step (in either order). You gain the concealed condition during this movement and until the start of your next turn.

Advanced Qi Spells

QI BLAST ◆ TO ◆◆◆ — FOCUS 3

UNCOMMON CONCENTRATE FOCUS FORCE MANIPULATE MONK

Area 15-foot cone or more

Defense Fortitude

You unleash your qi as a powerful blast that deals 2d6 force damage. If you use 2 actions to cast *qi blast*, increase the size of the cone to 30 feet and the damage to 3d6. If you use 3 actions to cast *qi blast*, increase the cone to 60 feet and the damage to 4d6. 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 pushed 5 feet.

Critical Failure The creature takes double damage and is pushed 10 feet.

Heightened (+1) The damage increases by 1d6, or by 2d6 if you use 2 or 3 actions.

SHRINK THE SPAN ◆ — FOCUS 3

UNCOMMON FOCUS MANIPULATE MONK TELEPORTATION

Range see text

The world seems to shrink before your footfalls. You teleport up to a distance equal to your Speed within your line of sight.

Master Qi Spells

MEDUSA'S WRATH ◆◆ — FOCUS 8

UNCOMMON CONCENTRATE FOCUS MANIPULATE MONK

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.

TOUCH OF DEATH ◆◆ — FOCUS 8

UNCOMMON CONCENTRATE FOCUS INCAPACITATION MANIPULATE MONK

Defense Fortitude; **Duration** 1 month

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Make a melee unarmed Strike. If you hit and the target is alive, anytime during the duration, you can spend a single action, which has the auditory and concentrate traits, to speak a word of death that could instantly slay it. The target must attempt a Fortitude save.

Critical Success The target survives, the spell ends, and the target is then temporarily immune for 24 hours.

Success The target is stunned 1 and takes 40 damage, the spell ends, and the target is then temporarily immune for 24 hours.

Failure The target is stunned 3 and takes 80 damage. The spell's duration continues, but the target is then temporarily immune for 24 hours against being killed by *touch of death*.

Critical Failure The target dies.

If you cast *touch of death* again, the effects of any *touch of death* you had previously cast end.

Heightened (+1) The damage increases by 10 on a failure, or 5 on a success.

Grandmaster Qi Spells

EMBRACE NOTHINGNESS ◆◆ FOCUS 9

UNCOMMON CONCENTRATE FOCUS MANIPULATE MONK

Duration 1 minute

You empty your body of substance, becoming one with nothingness. You gain resistance to physical damage equal to your level. You move at half your normal Speed, but can move in any direction (including up and down). While moving, you have concealment. When it is not your turn and during your turn until you take an action with the move trait, you are invisible. You can pass through solid inanimate objects as long as they are no more than 2 feet thick.

QI FORM ◆ FOCUS 9

UNCOMMON CONCENTRATE FOCUS MONK POLYMORPH

Duration 1 minute

Drawing from deep wells of spiritual power, you take on a special qi form. In your qi 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, spirit, vitality, or void 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 qi; this is a light effect. Your corona is an aura in 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. Regardless of the outcome, the corona can't attempt to counteract that effect again for 1 day. You can Sustain to flare your corona out to become a 30-foot emanation or return the corona to a 5-foot emanation.

In your qi 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.

Qi Stances and Qi Stance Abilities

CLINGING SHADOWS STANCE ◆ FOCUS 4

UNCOMMON FOCUS MANIPULATE MONK SHADOW STANCE

Duration until you leave the stance

You adopt the stance of clinging shadows. You can make shadow grasp Strikes. These deal 1d4 void 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.

WILD WINDS STANCE ◆ FOCUS 4

UNCOMMON AIR FOCUS MANIPULATE MONK STANCE

Duration until you leave the stance

You take on the stance of the flowing winds, sending out waves of energy at a distance. You can make wind crash unarmed Strikes as ranged Strikes against targets within 30 feet. These deal 1d6 bludgeoning damage; are in the brawling group; and have the agile, nonlethal, propulsive, and unarmed traits. Wind crash Strikes ignore concealment and all cover.

While in wild winds stance, you gain a +2 circumstance bonus to AC against ranged attacks.

SHADOW'S WEB ◆◆ FOCUS 7

UNCOMMON CONCENTRATE FOCUS MANIPULATE MONK

Requirements You are in clinging shadows stance.

Area 30-foot emanation

Defense Fortitude

Grasping darkness surges from you, dealing 14d4 void 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, is stunned 1, and enfeebled 2 for 1 round, and immobilized for 1 round or until it Escapes, whichever comes first.

Heightened (+1) The void damage increases by 2d4.

Other Qi Spells

HARMONIZE SELF ◆ FOCUS 2

UNCOMMON CONCENTRATE FOCUS HEALING MONK VITALITY

You heal yourself in one of the following ways, chosen by you when you cast the spell.

- You regain 8 Hit Points.
- You attempt to cure one poison or disease afflicting you; attempt to counteract the affliction.

Heightened (+1) If you choose to regain Hit Points, the Hit Points regained increase by 8.

WIND JUMP ◆ FOCUS 5

UNCOMMON AIR CONCENTRATE FOCUS MONK

Duration 1 minute

You gain a fly Speed equal to your Speed. You must end your turn on solid ground, or you fall.

Heightened (6th) At the end of your turn, you can attempt a DC 30 Acrobatics check to find purchase in midair. If you succeed, you don't fall.

Oracle Revelation Spells

Ancestors

ANCESTRAL TOUCH ◆ FOCUS 1

UNCOMMON EMOTION FEAR FOCUS MANIPULATE MENTAL ORACLE

Range touch; **Targets** 1 living creature

Defense Will

You touch a creature and force them to see and feel the ancestors surrounding you. The target takes 2d4 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.

ANCESTRAL DEFENSE ↻ FOCUS 3

UNCOMMON FOCUS FORTUNE MANIPULATE MENTAL ORACLE

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.

ANCESTRAL FORM ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS MANIPULATE ORACLE

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, spirit, and damage from Strikes with the *ghost touch* property rune), and this resistance is doubled against non-magical damage or Strikes that includes 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 spells), activate items, or use actions that have the attack or manipulate trait.

Heightened (+2) The resistance increases by 5.

Battle

WEAPON TRANCE ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS ORACLE

Duration sustained up to 1 minute; see text

The serenity of violence fills your mind, giving you a heightened sense of knowing exactly where your weapons need to be. For the duration, your proficiency with martial weapons is equal to your proficiency with simple weapons. You automatically Sustain this spell as a free action the first time you hit with a weapon Strike each round.

BATTLEFIELD PERSISTENCE ↻ FOCUS 3

UNCOMMON CONCENTRATE FOCUS ORACLE

Trigger You are about to attempt a saving throw, but you haven't rolled yet.

You're difficult to deter in 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.

REVEL IN RETRIBUTION ◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS MANIPULATE MENTAL ORACLE

Duration 1 minute

Time seems to slow for you, allowing you to strike your opponents mid-move. You gain the Reactive Strike ability, and you immediately gain a second reaction that you can use only to use Reactive Strike. At the start of each of your subsequent turns when you regain your actions, you gain an additional reaction that can be used only to attempt a Reactive Strike.

Lashing out at a defenseless enemy invigorates you with the thrill of combat, granting you 5 temporary Hit Points whenever you successfully hit with a Reactive Strike. The temporary Hit Points last for the spell's duration.

Heightened (+1) The temporary Hit Points you gain from a successful Reactive Strike increase by 1.

Bones

SOUL SIPHON ◆ FOCUS 1

UNCOMMON FOCUS MANIPULATE ORACLE VOID

Range 30 feet; **Targets** 1 living creature

Defense 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 void 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) The damage increases by 1d4.

ARMOR OF BONES ◆ FOCUS 3

UNCOMMON FOCUS MANIPULATE ORACLE

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) The resistance increases by 1.

CLAIM UNDEAD ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS INCAPACITATION MANIPULATE ORACLE

Range 30 feet; **Targets** 1 undead creature

Defense 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

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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 and confused for 1 round 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; on a success, the spell ends, and the creature becomes stunned 1 and confused for 1 round. If you issue an obviously self-destructive order, the target doesn't act until you issue a new order.

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.

Cosmos

SPRAY OF STARS ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FIRE FOCUS LIGHT MANIPULATE ORACLE

Area 15-foot cone

Defense Reflex

You fling a spray of tiny shooting stars, dealing 2d4 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) The damage increases by 1d4.

INTERSTELLAR VOID ◆◆ FOCUS 3

UNCOMMON COLD CONCENTRATE FOCUS MANIPULATE ORACLE

Range 30 feet; **Targets** 1 creature

Defense 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 the first time each round 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.

MOONLIGHT BRIDGE ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS LIGHT MANIPULATE ORACLE

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 all damage (except force, spirit, and damage from Strikes with the *ghost touch* property rune). 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 through it, whether from above or below. You can Dismiss the spell.

Heightened (+1) The length of the bridge increases by 20 feet, its Hit Points increase by 20, and you can increase the width of the span by up to an additional 5 feet.

Flames

INCENDIARY AURA ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FIRE FOCUS MANIPULATE ORACLE

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) The persistent damage increases by 1d4 and the radius of the emanation increases by 5 feet.

WHIRLING FLAMES ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FIRE FOCUS MANIPULATE ORACLE

Range 30 feet; **Area** up to two 5-foot bursts that don't overlap

Defense 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.

FLAMING FUSILLADE ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FIRE FOCUS MANIPULATE ORACLE

Duration 1 minute

You call upon an endless barrage of flames, a series of explosions bursting around you like miniature suns. You cast *ignition* as part of casting *flaming fusillade*. For the duration of *flaming fusillade*, *ignition*'s casting time is reduced from 2 actions to 1.

Heightened (9th) For the duration, you also gain a status bonus to damage dealt by *ignition* equal to *flaming fusillade*'s spell rank.

Life

LIFE LINK ◆ FOCUS 1

UNCOMMON FOCUS HEALING MANIPULATE ORACLE VITALITY

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. The initial healing increases to 3d4, and the maximum damage reduced and Hit Points lost increases to 5.

Heightened (6th) You can target 3 creatures other than you. The

initial healing increases to 6d4, and the maximum damage reduced and Hit Points lost increases to 10.

Heightened (9th) You can target 4 creatures other than you. The initial healing increases to 9d4, and the maximum damage reduced and Hit Points lost increases to 15.

DELAY AFFLICTION ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS HEALING MANIPULATE ORACLE VITALITY

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.

LIFE-GIVING FORM ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS HEALING LIGHT MANIPULATE ORACLE VITALITY

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 void damage, and your unarmed Strikes deal an extra 1d4 vitality 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 vitality healing effect. You can't heal yourself with *life-giving form*. A creature harmed by vitality damage (such as an undead) that touches you or damages you with an unarmed attack or non-reach melee weapon instead takes 3d4 vitality damage, and it doesn't become temporarily immune.

You can Dismiss this spell.

Heightened (+1) The Hit Points restored with an Interact action increases by 1d8, the vitality damage increases by 1, and the resistance and weakness increases by 1.

Lore

BRAIN DRAIN ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MENTAL ORACLE

Range 30 feet; **Targets** 1 creature

Defense 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.

ACCESS LORE ◆ FOCUS 3

UNCOMMON FOCUS FORTUNE MANIPULATE ORACLE

Duration 1 minute

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.

DREAD SECRET ◆◆ FOCUS 6

UNCOMMON CONCENTRATE EMOTION FEAR FOCUS MANIPULATE MENTAL ORACLE

Range 60 feet; **Targets** up to 6 creatures

Defense 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 with a numerical value 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 that matches the type or trait of weakness you chose (thus triggering the creature's weakness) if you chose a weakness, or loses its resistance until the end of your next turn if you chose a resistance.

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.

Tempest

TEMPEST TOUCH ◆ FOCUS 1

UNCOMMON COLD FOCUS MANIPULATE ORACLE WATER

Range touch; **Targets** 1 creature

Defense 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.

THUNDERBURST ◆◆ FOCUS 3

UNCOMMON AIR CONCENTRATE FOCUS MANIPULATE ORACLE SONIC

Range 100 feet; **Area** 20-foot burst

Defense 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.

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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) Each type of damage increases by 2d6, and the area increases by 5 feet.

TEMPEST FORM ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS MANIPULATE ORACLE POLYMORPH

Duration sustained up to 1 minute

Your body becomes fluid. 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, except those granted by this spell. 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.

Heightened (+2) The resistance increases by 5, and the electricity damage from the charged water form increases by 1.

Sorcerer Bloodline Spells

Aberrant

TENTACULAR LIMBS ◆ FOCUS 1

UNCOMMON FOCUS MANIPULATE MORPH SORCERER

Duration 1 minute

Your arms turn into long, pliable tentacles, increasing your reach when you're delivering touch range spells and making unarmed Strikes with your arms (such as fist and claw Strikes) to 10 feet. This doesn't change the reach of your melee weapon attacks. During the duration, whenever you Cast a Spell, you can add an additional action to that spell's casting to temporarily extend your reach to 20 feet to deliver that spell.

Heightened (+2) When you add an additional action to a spell to temporarily extend your reach, your reach increases by an additional 10 feet to deliver that spell.

ABERRANT WHISPERS ◆ TO ◆◆◆ FOCUS 3

UNCOMMON AUDITORY CONCENTRATE FOCUS MENTAL SORCERER

Area 5-foot emanation or more; **Targets** each foe in the area

Defense Will; **Duration** 1 round

You utter phrases in an unknown tongue, assaulting the minds of those nearby. Each target must attempt a Will save. Regardless of the result of its save, each target is then temporarily immune for 1 minute. For each additional action you use when Casting the Spell, increase the emanation's radius by 5 feet.

Success The target is unaffected.
Failure The target is stupefied 2.
Critical Failure The target is confused.

Heightened (+3) The initial radius increases by 5 feet.

UNUSUAL ANATOMY ◆ FOCUS 5

UNCOMMON FOCUS MANIPULATE POLYMORPH SORCERER

Duration 1 minute

You transform your flesh and organs into a bizarre amalgam of glistening skin, rough scales, tufts of hair, and tumorous protuberances. This has the following effects.

- You gain resistance 10 to precision damage and resistance 10 to extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage.
- You gain darkvision.
- Acid oozes from your skin. Any creature that hits you with an unarmed attack or with a non-reach melee weapon takes 2d6 acid damage.

Heightened (+2) The resistances increase by 5, and the acid damage increases by 1d6.

Angelic

ANGELIC HALO ◆ FOCUS 1

UNCOMMON AURA CONCENTRATE FOCUS HOLY SORCERER

Area 15-foot emanation

Duration 1 minute

You gain an angelic halo with an aura that increases allies' healing from the *heal* spell. Allies in your halo's emanation who are healed by a *heal* spell gain a status bonus to Hit Points regained equal to double the *heal* spell's level.

ANGELIC WINGS ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS LIGHT MANIPULATE SORCERER

Duration 3 rounds

Wings of pure light spread out from your back, granting you a fly Speed equal to your Speed. Your wings cast bright light in a 30-foot radius. When this spell's duration would end, if you're still flying, you float to the ground, as *gentle landing*.

Heightened (5th) The duration increases to 1 minute.

CELESTIAL BRAND ◆ FOCUS 5

UNCOMMON CURSE FOCUS MANIPULATE SORCERER

Range 30 feet; **Targets** 1 unholy creature

Duration 1 round

A blazing symbol appears on the target, cursing it to face divine justice. You and your allies receive a +1 status bonus to your attack rolls and skill checks against it. Anytime a holy creature damages it, the holy creature deals an additional 1d4 spirit damage. The target is then temporarily immune for 1 minute.

Heightened (+2) The spirit damage increases by 1.

Demonic

GLUTTON'S JAWS ◆◆ FOCUS 1

UNCOMMON ATTACK CONCENTRATE FOCUS MANIPULATE SORCERER

Range 30 feet; **Target** 1 creature

Defense AC

A slavering maw opens beneath a target and tries to take a bite out of them. Make a spell attack roll. On a hit, the mouth deals 2d6 piercing damage, and you gain 1d4 temporary Hit Points that last until the beginning of your next turn.

Heightened (+1) The damage increases by 2d6, and the temporary Hit Points increase by 1d4.

SWAMP OF SLOTH ◆ TO ◆◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS MANIPULATE OLFACTORY SORCERER

Range 120 feet; **Area** 5-foot burst or more

Defense basic Fortitude; **Duration** 1 minute

Ground in the area turns swampy and fetid. The area is difficult terrain. The sludge at the bottom of the morass animates into diminutive sludge beasts that have a demonic appearance. These don't function as normal creatures, but they swarm over creatures in the swamp and exude a noxious stench. The swamp deals 1d6 poison damage to creatures that end their turn in the area (basic Fortitude save). For each additional action you use when Casting the Spell, increase the burst's radius by 5 feet.

Heightened (+2) The damage increases by 1d6, and the initial radius increases by 5 feet.

CHTHONIAN WRATH ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS MANIPULATE SORCERER

Area 60-foot cone

Defense basic Reflex

You evoke the energy of a part of the Outer Rifts. The damage types of the spell (one energy and one physical) are based on the result of rolling on the table below.

You deal 4d6 damage of each of the corresponding damage types to each creature in the cone (8d6 total damage).

Heightened (+1) The damage for each type increases by 1d6.

1d4	Realm	Manifestation	Damage Type
1	Skies	Bolts of lightning and flying debris	Bludgeoning and electricity
2	Depths	Acid and demonic shells	Acid and slashing
3	Frozen	Frigid air and ice	Bludgeoning and cold
4	Volcanic	Jagged volcanic rocks and magma	Fire and piercing

Diabolic

DIABOLIC EDICT ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS SORCERER

Range 30 feet; **Targets** 1 willing living creature

Duration 1 round

You issue a diabolic edict, demanding the target perform a particular task and offering rewards for its fulfillment. It gains a +1 status bonus to attack rolls and skill checks related to performing the task. If it refuses to perform the task you proclaimed, it instead takes a –1 status penalty to all its attack rolls and skill checks.

EMBRACE THE PIT ◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS MORPH SORCERER

Duration 1 minute

Devil horns grow from your skull, and your skin takes on features of the devil responsible for your diabolic bloodline. You gain resistance 5 to fire and poison, and resistance 1 to physical damage (except silver).

Heightened (+2) The resistance to fire and poison increase by 5, and the resistance to physical damage (except silver) by 2.

HELLFIRE PLUME ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FIRE FOCUS MANIPULATE SORCERER SPIRIT

Range 60 feet; **Area** 10-foot radius, 60-foot-tall cylinder

Defense basic Reflex

You call forth a plume of hellfire that erupts from below, dealing 4d6 fire damage and 4d6 spirit damage.

Heightened (+1) The fire and spirit damage each increase by 1d6.

Draconic

FLURRY OF CLAWS ◆◆ FOCUS 1

UNCOMMON ATTACK CONCENTRATE FOCUS MANIPULATE SORCERER

Range 30 feet; **Target** 2 creatures no more than 10 feet from each other

Defense AC

Vicious dragon claws appear and slash at two nearby foes. Make a spell attack roll against each creature. This counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until you've made both attacks. On a hit, the creatures takes 1d8 slashing plus 1d4 additional damage of a type determined by the magical tradition related to the dragon that influenced your bloodline: **arcane** force, **divine** spirit, **occult** mental, or **primal** fire.

Heightened (+1) The initial damage increases by 1d8 and the additional damage increases by 1d4.

DRAGON BREATH ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS MANIPULATE SORCERER

Area 30-foot cone

Defense basic Reflex

You spew energy from your mouth, dealing 5d6 damage with a basic Reflex save. The damage type depends on the magical tradition related to the dragon that influenced your bloodline: **arcane** force, **divine** spirit, **occult** mental, or **primal** fire.

Heightened (+1) The damage increases by 2d6.

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DRAGON WINGS ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS MANIPULATE MORPH SORCERER

Duration 1 minute

Leathery wings sprout from your back, giving you a fly Speed of 60 feet or your Speed, whichever is faster. If you're still flying when this spell's duration would end, you float to the ground, with the effects of *gentle landing*.

Heightened (8th) The duration increases to 10 minutes.

Elemental

ELEMENTAL TOSS ◆ FOCUS 1

UNCOMMON ATTACK FOCUS MANIPULATE SORCERER

Range 30 feet; **Targets** 1 creature

Defense AC

With a flick of your wrist, you fling a chunk of your elemental matter at your foe. Make a ranged spell attack roll, dealing 1d8 damage on a success and double damage on a critical success. This spell deals damage according to your elemental influence (for instance, slashing for air or fire for fire) and has your element's trait.

Heightened (+1) The damage increases by 1d8.

ELEMENTAL MOTION ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS MANIPULATE SORCERER

Duration 1 minute

You call upon your element to propel you, improving your Speed depending on your element. This spell has your element's trait.

- **Air** You gain a fly Speed equal to your Speed.
- **Earth** You gain a burrow Speed of 10 feet.
- **Fire** You gain a fly Speed equal to your Speed.
- **Metal** You gain a burrow Speed of 10 feet.
- **Water** You gain a swim Speed equal to your Speed and can breathe underwater.
- **Wood** You gain a climb Speed equal to your Speed.

Heightened (6th) You also gain a +10-foot status bonus to your Speeds.

Heightened (9th) The status bonus increases to +20 feet.

ELEMENTAL BLAST ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS MANIPULATE SORCERER

Range 30 feet (burst only); **Area** 10-foot-radius burst, 30-foot cone, or 60-foot line

Defense basic Reflex

You gather elemental energy and blast your foes in one of the various listed shapes of your choosing, dealing 8d6 damage. This spell deals damage according to your elemental influence (for instance, slashing for air or fire for fire) and has your element's trait.

Heightened (+1) The damage increases by 2d6.

Fey

FAERIE DUST ◆ TO ◆◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MENTAL SORCERER

Range 30 feet; **Area** 5-foot burst or more

Defense Will; **Duration** 1 round

You sprinkle magical dust in the spell's area, making those within easier to trick. Each creature in the area must attempt a Will save. For each additional action you use when Casting the Spell, increase the burst's radius by 5 feet.

Success The creature is unaffected.

Failure The creature can't use reactions and takes a –2 status penalty to Perception checks and Will saves.

Critical Failure As failure, and the creature also takes a –1 status penalty to Perception checks and Will saves for 1 minute.

Heightened (+3) The initial radius increases by 5 feet.

FEY DISAPPEARANCE ◆ FOCUS 3

UNCOMMON FOCUS MANIPULATE SORCERER

Duration until the end of your next turn

You become invisible and ignore natural difficult terrain (such as underbrush). Any hostile action you use ends this invisibility, but you still ignore natural difficult terrain.

Heightened (5th) If you use a hostile action, the invisibility doesn't end.

FEY GLAMOUR ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS ILLUSION MANIPULATE SORCERER

Range 30 feet; **Area** 30-foot burst or **Targets** up to 10 willing creatures

Duration 10 minutes

You call upon fey glamours to cloak an area or the targets in illusion. This has the effect of either *illusory scene* on the area or *illusory disguise* on the creatures, as if heightened to a rank 1 rank lower than *fey glamour*, and using *fey glamour's* range and duration.

Hag

JEALOUS HEX ◆ FOCUS 1

UNCOMMON CONCENTRATE CURSE FOCUS SORCERER

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You draw forth a hag's innate jealousy to deny a target its greatest attribute. The target is cursed with an adverse condition depending on its highest attribute modifier: Strength (enfeebled); Dexterity (clumsy); Constitution (drained); or Intelligence, Wisdom, or Charisma (stupefied). On a tie, the creature decides which of the conditions associated with the tied ability attribute to take. The target must attempt a Will save. At the start of each of your turns, the target can attempt another Will save, ending the effect on a success.

Success The target is unaffected.

Failure The condition's value is 1.

Critical Failure The condition's value is 2.

HORRIFIC VISAGE ◆◆ FOCUS 3

UNCOMMON CONCENTRATE EMOTION FEAR FOCUS ILLUSION MANIPULATE MENTAL SORCERER VISUAL

Area 30-foot-radius emanation

Defense Will

You briefly transform your features into the horrific visage of a hag, striking fear into your enemies. Foes in the area must attempt a Will save.

Success The foe is unaffected.

Failure The foe is frightened 1.

Critical Failure The foe is frightened 2.

Heightened (5th) Foes in the area are frightened 1 on a success, frightened 2 on a failure, and frightened 3 and fleeing for 1 round on a critical failure. They are still unaffected on a critical success.

YOU'RE MINE ◆◆ FOCUS 5

UNCOMMON CONCENTRATE EMOTION FOCUS INCAPACITATION MANIPULATE MENTAL SORCERER

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round

You manipulate the target's emotions, potentially allowing you to control it for a brief instant. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure On the target's next turn, it's stunned 1, and you partially control it, causing it to take a single action of your choice. If it has actions left, it can act normally.

Critical Failure The target is controlled for 1 round.

Heightened (7th) On a failure, the target is controlled for 1 round. On a critical failure, the target is controlled for up to 1 minute; it receives a new Will save at the end of each of its turns, and on a success, the spell ends.

Imperial

ANCESTRAL MEMORIES ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS SORCERER

The memories of long-dead spellcasters grant you their knowledge, making your spells more formidable. You gain either a +1 status bonus to the next spell attack roll you attempt before the end of your turn or an enemy within 60 feet takes a –1 status penalty to the next saving throw they attempt against a spell you cast before the end of your turn.

Heightened (5th) The bonus increases to +2 or the penalty increases to –2.

Heightened (8th) The bonus increases to +3 or the penalty increases to –3.

EXTEND BLOOD MAGIC ◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS SPELLSHAPE SORCERER

You call upon the arcane energy coursing through your blood to extend the magic it grants. If your next action is to Cast a Spell that grants you a blood magic effect that lasts for at least 1 round, you or a target gain the blood magic effect for an additional round. You can have only one extended blood magic effect at a time.

ARCANE COUNTERMEASURE ↺ FOCUS 5

UNCOMMON FOCUS MANIPULATE SORCERER

Trigger A creature within range that you can see Casts a Spell.

Range 120 feet; **Targets** the spell cast by the triggering creature

You undermine the target spell, making it easier to defend against. You reduce the spell's rank by 1, and targets of the spell gain a +2 status bonus to any saving throws, skill checks, AC, or DC against it.

You can't reduce the spell's rank below its minimum. For example, a 5th-rank *howling blizzard* would remain 5th-rank, but a 5th-rank *fireball* would become 4th-rank. Targets still gain all the other benefits, even if you don't reduce the spell's rank.

Undead

UNDEATH'S BLESSING ◆ FOCUS 1

UNCOMMON FOCUS MANIPULATE SORCERER VOID

Range touch; **Targets** 1 living creature

Defense Will; **Duration** 1 minute

You instill within a creature the touch of the grave. For the duration, *harm* and *heal* spells treat the creature as undead. In addition, *harm* spells gain a +2 status bonus to the Hit Points restored to the target. An unwilling target can attempt a Will save to reduce the effects.

Critical Success The target is unaffected.

Success The target heals half as much from *heal* and takes half as much damage from *harm* for 1 round.

Failure Effects as described above.

Heightened (+1) The status bonus to the Hit Points restored increases by 2.

DRAIN LIFE ◆ FOCUS 3

UNCOMMON FOCUS MANIPULATE SORCERER VOID

Range 30 feet; **Targets** 1 living creature

Defense basic Fortitude

You close your hand and pull life energy from another creature into yourself. This deals 3d4 void damage; the target must attempt a basic Fortitude save. You gain temporary Hit Points equal to the damage the target takes, after resolving its save and applying a blood magic effect if applicable. If the target's Hit Points were lower than the damage you dealt, you gain temporary Hit Points equal to their remaining Hit Points instead. The temporary Hit Points last for 1 minute.

Heightened (+1) The damage increases by 1d4.

GRASPING GRAVE ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS MANIPULATE SORCERER

Range 60 feet; **Area** 20-foot radius on the ground

Defense Reflex

Hundreds of skeletal arms erupt from the ground in the area, clawing at creatures within and attempting to hold them in place. The skeletal arms deal 6d6 slashing damage. Each creature in the area must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and a –10-foot circumstance penalty to its Speeds for 1 round.

Critical Failure The creature takes double damage and is immobilized for 1 round or until it Escapes.

Heightened (+1) The damage increases by 2d6.

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RITUALS

Rituals take a long time to cast and can be performed by anyone skilled enough, not just spellcasters. The rules for casting rituals appear on page 389 of *Player Core*.

RITUALS BY RANK

Rank	Ritual
2	*heartbond*
2	*inveigle*
3	*phantasmal custodians*
3	*reincarnate*
4	*rest eternal*
4	*shadow double*
5	*astral projection*
5	*fortifying brew*
6	*ward domain*
7	*gathering call*
7	*teleportation circle*
9	*clone*
9	*fantastic facade*

ASTRAL PROJECTION RITUAL 5

UNCOMMON

Cast 1 hour; **Cost** one gem 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 conduit and safety line; if 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, it becomes 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's destroyed, the creature dies and its 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 *interplanar teleport*.

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 its Fortitude save to avoid dying if its 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

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, Medicine, Occultism

Range 10 feet; **Targets** 1 willing living creature up to 20th level

You collect hair, nail clippings, and samples of skin and blood from the target, who must be present throughout the ritual and can be one of the casters. You then use those samples 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 (*Player Core* 287) or a superior set of equipment. Once the ritual is successfully completed, the duplicate grows within the laboratory equipment for 2d4 months. Though 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 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 a powerful demon).

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** Deception; Society or Survival; Stealth

Area up to 1 mile radius circle centered on you; **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 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-rank *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.

FORTIFYING BREW RITUAL 5

UNCOMMON

Cast 4 hours; **Cost** high-quality ingredients and brewing equipment worth 25 gp; **Secondary Casters** 1

Primary Check Crafting, Nature, or Society (expert); **Secondary Checks** Alcohol Lore (or related lore), Crafting, Society

Range 20 feet

You craft a large quantity of restorative drink, such as an invigorating tea, a refreshing ale, or a stimulative alchemical tonic. The ritual speeds along any natural processes to make the brew, such as fermenting fruit to make a wine. At the conclusion of the first 3 hours of the ritual, you produce enough brew for up to 10 people to drink, any of whom can be the secondary caster of the ritual. The brew must then be consumed over the next hour. There is no danger of the drinkers becoming drunk if the brew is alcoholic. Once that hour is completed, you and the secondary caster attempt your checks as normal.

Critical Success The brew is delicious and revitalizing. It casts a 4th-rank *cleanse affliction*, a 4th-rank *clear mind*, and a 4th-rank *sound body* on each drinker for each relevant affliction or condition, using your modifier for the primary skill check as the counteract modifier. Each drinker also gains 20 temporary Hit Points that last 12 hours and a +2 status bonus to saves against diseases and poisons for the next 12 hours.

Success As critical success, except drinkers gain only 10 temporary Hit Points, and don't gain the status bonus to saves.

Failure You and the other drinkers are left with a sour taste—something went wrong with the brewing process.

Critical Failure Your attempt to craft the drink resulted in something more akin to a poison. You and the other drinkers become sickened 4 and can't reduce the condition for 12 hours.

Heightened (+1) The temporary Hit Points increases by 2 (or 4 on a critical success).

GATHERING CALL RITUAL 7

RARE 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, referred to as a sanctuary, where you perform the ritual. This

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allows the participants to return later by simply speaking a word.

Success You form the connection with the sanctuary. Any participant in the ritual can Dismiss the ritual. 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.

HEARTBOND RITUAL 2

UNCOMMON

Cast 1 hour; **Cost** sacramental beverages and a set of matching rings or other tokens worth 20 gp per secondary caster; **Secondary Casters** 2 or more

Primary Check Nature or Religion (expert); **Secondary Checks** Diplomacy, Society

Range 20 feet

You officiate the creation of a magical bond between two or more willing creatures, who are secondary casters of the ritual and must share genuine affection for one another. As part of the ritual, all 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 one other bonded creature. The creature knows the other creature's direction and distance and any conditions affecting them. Each participant can cast *message* as a divine innate spell at will, but can target only another 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 secondary caster is clumsy 2 and stupefied 2 whenever they are within 30 feet of another secondary caster.

Heightened (6th) The cost increases to 300 gp per secondary caster. On a success, secondary casters permanently gain the effects of a 6th-rank *telepathy* spell, but only with each other.

INVEIGLE RITUAL 2

UNCOMMON MENTAL

Cast 1 day; **Cost** rare oils worth a total value of 10 gp × the target's level

Primary Check Arcana (expert), Occultism (expert), or Religion (expert)

Range 10 feet; **Targets** 1 creature of a level no greater than double the *inveigle* ritual's rank

Duration 1 year or until dismissed

You win over the target's mind, causing it to see you as a close and trusted friend and look upon your every suggestion as reasonable. The target is helpful toward you, so it will go out of its way to help you. As with any other helpful creature, there are limits to what you can ask of it. If you ever ask the target to do something completely against its nature or needlessly harmful to the target or its interests, not only does it refuse, but it also can attempt a Will save to end the effect early. Because of the casting time and range, it's generally difficult to cast this ritual unless the target is willing (perhaps convinced the ritual will have some other effect) or restrained. If the creature is unwilling to accept the ritual, it can attempt a Will save to negate the effect.

Critical Success The ritual succeeds and the target takes a –4 status penalty to Will saves to end the effect.

Success The ritual succeeds.

Failure The ritual fails.

Critical Failure The ritual fails and the target instead hates you, becoming hostile to you for the duration.

Heightened (6th) You can use *inveigle* on a creature up to 1 mile away throughout the casting, as long as you have a piece of the creature's body, which you mix into the oils used in the cost. The base cost is 100 gp. The duration is shorter, and based on how large a piece of the creature's body you use: 1 week for blood, hair, scales, and the like, or 1 month for a hand or similarly substantial body part.

PHANTASMAL CUSTODIANS RITUAL 3

UNCOMMON

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 long-lasting adaptation of the *phantasmal minion* spell, forming entities to carry out basic tasks at a fixed location.

Critical Success The ritual creates six phantasmal minions (*Player Core* 349). 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 minions.

Failure The ritual fails to create any phantasmal minions.

Critical Failure The ritual creates six phantasmal minions, but these creatures are hostile and capable of making fist Strikes with an attack bonus equal to your skill modifier for the



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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 phantasmal minions reform the next morning. The cost increases to 30 gp.

REINCARNATE RITUAL 3

UNCOMMON

Cast 4 hours; **Cost** rare herbs worth a total value of the target's level (minimum 1) × 25 gp; **Secondary Casters** 2

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. 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 randomly determines the ancestry. For instance, the GM could roll 1d8 to choose a common ancestry from *Player Core*. The target replaces their ancestry Hit Points, size, Speeds, attribute boosts and 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 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 as the original did when it died.

Success As critical success, except the new body has 1 HP and no spells prepared. 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.

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 SPIRIT

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 rank 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 rank 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. All casters become doomed 1 for 1 week.

SHADOW DOUBLE RITUAL 4

RARE ILLUSION

Cast 1 day; **Cost** a small item of personal significance to the creature to be duplicated (such as an item of clothing they wear everyday or a memento of a romantic tryst), 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 drawing shadowy material from the Netherworld and sculpting it into a semi-solid form. The shadow double 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 (*GM Core* 113), 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.

Though it doesn't have any of the original's special abilities, like a dragon's breath, illusions allow it to appear to use those abilities; they just never seem to have an effect. For instance, against a double's dragon's breath, 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 create the shadow double. It has the minion trait and is under your absolute control. You gain a direct mental link with the shadow double and can spend an action to command the shadow double via this link, even at a distance.

Success As a critical success, but there is no special link between you and the shadow double. 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 shadow double is created, 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 shadow double tries to escape and plots their demise.

TELEPORTATION CIRCLE RITUAL 7

UNCOMMON 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 destination, instead of at the point of origin. If the secondary caster 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.



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The circle normally works only in one direction, though you can double the Cost to make it 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 is off target 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 is 2,000 gp, the duration is 1 month, and the destination can be anywhere on the same planet.

Heightened (10th) The cost is 10,000 gp, the duration is unlimited, and the destination can be anywhere on the same planet.

WARD DOMAIN RITUAL 6

UNCOMMON

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 rank 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 *detonate magic* 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, contiguous with the original area.



Chapter 6: Treasure Trove

The investigator's trusty detective tools, a swashbuckler's flashy dueling cape, and a champion's shining armor 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 of *Player Core* and Chapter 5: Treasure Trove of *GM Core*. In particular, the gear that follows is especially suitable for the new ancestries and classes presented in this book, but this multitude of new items can enhance and enrich all types of characters. Rules for activating and investing items, as well as a guide for reading an item's stat block, begin on page 219 of *GM Core*.

Weapons & Materials

Information on new weapons and a rare special material begins on page 276. 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 *Player Core*. This section also contains the new precious material dragonhide.

Armor & Armaments

This section has a new assortment of new magic armor, shields, and weapons that are all specific items. If you want to create such an item with only abilities from runes, use those found in *GM Core*.

Alchemical Items

Alchemical items are consumable, non-magical items that rely on the properties of volatile alchemical reagents to produce their effects. Alchemical items also appear starting on page 244 of *GM Core*, but this book contains all those items and more, particularly for the use of the alchemist class. The alchemical items in this book are presented by level in the Alchemical Items by Level Table on pages 281–282 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. This section includes the full rules for creating and using snares. The Snare Crafting feat (page 234) and snarecrafter archetype (page 216) are the primary ways to gain snares.

Momentary Magic

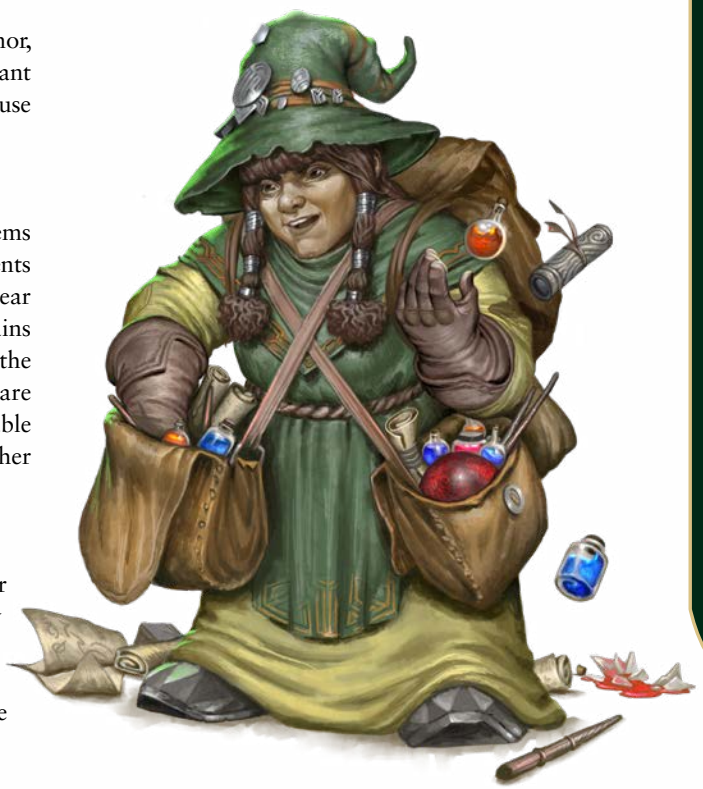
The items in this section are consumables. An item with the consumable trait can be used only once and is then destroyed. Here you'll find new ammunition, oils, potions, talismans, and wondrous consumables.

Trappings of Power

The permanent items found here are typically held in the hands or worn on the body. These include new held items, staves, a variety of specific magic wands, and worn items.

Treasure Table

The Treasure Table on pages 312–314 presents all the new items appearing in this book, organized by level and item category to help you find the appropriate gear for your character or adventure. The tables are divided by level, split into consumables or permanents, and then organized by item categories within each table.



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Weapons & Materials

The following weapons and new dragonhide material are of particular interest to members of ancestries and classes introduced in this book.

Weapons

From tripkee clubs to catfolk blades to tengu slings, many of the weapons presented here are often used by particular societies.

New Weapon Traits

The weapons in this section use the following new traits, in addition to those found on pages 282–283 of *Player Core*.

Hampering: A weapon with the hampering trait includes a disruptive limb or flange. After you hit with the weapon, you can use an Interact action to give the target a –10-foot circumstance penalty to all Speeds. The penalty ends after the target takes a move action, at the start of your next turn, if you attack with the weapon, or if you move out of reach of the target, whichever comes first.

Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations.

Razing: This weapon is particularly good at damaging objects, structures, and vehicles. Whenever you deal damage to an object (including shields and animated objects), structure, or vehicle with a razing weapon, the object takes an amount of additional damage equal to double the number of weapon damage dice.

Tethered: This weapon is attached to a length of rope or chain that allows you to retrieve it after it has left your hand. If you have a free hand (including if you've just thrown a two-handed tethered weapon and have a hand holding nothing but the weapon's tether), you can use an Interact action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it's being held by another creature).

Weapon Descriptions

Each of the weapons listed in the weapon tables on page 275 are described below.

Adze: A common cutting tool, an adze resembles an axe—but the cutting edge is horizontal, rather than vertical. The adze's shape makes it popular among woodworkers, and tripkee builders often use them to construct their treetop homes. The tool also serves as an effective weapon, due in part to the immense strength required to swing it.

Breaching Pike: Forged with a heavy metal wedge effective at damaging enemy shields, breaching pikes are often used by hobgoblin infantry alongside a tower shield.

Capturing Spetum: Hobgoblins use these polearms both as standard issue for aggressive military units and on an individual basis for hunting fugitives.

Claw Blade: This handheld weapon's three parallel blades 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.

Cruuk: This specialized club is designed for throwing and useful in both combat and hunting. Tripkees use them to take down creatures that hide high in treetops.

Daikyu: This asymmetrical bow, made of laminated bamboo, wood, and leather, stands 6 feet or more in height. It's most often used while mounted.

Fangwire: This kobold wire is thin and hard to see, making it perfect for an ambush. The wielder flicks one handle around a vulnerable spot so that it serves as a catch for the wire, then yanks the other handle back, pulling the wire tight and inflicting painful lacerations. The function and name come from a wire-based trap called a "slow fang."

Hand Adze: The adze's smaller version is useful for delicate woodworking in cramped spaces. Tripkees use hand adzes for crafting and as close quarters weapons.

Khopesh: This curved sickle sword has a pointed tip, allowing it to be swung in wide arcs or thrust vertically around enemy defenses. The tip of a khopesh is hooked and can be used to trip an opponent.

Mambele: Also known as a hunga munga or danisco, this knife-axe hybrid consists of a hilt and blade that curves backward toward the wielder. The blade's curve is such that, after a mambele has struck a victim, more damage is dealt as the weapon is extracted from the victim's body.

Flying Talon: This weapon consists of a three-pronged barbed hook attached to a length of chain. It can be used in melee to stab foes or hurled at a range. Some kobolds are particularly fond of using flying talons, especially as a sort of badge of office above those who serve them.

Spirit Thresher: Bones, some solid and others splintered, are affixed to metal chains at the end of a long stick to form a powerful flail. Many kholo warriors insist the vicious crack the weapon makes as it strikes loosens fragments of the soul like husks struck from grains.

Tengu Gale Blade: This fan-shaped sword designed by tengu smiths has five broad blades that join at its hilt. Tengu sailors use them as makeshift weather vanes, for the sword spins in the wind's direction when loosely held aloft.

Thunder Sling: Tengu use these specialized slings to fire darts further and with greater force than when thrown by hand. A thunder sling uses darts as ammunition. It can also


CLAW BLADE


FANGWIRE


TENGU GALE BLADE


HAND ADZE


FLYING TALON


TRICKY PICK


ADZE


CRUUK

MELEE WEAPONS

Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Adze	1 gp	1d10 S	2	2	Axe	Forceful, sweep, tripkee
Cruuk	4 sp	1d6 B	L	1	Club	Shove, thrown 30 ft., tripkee
Hand adze	5 sp	1d4 S	L	1	Axe	Agile, finesse, sweep, thrown 10 ft., tripkee
Uncommon Martial Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Breaching pike	8 gp	1d6 P	1	1	Spear	Hobgoblin, razing, reach
Claw blade	2 gp	1d4 S	L	1	Knife	Agile, catfolk, deadly d8, disarm, finesse, versatile P
Fangwire	4 gp	1d4 S	L	1	Brawling	Agile, backstabber, deadly d8, finesse, grapple, kobold
Khopesh	2 gp	1d8 S	1	1	Sword	Trip
Mambele	6 sp	1d6 S	1	1	Axe	Deadly d8, disarm, thrown 20 ft.
Tengu gale blade	4 gp	1d6 S	L	1	Sword	Agile, disarm, finesse, tengu
Uncommon Advanced Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Capturing spetum	9 gp	1d10 P	2	2	Polearm	Hampering, hobgoblin, reach, trip
Flying talon	6 gp	1d4 P	1	1	Flail	Agile, finesse, kobold, ranged trip, tethered, thrown 10 ft., trip
Spirit thresher	2 gp	1d12 B	2	2	Flail	Kholo, sweep, versatile S
Tricky pick	10 gp	1d6 modular	1	1	Pick	Backstabber, fatal d10, kobold, modular (B, P, or S)
Whip claw	5 gp	1d6 S	1	2	Flail	Catfolk, finesse, hampering, reach

RANGED WEAPONS

Uncommon Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Thunder sling	5 gp	1d6 P	50 ft.	1	L	1	Sling	Agile, propulsive, tengu
Uncommon Advanced Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Daikyu	8 gp	1d8 P	80 ft.	0	2	1+	Bow	Forceful, propulsive
10 arrows	1 sp							

hurl blowgun darts as ammunition but deals 1d4 piercing damage instead of 1d6 when used this way.

Tricky Pick: This ingenious kobold pick conceals several hidden traps that the wielder can activate to trick and befuddle foes with a variety of damaging blades and bludgeoning surfaces.

Whip Claw: The whip claw is a long tether affixed to claw-like daggers, allowing the wielder to fling and retract them with deadly precision. Catfolk first developed this weapon to provide extended reach when hunting dangerous animals, and they wield them with unmatched expertise.

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Precious Materials

Materials with the precious trait can be substituted for base materials. Items made of a precious material cost more than typical items; not only does precious material cost more, but the crafter must invest more time working with it. In addition, more powerful items require precious materials of greater purity. Many precious materials and the process for crafting with them are described starting on page 252 of *GM Core*. A new precious material, dragonhide, is described below. The Price entry gives the price of a simple non-magical item made of that material, based on its Bulk (if the item is lighter than 1 Bulk, use the price for 1 Bulk) as well as prices for different amounts of the material. Armor and shields made of dragonhide are included here.

DRAGONHIDE — MATERIAL 8+

UNCOMMON PRECIOUS

The hide and scales of a dragon can be used to Craft any item normally made of ordinary leather or hide. Dragonhide varies in color and texture, depending on the dragon it came from. Due to dragonhide's resiliency, it can also be used to Craft armor usually made out of metal plates (such as a breastplate, half plate, and full plate), allowing such armor to be made without metal. Dragonhide objects are immune to one damage type, depending on the tradition associated with the dragon (see the table below).

Type standard-grade dragonhide object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade dragonhide object; **Level** 16; **Price** 6,000 gp per Bulk

Precious Material Armor

You can make leather, hide, or any armor usually made out of plates (such as breastplate, half plate, and full plate) from dragonhide. Because armor's Bulk is reduced when the armor is worn, use its carried Bulk when determining its material Price.

DRAGONHIDE ARMOR — ITEM 12+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Dragonhide armor is immune to one damage type based on the type of dragon it's made from (as listed in the table below). Wearing armor made from dragonhide also grants you a +1 circumstance bonus to your AC and saving throws against attacks and spells that deal the corresponding damage type.

Type standard-grade dragonhide armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include dragonhide worth at least 200 gp + 20 gp per Bulk.

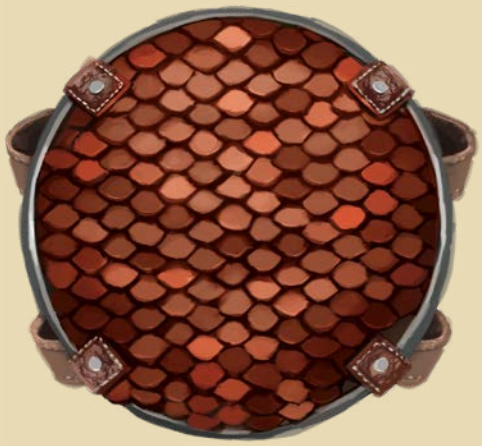
Type high-grade dragonhide armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include dragonhide worth at least 16,000 gp + 1,600 gp per Bulk.

Dragon Tradition	Damage
Arcane	Force
Divine	Spirit
Occult	Mental
Primal	Poison

Dragonhide Items	Hardness	HP	BT
Thin Items			
Standard-grade	4	16	8
High-grade	8	32	16
Standard Items			
Standard-grade	7	28	14
High-grade	11	44	22



DRAGONHIDE ARMOR



DRAGONHIDE SHIELD

Quick Equipment Packages

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 that an adventurer's pack, which is included in each kit, is 1 Bulk and contains a backpack, bedroll, 10 pieces of chalk, flint and steel, 50 feet of rope, 2 weeks' rations, soap, 5 torches, and a waterskin.



Alchemist

Price 8 gp, 3 sp, 2 cp; **Bulk** 3 Bulk, 7 light; **Money Left Over** 6 gp, 6 sp, 8 cp

Armor studded leather armor
Weapons dagger, sling with 20 bullets
Gear adventurer's pack, alchemist's toolkit, caltrops (2 sets)
Options repair toolkit (2 gp)



Barbarian

Price 4 gp; **Bulk** 3 Bulk, 5 light; **Money Left Over** 11 gp

Armor hide armor
Weapons javelins (4)
Gear adventurer's pack, grappling hook
Options greataxe (2 gp), greatclub (1 gp), greatsword (2 gp), or battle axe and steel shield (3 gp)



Champion

Price 8 gp, 7 sp; **Bulk** 3 Bulk, 7 light; **Money Left Over** 6 gp, 3 sp

Armor chain mail
Weapons dagger, javelins (4)
Gear adventurer's pack, crowbar, grappling hook
Options steel shield (2 gp), your deity's favored weapon (see your deity's entry; use the Price listed in the weapon's entry)



Investigator

Price 9 gp, 2 sp; **Bulk** 3 Bulk, 5 light; **Money Left Over** 5 gp, 8 sp

Armor studded leather armor
Weapons sap, shortsword, crossbow with 20 bolts
Gear adventurer's pack, crowbar
Options alchemist's toolkit (3 gp), simple manacles (3 gp), writing set (1 gp)



Oracle

Price 5 gp, 5 sp, 2 cp; **Bulk** 3 Bulk, 3 light; **Money Left Over** 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 toolkit (5 gp)



Monk

Price 5 gp, 3 sp; **Bulk** 3 Bulk, 3 light; **Money Left Over** 9 gp, 7 sp

Armor explorer's clothing
Weapons darts (10)
Gear adventurer's pack, climbing kit, grappling hook, lesser smoke ball (page 296)
Options staff (0 gp), longspear (5 sp)



Sorcerer

Price 2 gp, 4 sp, 2 cp; **Bulk** 1 Bulk, 7 light; **Money Left Over** 12 gp, 5 sp, 8 cp

Armor explorer's clothing
Weapons dagger, sling with 20 sling bullets
Gear adventurer's pack, caltrops (2 sets)



Swashbuckler

Price 8 gp, 7 sp; **Bulk** 3 Bulk, 3 light; **Money Left Over** 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), fine clothing (2 gp), grappling hook (1 sp), main-gauche (5 sp)

Precious Material Shields

You can make bucklers and most shields (except tower shields) out of dragonhide.

DRAGONHIDE SHIELD ITEM 8+

UNCOMMON

Usage varies by shield

Dragonhide shields are each immune to one damage type based on the tradition associated with the dragon (see the table on page 276).

Type standard-grade dragonhide buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** dragonhide worth at least 50 gp

The shield has Hardness 2, HP 8, and BT 4.

Type standard-grade dragonhide shield; **Level** 8; **Price** 440 gp; **Bulk** 1; **Craft Requirements** dragonhide worth at least 55 gp

The shield has Hardness 4, HP 16, and BT 8.

Type high-grade dragonhide buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** dragonhide worth at least 4,000 gp

The shield has Hardness 5, HP 20, and BT 10.

Type high-grade dragonhide shield; **Level** 16; **Price** 8,800 gp; **Bulk** 1; **Craft Requirements** dragonhide worth at least 4,400 gp

The shield has Hardness 7, HP 28, and BT 14.

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Armor & Armaments

Seasoned warriors search for any edge they can find, including magical weapons and armor. Beyond their runes, many of these items possess special powers of their own.

Armor

These suits of armor have abilities far different from what can be gained by etching runes. A specific magic armor lists its fundamental runes, which you can upgrade, add, or transfer as normal. You can't etch or transfer any property runes onto a specific armor that it doesn't already have or remove its property runes.

Dragonplate — Item 16

UNCOMMON INVESTED MAGICAL

Price 10,000 gp

Usage worn armor; **Bulk** 4

This suit of *+2 greater resilient dragonhide* (page 276) *full plate* makes you look like a fearsome dragon. The armor comes in many different varieties depending on the type of dragon from which it's made, though they usually conform to the four magical traditions.

Activate—Dragon Breath ❖❖ (manipulate) **Frequency** once per day; **Effect** You unleash a 15-foot cone of energy with a damage type and saving throw corresponding to the tradition of the dragon used to make the armor (shown on the table below). The cone deals 14d6 damage; each creature in the area must attempt a DC 36 basic saving throw.

Craft Requirements The initial raw materials must include 1,250 gp of dragonhide.

Dragon Tradition	Damage
Arcane	Force (Reflex)
Divine	Spirit (Reflex)
Occult	Mental (Will)
Primal	Poison (Fortitude)

Ghoul Hide — Item 6

UNCOMMON INVESTED MAGICAL

Price 220 gp

Usage worn armor; **Bulk** 2

Stitched together from pieces of ghoul skin, this suit of *+1 hide armor* grants you a +1 item bonus to saving throws against curses and makes you immune to the stench of ghouls. *Ghoul hide* with a resilient rune increases the resilient rune's item bonus to saving throws against curses by 1 (maximum +4).

Holy Chain — Item 13

DIVINE HOLY INVESTED

Price 2,500 gp

Usage worn armor; **Bulk** 1

This suit of *+2 resilient chain mail* is made of fine white links of a strange and slightly translucent pale metal, and the sleeves and skirt are fashioned into smaller trails that resemble feathers. Unlike normal chain mail, *holy chain* has no Speed reduction, its armor check penalty is 0, and its Bulk is 1.

You gain a +1 circumstance bonus to AC and saving throws against fiends. You appear radiant while you wear the armor, giving you a +2 item bonus to Diplomacy checks against all creatures except fiends.

If you're unholy, you're drained 2 while wearing *holy chain*. You can't recover from this condition while wearing the armor.

Activate—Celestial Flight ❖ (concentrate) **Frequency** once per day; **Effect** The armor sprouts glowing wings that grant you a fly Speed of 30 feet. The wings shed bright light in a 40-foot radius (and dim light to the next 40 feet). The wings fade away after 10 minutes.

Craft Requirements You're holy.

Mariner's Splint — Item 5

UNCOMMON INVESTED MAGICAL

Price 180 gp

Usage worn armor; **Bulk** 3

This suit of *+1 splint mail* is worn by veteran sailors aboard warships who want as much protection as possible but still need to remain mobile enough to climb up rigging or swim should the need arise. The plates are arranged for maximum flexibility and the undercoat of padded armor is often no more than a cotton shrift. The armor grants you a +1 item bonus to Athletics checks to Climb or Swim and increases the distance you move when you successfully Climb or Swim by 5 feet.

Onslaught Hide — Item 9

INVESTED MAGICAL

Price 700 gp

Usage worn armor; **Bulk** 2

This *+1 resilient hide armor* is decorated with the horns of many slain beasts. It has an armor check penalty of –1 instead of –2. When you use the Sudden Charge class feat while wearing this armor, your Strike deals an additional 1d8 damage.

Unholy Plate — Item 13

DIVINE INVESTED UNHOLY

Price 2,500 gp

Usage worn armor; **Bulk** 4

Crafted from black iron, this crude suit of *+2 resilient full plate* is designed to make you look like a horned demon with your face peering out of the screaming maw of the beast.

While wearing the armor, you can attack with the helmet's horns. They're a martial melee weapon with the effects of a *+2 weapon potency rune*. They deal 2d8 piercing damage and have the deadly d12 and unholy traits. On a critical hit with the horns, the target must succeed at a DC 30 Fortitude or become

drained 1 (or drained 2 on a critical failure). The horns can't be etched with any runes.

If you're holy, you're drained 2 and can't recover from this condition while wearing *unholy plate*.

Activate—Demonic Slip ❖❖ (concentrate) **Frequency** once per day; **Effect** You cast *translocate*.

Craft Requirements You're unholy; supply one casting of *translocate*.

WARLEADER'S BULWARK ITEM 10+

INVESTED MAGICAL

Usage worn armor; **Bulk** 2

This *+1 resilient breastplate* is made from shining bronze overlaid with reinforcing golden panels emblazoned with images of loyal soldiers. Wearing this breastplate grants you a commanding aura. You gain a +2 item bonus to Diplomacy checks, but you take a –2 item penalty to Stealth checks to Hide and Sneak and Deception checks to Impersonate.

Activate—Command Bravery ❖ (concentrate) **Frequency** once per day; **Effect** You grant allies within 100 feet a +2 status bonus to saves against fear effects for 1 minute. When you activate this ability, each affected ally who's frightened reduces their frightened value by 1.

Type *warleader's bulwark*; **Level** 10; **Price** 1,000 gp

Type *greater warleader's bulwark*; **Level** 18; **Price** 22,000 gp

The armor is a *+2 greater resilient breastplate*. The item bonus and penalty increase to +3 and –3, respectively.

Shields

In addition to their normal protection, these shields offer interesting abilities for the wielder. Like other shields, the following specific shields can be etched with *reinforcing* runes (*GM Core* 232).

EXPLODING SHIELD ITEM 5

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—Splintering Boom ◆ (manipulate) **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).

GLAMOROUS BUCKLER ITEM 2

ILLUSION MAGICAL

Price 35 gp

Usage strapped to 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—Dazzling Feint ◆ (concentrate) **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.



MEDUSA'S SCREAM ITEM 13+

MAGICAL

Usage held in 1 hand; **Bulk** 1

The ghastly visage of a slain medusa's head stares out from this steel shield (Hardness 5, HP 20, BT 10). The shield comes with a thick leather cover to conceal the head.

Activate—Petrifying Gaze ❖❖ (manipulate, visual) **Frequency** once per day; **Effect** You reveal the medusa's face, focusing its gaze on one creature within 30 feet. The shield casts a DC 30 *petrify* spell 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.

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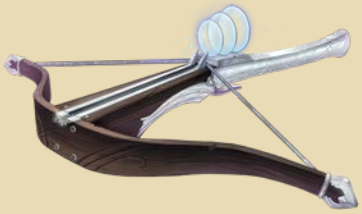




INFILTRATOR'S ACCESSORY



SPELLGUARD BLADE



SPIRITSIGHT CROSSBOW

Magic Weapons

These specific weapons expand on the options included in *GM Core* (page 241) and follow the same rules.

CHALICE OF JUSTICE ITEM 14

UNCOMMON DIVINE HOLY

Price 4,500 gp

Usage held in 1 hand; **Bulk** 1

This gleaming golden sword is a *+2 greater striking holy cold iron longsword* given only to the worthiest heroes of a holy faith. It's made of a sacred, secret alloy that makes the blade both cold iron and silver. If you're unholy, you're drained 2 while holding a *chalice of justice*. You can't recover from this condition while holding the weapon.

Activate—Sip of Justice ❖ (manipulate) **Frequency** once per day; **Effect** The pommel of the weapon transmutes into the shape of a miniature chalice. You drink deep from the chalice and regain HP equal to the chalice's level. If you're holy, you regain double the HP, and for 1 minute, whenever you critically hit an unholy creature with the *chalice of justice*, the creature takes 2d6 persistent spirit damage, and it's slowed 1 for 1 round. The persistent spirit damage has the holy trait.

Craft Requirements You're holy.

FOUR-WAYS DOGSLICER ITEM 12

UNCOMMON COLD ELECTRICITY 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—Gem Twist ❖ (manipulate) **Effect** You twist the gem along the blade corresponding with the desired weapon property 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.

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 both a fashionable accessory and a hidden weapon suitable for high-society events where weapons aren't typically permitted.

Activate—Hide Magic ❖ (manipulate) **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-rank *disguise magic* 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.

SPELLGUARD BLADE ITEM 7

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're benefiting from the 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 MAGICAL

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—Ethereal Vision ❖ (concentrate) **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 until the end of your turn. You can sense through objects in the Universe this way, and the sense is precise for detecting creatures. Because this sense detects spiritual energy, a creature that's immune to spirit can't be detected in this way.

Activate—Ethereal Shot ❖ **Requirements** Ethereal Vision is active; **Effect** You Strike with the *spiritsight crossbow*. This shot travels through the Ethereal Plane, allowing it to pass through and ignore cover from physical objects within the range of your Ethereal Vision.

ALCHEMY

Alchemical items aren't magical. They instead use the properties of volatile chemicals, exotic minerals, potent plants, and other substances, collectively referred to as alchemical reagents. As such, alchemical items don't radiate magical auras, and they can't be dismissed or affected by dispel magic. Their effects last for a set amount of time or until they're countered in some way, typically physically.

Sometimes the reactions of alchemical reagents create effects that seem magical, and at other times, they straddle the line between purely reactive and the inexplicable. Alchemists explore the secrets of these reagents, learning how to blend their essence with these special chemicals to efficiently create short-lived alchemical items at no monetary cost. Even in these cases, alchemical items don't radiate magic auras, instead using the alchemist's infused essence as one additional catalyst for the item's alchemical effects.

Rules for creating alchemical items are found in the Craft activity (*Player Core* 236), and you must have the Alchemical Crafting skill feat to use Crafting to create alchemical items. Critically failing a Crafting check to make alchemical items often causes a dangerous effect, such as an explosion for a bomb or accidental exposure for a poison, in addition to losing some of the materials. Some alchemical items have additional requirements beyond those stated in the Craft activity; these items list their requirements in a Craft Requirements entry.

All alchemical items have the alchemical trait. Most also have the consumable trait, which means that the item is used up once activated. The bomb, elixir, mutagen, and poison traits indicate special categories of alchemical items, each of which is described on the following pages. Alchemical items without any of these traits are called alchemical tools and are described further on page 295.

ALCHEMICAL ITEMS BY LEVEL

1st-Level Alchemical Items	Category	Price	Page
Acid flask, lesser	Bomb	3 gp	283
Alchemist's fire, lesser	Bomb	3 gp	283
Blasting stone, lesser	Bomb	3 gp	283
Blight bomb, lesser	Bomb	3 gp	283
Bottled lightning, lesser	Bomb	3 gp	284
Dread ampoule, lesser	Bomb	3 gp	285
Frost vial, lesser	Bomb	3 gp	285
Ghost charge, lesser	Bomb	3 gp	285
Glue bomb, lesser	Bomb	3 gp	285
Antidote, lesser	Elixir	3 gp	286
Antiplague, lesser	Elixir	3 gp	286
Cheetah's elixir, lesser	Elixir	3 gp	286
Eagle-eye elixir, lesser	Elixir	4 gp	287
Elixir of gender transformation, lesser	Elixir	1 gp	287
Elixir of life, minor	Elixir	3 gp	288
Bestial mutagen, lesser	Mutagen	4 gp	289
Cognitive mutagen, lesser	Mutagen	4 gp	289
Drakeheart mutagen, lesser	Mutagen	4 gp	289
Juggernaut mutagen, lesser	Mutagen	4 gp	289
Quicksilver mutagen, lesser	Mutagen	4 gp	290
Serene mutagen, lesser	Mutagen	4 gp	290
Silvertongue mutagen, lesser	Mutagen	4 gp	290
Arsenic	Poison	3 gp	291
Giant centipede venom	Poison	4 gp	292
Forensic dye	Tool	3 gp	295
Ghost ink	Tool	3 gp	295
Glow rod	Tool	3 gp	295
Matchstick	Tool	2 sp	295
Smoke ball, lesser	Tool	3 gp	296
Snake oil	Tool	2 gp	296
2nd-Level Alchemical Items	**Category**	**Price**	**Page**
Bottled catharsis, minor	Elixir	5 gp	286
Bravo's brew, lesser	Elixir	7 gp	286
Cat's eye elixir	Elixir	7 gp	286
Comprehension elixir, lesser	Elixir	7 gp	287
Darkvision elixir, lesser	Elixir	6 gp	287
Surging serum, minor	Elixir	5 gp	288
Belladonna	Poison	5 gp	291
Black adder venom	Poison	6 gp	291
Lethargy poison[U]	Poison	7 gp	293
Silver salve	Tool	6 gp	296
3rd-Level Alchemical Items	**Category**	**Price**	**Page**
Acid flask, moderate	Bomb	10 gp	283
Alchemist's fire, moderate	Bomb	10 gp	283
Blasting stone, moderate	Bomb	10 gp	283
Blight bomb, moderate	Bomb	10 gp	283
Bottled lightning, moderate	Bomb	10 gp	284
Dread ampoule, moderate	Bomb	10 gp	285
Frost vial, moderate	Bomb	10 gp	285
Ghost charge, moderate	Bomb	10 gp	285
Glue bomb, moderate	Bomb	10 gp	285
Elixir of gender transformation, moderate	Elixir	8 gp	287
Bestial mutagen, moderate	Mutagen	12 gp	289
Cognitive mutagen, moderate	Mutagen	12 gp	289
Drakeheart mutagen, moderate	Mutagen	12 gp	289
Juggernaut mutagen, moderate	Mutagen	12 gp	289
Quicksilver mutagen, moderate	Mutagen	12 gp	290
Serene mutagen, moderate	Mutagen	12 gp	290
Silvertongue mutagen, moderate	Mutagen	12 gp	290
Cytillesh oil	Poison	10 gp	292
Graveroot	Poison	10 gp	293
4th-Level Alchemical Items	**Category**	**Price**	**Page**
Crystal shards, moderate	Bomb	16 gp	284
Bomber's eye elixir, lesser	Elixir	14 gp	286
Bottled catharsis, lesser	Elixir	15 gp	286
Cooling elixir, lesser	Elixir	15 gp	287
Darkvision elixir, moderate	Elixir	11 gp	287

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Mistform elixir, lesser	Elixir	18 gp	288
Stone fist elixir	Elixir	13 gp	288
Surging serum, lesser	Elixir	15 gp	288
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Fearflower nectar	Poison	16 gp	292
Leadenleg	Poison	15 gp	293
Timeless salts	Tool	14 gp	296
5th-Level Alchemical Items	**Category**	**Price**	**Page**
Cheetah's elixir, moderate	Elixir	25 gp	286
Eagle-eye elixir, moderate	Elixir	27 gp	287
Elixir of life, lesser	Elixir	30 gp	288
Sea touch elixir, lesser	Elixir	22 gp	288
Spider venom	Poison	25 gp	294
Absolute solvent, lesser	Tool	21 gp	295
6th-Level Alchemical Items	**Category**	**Price**	**Page**
Antidote, moderate	Elixir	35 gp	286
Antiplague, moderate	Elixir	35 gp	286
Elixir of gender transformation, greater	Elixir	35 gp	287
Mistform elixir, moderate	Elixir	56 gp	288
Giant scorpion venom	Poison	40 gp	292
7th-Level Alchemical Items	**Category**	**Price**	**Page**
Comprehension elixir, greater	Elixir	54 gp	287
Tangle root toxin	Poison	55 gp	294
Everlasting adhesive	Tool	55 gp	295
Skinstitch salve	Tool	55 gp	296
Smoke ball, greater	Tool	53 gp	296
8th-Level Alchemical Items	**Category**	**Price**	**Page**
Bottled catharsis, moderate	Elixir	75 gp	286
Darkvision elixir, greater	Elixir	90 gp	287
Surging serum, moderate	Elixir	75 gp	288
Nettleweed residue	Poison	75 gp	294
Wyvern poison	Poison	80 gp	294
9th-Level Alchemical Items	**Category**	**Price**	**Page**
Cheetah's elixir, greater	Elixir	110 gp	286
Elixir of life, moderate	Elixir	150 gp	288
Enervating powder	Poison	110 gp	292
Spider root	Poison	110 gp	294
10th-Level Alchemical Items	**Category**	**Price**	**Page**
Antidote, greater	Elixir	160 gp	286
Antiplague, greater	Elixir	160 gp	286
Bravo's brew, moderate	Elixir	150 gp	286
Eagle-eye elixir, greater	Elixir	200 gp	287
Mistform elixir, greater	Elixir	180 gp	288
Nethershade	Poison	160 gp	294
Wolfsbane	Poison	155 gp	294
11th-Level Alchemical Items	**Category**	**Price**	**Page**
Acid flask, greater	Bomb	250 gp	283
Alchemist's fire, greater	Bomb	250 gp	283
Blasting stone, greater	Bomb	250 gp	283
Blight bomb, greater	Bomb	250 gp	283
Bottled lightning, greater	Bomb	250 gp	284
Dread ampoule, greater	Bomb	300 gp	285
Frost vial, greater	Bomb	250 gp	285
Ghost charge, greater	Bomb	250 gp	285
Glue bomb, greater	Bomb	250 gp	285
Bestial mutagen, greater	Mutagen	300 gp	289
Cognitive mutagen, greater	Mutagen	300 gp	289
Drakeheart mutagen, greater	Mutagen	300 gp	289
Juggernaut mutagen, greater	Mutagen	300 gp	289
Quicksilver mutagen, greater	Mutagen	300 gp	290
Serene mutagen, greater	Mutagen	300 gp	290
Silvertongue mutagen, greater	Mutagen	300 gp	290
Blightburn resin	Poison	225 gp	291
12th-Level Alchemical Items	**Category**	**Price**	**Page**
Crystal shards, greater	Bomb	350 gp	284
Bottled catharsis, greater	Elixir	325 gp	286
Cooling elixir, moderate	Elixir	320 gp	287
Sea touch elixir, moderate	Elixir	300 gp	288
Surging serum, greater	Elixir	325 gp	288
Witchwarg elixir, moderate	Elixir	320 gp	288
Cave worm venom	Poison	500 gp	292
Slumber wine	Poison	325 gp	294
Absolute solvent, moderate	Tool	325 gp	295
13th-Level Alchemical Items	**Category**	**Price**	**Page**
Elixir of life, greater	Elixir	600 gp	288
Deathcap powder	Poison	450 gp	292
14th-Level Alchemical Items	**Category**	**Price**	**Page**
Antidote, major	Elixir	675 gp	286
Antiplague, major	Elixir	675 gp	286
Bomber's eye elixir, greater	Elixir	700 gp	286
15th-Level Alchemical Items	**Category**	**Price**	**Page**
Bravo's brew, greater	Elixir	700 gp	286
Elixir of life, major	Elixir	1,300 gp	288
Sea touch elixir, greater	Elixir	920 gp	288
Mindfog mist	Poison	1,000 gp	293
16th-Level Alchemical Items	**Category**	**Price**	**Page**
Cooling elixir, greater	Elixir	1,400 gp	287
Eagle-eye elixir, major	Elixir	2,000 gp	287
Witchwarg elixir, greater	Elixir	1,400 gp	288
Brimstone fumes	Poison	1,500 gp	292
Cerulean scourge	Poison	1,450 gp	292
17th-Level Alchemical Items	**Category**	**Price**	**Page**
Acid flask, major	Bomb	2,500 gp	283
Alchemist's fire, major	Bomb	2,500 gp	283
Blasting stone, major	Bomb	2,500 gp	283
Blight bomb, major	Bomb	2,500 gp	283
Bottled lightning, major	Bomb	2,500 gp	284
Dread ampoule, major	Bomb	3,000 gp	285
Frost vial, major	Bomb	2,500 gp	285
Ghost charge, major	Bomb	2,500 gp	285
Glue bomb, major	Bomb	2,500 gp	285
Bestial mutagen, major	Mutagen	3,000 gp	289
Cognitive mutagen, major	Mutagen	3,000 gp	289
Drakeheart mutagen, major	Mutagen	3,000 gp	289
Juggernaut mutagen, major	Mutagen	3,000 gp	289
Quicksilver mutagen, major	Mutagen	3,000 gp	290
Serene mutagen, major	Mutagen	3,000 gp	290
Silvertongue mutagen, major	Mutagen	3,000 gp	290
Hemlock	Poison	2,250 gp	293
18th-Level Alchemical Items	**Category**	**Price**	**Page**
Crystal shards, major	Bomb	4,000 gp	284
Bottled catharsis, major	Elixir	3,250 gp	286
Surging serum, major	Elixir	3,250 gp	288
King's sleep	Poison	4,000 gp	293
Absolute solvent, greater	Tool	3,250 gp	295
19th-Level Alchemical Items	**Category**	**Price**	**Page**
Elixir of life, true	Elixir	8,000 gp	288
Black lotus extract	Poison	6,500 gp	291
20th-Level Alchemical Items	**Category**	**Price**	**Page**
Elixir of rejuvenation[U]	Elixir	– gp	288
Tears of death	Poison	12,000 gp	294
Philosopher's stone[U]	Tool	– gp	295

Alchemical Bombs

An alchemical bomb combines volatile components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects. Bombs have the bomb trait.

Bombs are martial thrown weapons with a range increment of 20 feet. When you throw a bomb, you make a weapon attack roll against the target's AC, as you would for any other weapon. It takes one hand to draw, prepare, and throw a bomb. The bomb is activated when thrown as a Strike—you don't have to activate it separately. As consumables, bombs can't have runes etched onto them, have talismans attached to them, or benefit from runes granted in other ways (such as from spells or from items that replicate runes from other items). Spells and magic items that give you a bonus to all your attacks (or to all thrown weapons, for example) can still apply to them.

Splash Trait

Some weapons and effects, such as alchemical bombs, have the splash trait. When you use a weapon or effect with the splash trait, you don't add your Strength modifier to the damage roll. A splash weapon or effect deals any listed splash damage to the target on a failure, success, or critical success and to all other creatures within 5 feet of the target on a success or critical success. On a critical failure, the weapon or effect misses entirely, dealing no damage. Add splash damage together with the initial damage against the target before applying the target's resistance or weakness. You don't multiply splash damage on a critical hit.

For example, if you throw a lesser acid flask and hit your target, that creature takes 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage. All other creatures within 5 feet of it take 1 acid splash damage. On a critical hit, the target takes 2 acid damage and 2d6 persistent acid damage, but the splash damage is still 1. If you miss, the target takes only 1 splash damage. If you critically fail, no one takes any damage.

ACID FLASK — ITEM 1+

ACID ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

This flask filled with corrosive acid deals 1 acid damage, the listed persistent acid damage, and the listed acid splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 persistent acid damage and 1 acid splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 persistent acid damage and 2 acid splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 persistent acid damage and 3 acid splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 persistent acid damage and 4 acid splash damage.

ALCHEMIST'S FIRE — ITEM 1+

ALCHEMICAL BOMB CONSUMABLE FIRE SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 fire damage, 4 persistent fire damage, and 4 fire splash damage.

BLASTING STONE — ITEM 1+

ALCHEMICAL BOMB CONSUMABLE SONIC SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

When this pebble hits a creature or a hard surface, it explodes with a deafening bang. A blasting stone deals the listed sonic damage and sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw with the listed DC or be deafened until the end of its next turn. Many types of blasting stones grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d4 sonic damage and 1 sonic splash damage, and the DC is 17.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d4 sonic damage and 2 sonic splash damage, and the DC is 20.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d4 sonic damage and 3 sonic splash damage, and the DC is 28.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d4 sonic damage and 4 sonic splash damage, and the DC is 36.

BLIGHT BOMB — ITEM 1+

ALCHEMICAL BOMB CONSUMABLE POISON SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

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ACID FLASK



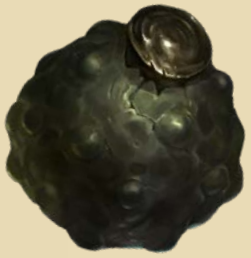
BOTTLED LIGHTNING



BLIGHT BOMB



FROST VIAL



ALCHEMIST'S FIRE



CRYSTAL SHARDS

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 1d4 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 2d4 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 3d4 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 4d4 poison damage, 4d4 persistent poison damage, and 4 poison splash damage.

BOTTLED LIGHTNING ITEM 1+

ALCHEMICAL BOMB CONSUMABLE ELECTRICITY SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

Bottled lightning is packed with volatile reagents that create a blast of electricity when they're exposed to air. Bottled lightning deals the listed electricity damage and electricity splash damage. On a hit, the target becomes off-guard 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 1d6 electricity damage and 1 electricity splash damage.

Type moderate; **Level** 3; **Price** 10 gp
You gain a +1 item bonus to attack rolls. The bomb deals 2d6 electricity damage and 2 electricity splash damage.

Type greater; **Level** 11; **Price** 250 gp
You gain a +2 item bonus to attack rolls. The bomb deals 3d6 electricity damage and 3 electricity splash damage.

Type major; **Level** 17; **Price** 2,500 gp
You gain a +3 item bonus to attack rolls. The bomb deals 4d6 electricity damage and 4 electricity 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. On a hit, the target takes 1 persistent bleed damage from the crystals embedded in its flesh. As long as the bleed damage persists, the target also takes a –5-foot penalty to its speed. The target can spend an Interact action to remove the crystals, reducing the DC to stop the bleeding.

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.

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.

Frost Vial — Item 1+

ALCHEMICAL BOMB COLD CONSUMABLE SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

The bright blue liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals the listed cold damage and cold splash damage. On a hit, the target takes a status penalty to its Speeds until the end of its next turn. Many types of frost vial also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 cold damage and 1 cold splash damage, and the target takes a –5-foot penalty.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 cold damage and 2 cold splash damage, and the target takes a –10-foot penalty.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 cold damage and 3 cold splash damage, and the target takes a –10-foot penalty.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 cold damage and 4 cold splash damage, and the target takes a –15-foot penalty.

Ghost Charge — Item 1+

ALCHEMICAL BOMB CONSUMABLE SPLASH VITALITY

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 vitality damage and splash damage, though as usual for vitality damage, this damage harms only undead and creatures with void 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 vitality damage and 1 vitality 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 vitality damage and 2 vitality 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 vitality damage and 3 vitality splash damage, and the target is enfeebled 2 until the start of your next turn.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 vitality damage and 4 vitality splash damage, and the target is enfeebled 2 until the start of your next turn.

Glue Bomb — Item 1+

ALCHEMICAL BOMB CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

A glue bomb is a harmless explosive mechanism bursting with sticky substances. When you hit a creature with a glue bomb, that creature takes a status penalty to its Speeds for 1 minute. Many types of glue bomb also grant an item bonus to attack rolls.

On a critical hit, a creature in contact with a solid surface becomes stuck to the surface and immobilized for 1 round, and a creature flying via wings has its wings tangled, causing it to fall safely to the ground and become unable to Fly again for 1 round. Glue bombs aren't effective when used on a creature that's in water.

The target can end any effects by Escaping or spending a total of 3 manipulate actions to carefully remove the sticky substances. These manipulate actions don't have to be consecutive, and other creatures can provide the actions as well.

Type lesser; **Level** 1; **Price** 3 gp

The target takes a –10-foot penalty, and the Escape DC is 17.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The target takes a –15-foot penalty, and the Escape DC is 19.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The target takes a –15-foot penalty, and the Escape DC is 28.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The target takes a –20-foot penalty, and the Escape DC is 37.

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Alchemical Elixirs

Elixirs are alchemical liquids that are used by drinking them. They have the elixir trait.

Activating Elixirs

You usually Interact to activate an elixir as you drink it or feed it to another creature. You can feed an elixir only to a creature within reach that's either willing or unable to prevent you from doing so. You usually need only one hand to consume an elixir or feed it to another creature.

Antidote — Item 1+

Alchemical Consumable Elixir Healing

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

An antidote protects you against toxins. Upon drinking an antidote, you gain an item bonus to Fortitude saving throws against poisons for 6 hours.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antidote, you can immediately attempt a save against one poison of 14th level or lower affecting you. If you succeed, the poison is neutralized.

Antiplague — Item 1+

Alchemical Consumable Elixir Healing

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain an item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antiplague, you can immediately attempt a saving throw against one disease of 14th level or lower affecting you. If you succeed, you're cured of the disease.

Bomber's Eye Elixir — Item 4+

Alchemical Consumable Elixir

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This tincture lets you pinpoint your foes. For the next 5 minutes, your alchemical bomb Strikes reduce the circumstance bonus to AC your targets gain from cover.

Type lesser; **Level** 4; **Price** 14 gp

Reduce your targets' circumstance bonus by 1.

Type greater; **Level** 14; **Price** 700 gp

Reduce your targets' circumstance bonus by 2.

Bottled Catharsis — Item 2+

Alchemical Consumable Elixir Healing

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This drink unlocks a flood of emotions that helps reset your mental state. When you drink this elixir, the elixir attempts to counteract (*Player Core* 431) each effect on you that has the emotion trait or is inflicting the stupefied condition on you, using the listed counteract rank and modifier.

Type minor; **Level** 2; **Price** 5 gp

The elixir counteracts at 1st-rank and has a +6 counteract modifier.

Type lesser; **Level** 4; **Price** 15 gp

The elixir counteracts at 2nd-rank and has a +8 counteract modifier.

Type moderate; **Level** 8; **Price** 75 gp

The elixir counteracts at 4th-rank and has a +14 counteract modifier.

Type greater; **Level** 12; **Price** 325 gp

The elixir counteracts at 6th-rank and has a +19 counteract modifier.

Type major; **Level** 18; **Price** 3,250 gp

The elixir counteracts at 9th-rank and has a +28 counteract modifier.

Bravo's Brew — Item 2+

Alchemical Consumable Elixir Mental

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain an item bonus to Will saves, which is greater when attempting Will saves against fear.

Type lesser; **Level** 2; **Price** 7 gp

The bonus on Will saves is +1, or +2 against fear.

Type moderate; **Level** 10; **Price** 150 gp

The bonus on Will saves is +2, or +3 against fear.

Type greater; **Level** 15; **Price** 700 gp

The bonus on Will saves is +3, or +4 against fear. If you roll a success on a save against fear, you get a critical success instead.

Cat's Eye Elixir — Item 2

Alchemical Consumable Elixir

Price 7 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

After you consume this elixir, your vision sharpens, and you become sensitive to even the most minute movements. For the next minute, you reduce the flat check to target hidden creatures to 5, and you don't need to attempt a flat check to target concealed creatures. These benefits apply only against creatures within 30 feet of you.

Cheetah's Elixir — Item 1+

Alchemical Consumable Elixir

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)



COMPREHENSION ELIXIR



ELIXIR OF LIFE



ELIXIR OF REJUVENATION



SEA TOUCH ELIXIR

Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a status bonus to your Speed for the listed duration.

Type lesser; **Level** 1; **Price** 3 gp
The bonus is +5 feet, and the duration is 1 minute.

Type moderate; **Level** 5; **Price** 25 gp
The bonus is +10 feet, and the duration is 10 minutes.

Type greater; **Level** 9; **Price** 110 gp
The bonus is +10 feet, and the duration is 1 hour.

COMPREHENSION ELIXIR ITEM 2+

ALCHEMICAL CONSUMABLE ELIXIR MENTAL

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This bitter draft opens your mind to the potential of the written word. For the listed duration after drinking this elixir, you can understand any words you read, as long as they're written in a common language. This elixir doesn't automatically allow you to understand codes or extremely esoteric passages—you still need to attempt a skill check to Decipher Writing.

Type lesser; **Level** 2; **Price** 7 gp
The duration is 1 minute.

Type greater; **Level** 7; **Price** 54 gp
The duration is 10 minutes.

COOLING ELIXIR ITEM 4+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This elixir is made to help you withstand extreme environments. For 24 hours, you're protected from the effects of severe heat.

Type lesser; **Level** 4; **Price** 15 gp

Type moderate; **Level** 12; **Price** 320 gp
You're also protected from extreme heat.

Type greater; **Level** 16; **Price** 1,400 gp
You're also protected from extreme and incredible heat.

DARKVISION ELIXIR ITEM 2+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

After you drink this elixir, your sight becomes sharper in darkness. You gain darkvision for the listed duration.

Type lesser; **Level** 2; **Price** 6 gp
The duration is 10 minutes.

Type moderate; **Level** 4; **Price** 11 gp
The duration is 1 hour.

Type greater; **Level** 8; **Price** 90 gp
The duration is 24 hours.

EAGLE-EYE ELIXIR ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

After you drink this elixir, you notice subtle visual details. For the next hour, you gain an item bonus to Perception checks that's greater when attempting to find secret doors and traps.

Type lesser; **Level** 1; **Price** 4 gp
The bonus is +1, or +2 to find secret doors and traps.

Type moderate; **Level** 5; **Price** 27 gp
The bonus is +2, or +3 to find secret doors and traps.

Type greater; **Level** 10; **Price** 200 gp
The bonus is +3, or +4 to find secret doors and traps.

Type major; **Level** 16; **Price** 2,000 gp
The bonus is +3, or +4 to find secret doors and traps. Each time you pass within 10 feet of a secret door or trap, the GM automatically rolls a secret check for you to find it.

ELIXIR OF GENDER TRANSFORMATION ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This clear, bitter liquid can be ingested to change certain secondary sex characteristics. Different formulations create different changes—for example, one variety might cause the voice to deepen and promote body and facial hair growth, while another might cause fat redistribution around the hips and the growth of breasts. These changes tend to be accompanied by shifting of the fat in the face, sometimes dramatically or sometimes more subtly changing the user's appearance. Changes from this elixir take place gradually over the course of months or years, depending on the type.

Type lesser; **Level** 1; **Price** 1 gp

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The elixir must be taken every week, and changes occur over the course of a year or more.

Type moderate; **Level** 3; **Price** 8 gp
The elixir must be taken once a month, and changes occur over the course of a year.

Type greater; **Level** 6; **Price** 35 gp
The elixir must be taken once, and changes occur over the course of 6 months.

ELIXIR OF LIFE ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this elixir, you regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type minor; **Level** 1; **Price** 3 gp
The elixir restores 1d6 Hit Points, and the bonus is +1.

Type lesser; **Level** 5; **Price** 30 gp
The elixir restores 3d6+6 Hit Points, and the bonus is +1.

Type moderate; **Level** 9; **Price** 150 gp
The elixir restores 5d6+12 Hit Points, and the bonus is +2.

Type greater; **Level** 13; **Price** 600 gp
The elixir restores 7d6+18 Hit Points, and the bonus is +2.

Type major; **Level** 15; **Price** 1,300 gp
The elixir restores 8d6+21 Hit Points, and the bonus is +3.

Type true; **Level** 19; **Price** 8,000 gp
The elixir restores 10d6+27 Hit Points, and the bonus is +4.

ELIXIR OF REJUVENATION ITEM 20

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR HEALING

Price –

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

The elixir of rejuvenation restores a creature to full health and eradicates toxins affecting it. When you drink this elixir, you're restored to your maximum Hit Points, and all afflictions of 20th level or lower affecting you are removed.

You can instead administer this elixir to a creature that has been dead for a week or less. When you do, that creature is instantly brought back to life with 1 Hit Point and no spell slots, Focus Points, or other daily resources.

Craft Requirements philosopher's stone, true elixir of life

MISTFORM ELIXIR ITEM 4+

ALCHEMICAL CONSUMABLE ELIXIR ILLUSION VISUAL

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A faint mist emanates from your skin, making you concealed for the listed duration. As usual, if you become concealed when your position is still obvious, you can't use this concealment to Hide or Sneak.

Type lesser; **Level** 4; **Price** 18 gp
The duration is 3 rounds.

Type moderate; **Level** 6; **Price** 56 gp
The duration is 1 minute.

Type greater; **Level** 10; **Price** 180 gp
The duration is 5 minutes.

SEA TOUCH ELIXIR ITEM 5+

ALCHEMICAL CONSUMABLE ELIXIR POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This briny concoction alters the skin on your hands and feet. The spaces between your fingers and toes become webbed, granting you a swim Speed of 20 feet for the listed duration.

Type lesser; **Level** 5; **Price** 22 gp
The duration is 10 minutes.

Type moderate; **Level** 12; **Price** 300 gp
The duration is 1 hour, and you can breathe underwater.

Type greater; **Level** 15; **Price** 920 gp
The duration is 24 hours, and you can breathe underwater.

STONE FIST ELIXIR ITEM 4

ALCHEMICAL CONSUMABLE ELIXIR MORPH

Price 13 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your fists become hard as stone. For 1 hour, your fists deal 1d6 bludgeoning damage and lose the nonlethal trait.

SURGING SERUM ITEM 2+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Involuntary jolts and surges of energy move through the drinker's body as it restores normal muscle control. When you drink this elixir, it attempts to counteract (*Player Core* 431) each effect that's inflicting the clumsy or enfeebled condition on you, using the listed counteract rank and modifier.

Type minor; **Level** 2; **Price** 5 gp
The elixir counteracts at 1st-rank and has a +6 counteract modifier.

Type lesser; **Level** 4; **Price** 15 gp
The elixir counteracts at 2nd-rank and has a +8 counteract modifier.

Type moderate; **Level** 8; **Price** 75 gp
The elixir counteracts at 4th-rank and has a +14 counteract modifier.

Type greater; **Level** 12; **Price** 325 gp
The elixir counteracts at 6th-rank and has a +19 counteract modifier.

Type major; **Level** 18; **Price** 3,250 gp
The elixir counteracts at 9th-rank and has a +28 counteract modifier.

WITCHWARG ELIXIR ITEM 4+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This elixir warms your core and improves your circulation. For 24 hours, you're protected from the effects of severe cold.

Type lesser; **Level** 4; **Price** 15 gp

Type moderate; **Level** 12; **Price** 320 gp
You're also protected from extreme cold.

Type greater; **Level** 16; **Price** 1,400 gp
You're also protected from extreme and incredible cold.

Mutagens

Mutagens are a special type of elixir that temporarily transmogrify the subject's body and mind. Typically, only alchemists have the expertise to craft mutagens.

A mutagen always conveys one or more beneficial effects (listed in the Benefit entry) and one or more detrimental effects (shown in the Drawback entry). Mutagens are polymorph effects (*Player Core* 301), and a subsequent polymorph effect attempts to counteract an existing effect; the counteract check for a mutagen uses the item's level and a modifier equal to that level's DC – 10, as found on the Magic Item DCs Table on page 133 of *GM Core*.

BESTIAL MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your features transform into something bestial and lumbering.

Benefit You gain an item bonus to Athletics checks and unarmed attack rolls. You gain a claw unarmed attack with the agile trait and a jaws unarmed attack. Striking runes don't modify the damage caused by these attacks.

Drawback You take a –2 penalty to Reflex saves, Acrobatics checks, and Stealth checks.

Type lesser; **Level** 1; **Price** 4 gp

You gain a +1 item bonus, your claw deals 1d4 slashing damage, your jaws deal 1d6 piercing damage, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

You gain a +2 item bonus, your claw deals 2d6 slashing damage, your jaws deal 2d8 piercing damage, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

You gain a +3 item bonus, your claw deals 3d8 slashing damage, your jaws deal 3d10 piercing damage, and the duration is 1 hour.

Type major; **Level** 17; **Price** 3,000 gp

You gain a +4 item bonus, your claw deals 4d8 slashing damage, your jaws deal 4d10 piercing damage, and the duration is 1 hour. You gain weapon specialization with the claw and jaws, or greater weapon specialization if you already have weapon specialization with these unarmed attacks.

COGNITIVE MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your mind becomes clear, but physical matters seem ephemeral.

Benefit You gain an item bonus to Arcana, Crafting, Lore, Occultism, and Society checks and all checks to Recall Knowledge. Your critical failures on Recall Knowledge checks become failures instead.

Drawback You take a –2 penalty to weapon and unarmed attack rolls, Athletics checks, and Acrobatics checks. You can carry 2 less Bulk than normal before becoming encumbered, and the maximum Bulk you can carry is reduced by 4.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus is +2, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, and the duration is 1 hour. You become trained in one Intelligence-based skill, chosen at creation.

Type major; **Level** 17; **Price** 3,000 gp

The bonus is +4, and the duration is 1 hour. You become trained in one skill, chosen at creation.

DRAKEHEART MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your skin grows scales like a drake, and your eyesight become sharp and your pupils slitted, but your mind and reflexes 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.

JUGGERNAUT MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your body becomes sturdy and ponderous.

Benefit You gain an item bonus to Fortitude saves and the listed number of temporary Hit Points. Whenever you're at maximum Hit Points for at least 1 minute, you regain the temporary Hit Points.

Drawback You take a –2 penalty to Will saves, Perception checks, and initiative rolls.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, you gain 5 temporary Hit Points, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

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DRAKEHEART MUTAGEN



JUGGERNAUT MUTAGEN



QUICKSILVER MUTAGEN

The bonus is +2, you gain 10 temporary Hit Points, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, you gain 30 temporary Hit Points, and the duration is 1 hour. When you roll a success on a Fortitude save, you get a critical success instead.

Type major; **Level** 17; **Price** 3,000 gp

The bonus is +4, you gain 45 temporary Hit Points, and the duration is 1 hour. When you roll a success on a Fortitude save, you get a critical success instead, and your critical failures on Fortitude saves become failures instead.

QUICKSILVER MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

You become swifter and nimbler but also fragile.

Benefit You gain an item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and Dexterity-based attack rolls, and you gain the listed status bonus to your Speed.

Drawback You take damage equal to twice your level; you can't recover Hit Points lost in this way by any means while the mutagen lasts. You take a –2 penalty to Fortitude saves.

Type lesser; **Level** 1; **Price** 4 gp

The bonus to rolls is +1, the bonus to Speed is +5 feet, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus to rolls is +2, the bonus to Speed is +10 feet, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus to rolls is +3, the bonus to Speed is +15 feet, and the duration is 1 hour.

Type major; **Level** 17; **Price** 3,000 gp

The bonus to rolls is +4, the bonus to Speed is +20 feet, and the duration is 1 hour.

SERENE MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

You gain inner serenity, but you find violence off-putting.

Benefit You gain an item bonus to Will saves and Perception, Medicine, Nature, Religion, and Survival checks. This bonus improves when you attempt Will saves against mental effects.

Drawback You take a –1 penalty to attack rolls and save DCs of offensive spells, and a –1 penalty per damage die to all weapon, unarmed attack, and spell damage.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, or +2 vs. mental, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus is +2, or +3 vs. mental, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, or +4 vs. mental, and the duration is 1 hour. When you roll a success on a Will save against a mental effect, you get a critical success instead.

Type major; **Level** 17; **Price** 3,000 gp

The bonus is +4, and the duration is 1 hour. When you roll a success on a Will save against a mental effect, you get a critical success instead, and your critical failures on Will saves against mental effects become failures instead.

SILVERTONGUE MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your features become striking, and your voice becomes musical and commanding, though emotion clouds your reason.

Benefit You gain an item bonus to Deception, Diplomacy, Intimidation, and Performance checks. Your critical failures with any of these skills become failures instead.

Drawback You take a –2 penalty to Arcana, Crafting, Lore, Occultism, and Society checks. Choose one skill in which you're trained; for the duration, you become untrained in that skill. All your failures on checks to Recall Knowledge become critical failures.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus is +2, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, and the duration is 1 hour.

Type major; **Level** 17; **Price** 3,000 gp

The bonus is +4, and the duration is 1 hour.

Alchemical Poisons

Alchemical poisons are potent toxins distilled or extracted from natural sources. Each poison's stat block includes the price and features for a single dose. Poison doses are typically kept in a vial or some other secure container.

Applying alchemical poisons uses manipulate actions. A poison typically requires one hand to pour into food or scatter in the air. Applying a poison to a weapon or another item requires two hands, with one hand holding the weapon or item. The Usage entry for a poison indicates the number of hands needed for a typical means of application, but the GM might determine that using poisons in other ways functions differently. Weapons and items can have only one poison applied to them at a time, even if those poisons have different methods of exposure. If a second poison is applied to an item, the lower-level poison is removed (chosen randomly if both are the same level).

The full rules for how poisons and other afflictions work are on page 430 of *Player Core*. A creature attempts the listed saving throw as soon as it's exposed to the poison; on a failed save, the creature advances to Stage 1 of the poison after any listed onset time elapses.

Virulent Poisons: Some poisons have the virulent trait. You must succeed at two consecutive saves to reduce a virulent affliction's stage by 1. A critical success reduces a virulent affliction's stage by only 1 instead of by 2.

Method of Exposure

Each alchemical poison has one of the following traits, which define how a creature can be exposed to that poison.

Contact: A contact poison is activated by applying it to an item or directly onto a living creature's skin. The first creature to touch the affected item must attempt a saving throw against the poison; if the poison is applied directly, the creature must attempt a saving throw immediately when the poison touches its skin. Contact poisons are infeasible to apply to a creature via a weapon attack due to the logistics of delivering them without poisoning yourself. Typically, the onset time of a contact poison is 1 minute.

Ingested: An ingested poison is activated by applying it to food or drink to be consumed by a living creature, or by placing it directly into a living creature's mouth. A creature attempts a saving throw against such a poison when it consumes the poison, or the food or drink treated with the poison. The onset time of ingested poisons typically ranges anywhere from 1 minute to 1 day.

Inhaled: An inhaled poison is activated by unleashing it from its container. Once unleashed, the poison creates a cloud filling a 10-foot cube lasting for 1 minute or until a strong wind dissipates it. Every creature entering this cloud is exposed to the poison and must attempt a saving throw against it; a creature aware of the poison before entering the cloud can use a single action to hold its breath and gain a +2 circumstance bonus to the saving throw for 1 round.

Injury: An injury poison is activated by applying it to a weapon or ammunition, and it affects the target of the first Strike made using the poisoned item. If that Strike is a success and deals piercing or slashing damage, the target must attempt a saving throw against the poison. On a failed Strike, the target is unaffected, but the poison remains on the weapon and you can try again. On a critical failure, or if the Strike fails to deal slashing or piercing damage for some other reason, the poison is spent, but the target is unaffected.

ARSENIC ITEM 1

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 3 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)

This toxin is a compound of arsenic and other substances. You can't reduce your sickened condition while affected.

Saving Throw DC 18 Fortitude; **Onset** 10 minutes; **Maximum Duration** 5 minutes; **Stage 1** 1d4 poison damage and sickened 1 (1 minute); **Stage 2** 1d6 poison damage and sickened 2 (1 minute); **Stage 3** 1d8 poison damage and sickened 3 (1 minute)

BELLADONNA ITEM 2

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 5 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)

Sometimes called "deadly nightshade," belladonna is a widely available toxin produced from a plant similar to a tomato.

Saving Throw DC 19 Fortitude; **Onset** 10 minutes; **Maximum Duration** 30 minutes; **Stage 1** dazzled (10 minutes); **Stage 2** 1d6 poison damage and sickened 1 (10 minutes); **Stage 3** 1d6 poison damage, confused, and sickened 1 (1 minute)

BLACK ADDER VENOM ITEM 2

ALCHEMICAL CONSUMABLE INJURY POISON

Price 6 gp
Usage held in 2 hands; **Bulk** L
Activate ◆◆ (manipulate)

Adder venom is a simple but effective way to enhance a weapon.

Saving Throw DC 18 Fortitude; **Maximum Duration** 3 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage (1 round); **Stage 3** 1d8 poison damage (1 round)

BLACK LOTUS EXTRACT ITEM 19

ALCHEMICAL CONSUMABLE CONTACT POISON VIRULENT

Price 6,500 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)

Black lotus extract causes severe internal bleeding.

Saving Throw DC 42 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 13d6 poison damage and drained 1 (1 round); **Stage 2** 15d6 poison damage and drained 1 (1 round); **Stage 3** 17d6 poison damage and drained 2 (1 round)

BLIGHTBURN RESIN ITEM 11

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 225 gp

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Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

This tacky, hardened sap is harvested from trees infected by fungal blights and exposed to open flames.

Saving Throw DC 30 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage (1 round); **Stage 2** 7d6 poison damage (1 round); **Stage 3** 9d6 poison damage (1 round)

BRIMSTONE FUMES ITEM 16

ALCHEMICAL CONSUMABLE INHALED POISON

Price 1,500 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Fumes from the forges of Hell drain health and strength alike.

Saving Throw DC 36 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** 7d8 poison damage and enfeebled 1 (1 round); **Stage 2** 8d8 poison damage and enfeebled 2 (1 round); **Stage 3** 10d8 poison damage and enfeebled 3 (1 round)

CAVE WORM VENOM ITEM 12

ALCHEMICAL CONSUMABLE INJURY POISON

Price 500 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

Venom from enormous cave worms leaves a victim weakened.

Saving Throw DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage and enfeebled 2 (1 round); **Stage 2** 6d6 poison damage and enfeebled 2 (1 round); **Stage 3** 8d6 poison and enfeebled 2 (1 round)

CERULEAN SCOURGE ITEM 16

ALCHEMICAL CONSUMABLE INJURY POISON

Price 1,450 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

This poison is infamous for making the victim's blood vessels glow with a bright blue light before painfully bursting.

Saving Throw DC 37 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 10d6 poison damage (1 round); **Stage 2** 12d6 poison damage (1 round); **Stage 3** 14d6 poison damage (1 round)

CYTILLESH OIL ITEM 3

ALCHEMICAL CONSUMABLE INJURY POISON

Price 10 gp
Usage held in 1 hand; **Bulk** L
Activate ❖❖ (manipulate)

This thick substance is distilled from the mind-robbing cytillesh fungus, though it lacks memory-altering capabilities.

Saving Throw DC 19 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d10 poison damage (1 round); **Stage 3** 2d8 poison damage (1 round)

DEATHCAP POWDER ITEM 13

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 450 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

The toxic deathcap mushroom can be dried, ground, and treated to form a flavorless powder with accelerated effects.

Saving Throw DC 33 Fortitude; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** 7d8 poison damage (1 minute); **Stage 2** 9d6 poison damage and sickened 2 (1 minute); **Stage 3** 8d10 poison damage and sickened 3 (1 minute)

ENERVATING POWDER ITEM 9

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 110 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

This carefully concocted mixture of fungal spores and ground bones has paralytic properties that make it a valuable poison.

Saving Throw DC 28 Fortitude; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** fatigued (1 minute); **Stage 2** 5d6 poison damage and fatigued (1 minute); **Stage 3** 6d6 poison damage, fatigued, and paralyzed (1 minute)

FEARFLOWER NECTAR ITEM 4

ALCHEMICAL CONSUMABLE INJURY POISON

Price 16 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

The nectar of a night-blooming desert flower attacks a victim's central nervous system and causes feelings of panic.

Saving Throw DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and frightened 1 (1 round); **Stage 2** 1d6 poison damage and frightened 2 (1 round); **Stage 3** 1d6 poison damage and frightened 3 (1 round)

GIANT CENTIPEDE VENOM ITEM 1

ALCHEMICAL CONSUMABLE INJURY POISON

Price 4 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

Giant centipede venom causes severe muscle stiffness and general fatigue.

Saving Throw DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and fatigued (1 round); **Stage 3** 1d4 poison damage, clumsy 1, and fatigued (1 round)

GIANT SCORPION VENOM ITEM 6

ALCHEMICAL CONSUMABLE INJURY POISON

Price 40 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

The venom of a giant scorpion is excruciating and its effects are somewhat debilitating.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d8 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)



GIANT SCORPION VENOM



SLUMBER WINE



WOLFSBANE

GRAVEROOT ITEM 3

ALCHEMICAL CONSUMABLE INJURY POISON

Price 10 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

The opaque white sap from the graveroot shrub clouds the mind.

Saving Throw DC 19 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d10 poison damage and stupefied 1 (1 round); **Stage 3** 2d6 poison damage and stupefied 2 (1 round)

HEMLOCK ITEM 17

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 2,250 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Concentrated hemlock is a particularly deadly toxin that halts muscle action—including that of the victim's heart.

Saving Throw DC 38 Fortitude; **Onset** 30 minutes; **Maximum Duration** 60 minutes; **Stage 1** 16d6 poison damage and enfeebled 2 (10 minutes); **Stage 2** 17d6 poison damage and enfeebled 3 (10 minutes); **Stage 3** 18d6 poison damage and enfeebled 4 (10 minutes)

KING'S SLEEP ITEM 18

ALCHEMICAL CONSUMABLE INGESTED POISON VIRULENT

Price 4,000 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

King's sleep is an insidious long-term poison that can seem like a disease or even death from natural causes on a venerable target. The drained condition from king's sleep is cumulative with each failed save and can't be removed while the poison lasts.

Saving Throw DC 41 Fortitude; **Onset** 1 day; **Stage 1** drained 1 (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day)

LEADENLEG ITEM 4

ALCHEMICAL CONSUMABLE INJURY POISON

Price 15 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

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)

LETHARGY POISON ITEM 2

UNCOMMON ALCHEMICAL CONSUMABLE INCAPACITATION INJURY POISON SLEEP

Price 7 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

Lethargy poison is commonly used in hit-and-run tactics by attackers who want their victims alive; the ambusher retreats until the poison sets in and the victim falls unconscious. Further exposure to lethargy poison doesn't require the target to attempt additional saving throws; only failing a saving throw against an ongoing exposure can progress its stage.

Saving Throw DC 18 Fortitude; **Maximum Duration** 4 hours; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 1 (1 minute); **Stage 3** unconscious with no Perception check to wake up (1 round) **Stage 4** unconscious with no Perception check to wake up (1d4 hours)

MINDFOG MIST ITEM 15

ALCHEMICAL CONSUMABLE INHALED POISON

Price 1,000 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Mindfog mist can be used to undermine spellcasters, as its effect on a victim's mental faculties are swift and powerful.

Saving Throw DC 35 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** stupefied 2 (1 round); **Stage 2** confused and stupefied 3 (1 round); **Stage 3** confused and stupefied 4 (1 round)

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NETHERSHADE ITEM 10

ALCHEMICAL CONSUMABLE INJURY POISON VOID

Price 160 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

Distilled from the Netherworld, this oily substance imposes tenebrous effects. The enfeebled condition from nethershade lasts for 24 hours.

Saving Throw DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 void damage and 2d6 poison damage (1 round); **Stage 2** 3d6 void damage, 2d6 poison damage, and enfeebled 1 (1 round); **Stage 3** 3d6 void damage, 3d6 poison damage, and enfeebled 2 (1 round)

NETTLEWEED RESIDUE ITEM 8

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 75 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

Concentrated sap of stinging weeds makes an effective toxin.

Saving Throw DC 27 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** 3d6 poison damage (1 minute); **Stage 2** 4d6 poison damage (1 minute); **Stage 3** 6d6 poison damage (1 minute)

SLUMBER WINE ITEM 12

ALCHEMICAL CONSUMABLE INGESTED POISON SLEEP

Price 325 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Slumber wine sees its greatest use in matters of social intrigue, where an absence can be more devastating than injury. Characters unconscious from slumber wine can't wake up by any means while the poison lasts, don't need to eat or drink while unconscious in this way, and appear to be recently dead unless an examiner succeeds at a DC 40 Medicine check.

Saving Throw DC 32 Fortitude; **Onset** 1 hour; **Maximum Duration** 7 days; **Stage 1** unconscious (1 day); **Stage 2** unconscious (2 days); **Stage 3** unconscious (3 days)

SPIDER ROOT ITEM 9

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 110 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

A paste made by mashing the fine, threadlike roots of a certain creeper vine, spider root renders a victim clumsy and maladroit.

Saving Throw DC 28 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** 3d6 poison damage and clumsy 1 (1 minute); **Stage 2** 4d6 poison damage and clumsy 2 (1 minute); **Stage 3** 6d6 poison damage and clumsy 3 (1 minute)

SPIDER VENOM ITEM 5

ALCHEMICAL CONSUMABLE INJURY POISON

Price 25 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

This spider venom erodes a target's defenses.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and sickened 1 (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and sickened 2 (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and sickened 3 (1 round)

TANGLE ROOT TOXIN ITEM 7

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 55 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

Tangle root toxin sees use to impede opponents in athletic competitions, in addition to espionage and tracking.

Saving Throw DC 26 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** clumsy 1 and –10-foot status penalty to all Speeds (1 minute); **Stage 2** clumsy 2 and –20-foot status penalty to all Speeds (1 minute); **Stage 3** clumsy 3, off-guard, and –30-foot status penalty to all Speeds (1 minute)

TEARS OF DEATH ITEM 20

ALCHEMICAL CONSUMABLE CONTACT POISON VIRULENT

Price 12,000 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

Tears of death are among the most powerful of alchemical poisons, distilled from extracts of five other deadly poisons in just the right ratios.

Saving Throw DC 44 Fortitude; **Onset** 1 minute; **Maximum Duration** 10 minutes; **Stage 1** 20d6 poison damage and paralyzed (1 round); **Stage 2** 22d6 poison damage and paralyzed (1 minute); **Stage 3** 24d6 poison damage and paralyzed (1 minute)

WOLFSBANE ITEM 10

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 155 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Wolfsbane appears in folklore for its link to werecreatures. If you are afflicted with the curse of a werecreature and survive stage 3 of wolfsbane, you're immediately cured of the curse.

Saving Throw DC 30 Fortitude; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** 3d10 poison damage (1 minute); **Stage 2** 4d10 poison damage (1 minute); **Stage 3** 5d10 poison damage (1 minute)

WYVERN POISON ITEM 8

ALCHEMICAL CONSUMABLE INJURY POISON

Price 80 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

Properly harvested, distilled, and preserved, the poison from a wyvern's sting is effective and direct.

Saving Throw DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage (1 round); **Stage 2** 3d8 poison damage (1 round); **Stage 3** 3d10 poison damage (1 round)

Alchemical Tools

Alchemical tools are consumable items you don't drink.

Absolute Solvent — Item 5+

ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Originally formulated as a means of dissolving everlasting adhesive, this powerful solvent can break almost any adhesive's grip. As absolute solvent is particularly effective against everlasting adhesive, it automatically dissolves everlasting adhesive. It attempts to counteract (*Player Core* 431) any other adhesives, such as glue bombs, with a counteract modifier depending on the type.

Type lesser; **Level** 5; **Price** 21 gp

The solvent counteracts at 3rd-rank and has a counteract modifier of +9.

Type moderate; **Level** 12; **Price** 325 gp

The solvent counteracts at 6th-rank and has a counteract modifier of +19.

Type greater; **Level** 18; **Price** 3,250 gp

The solvent counteracts at 9th-rank and has a counteract modifier of +28.

Everlasting Adhesive — Item 7

ALCHEMICAL CONSUMABLE

Price 55 gp

Usage held in 1 hand; **Bulk** L

Activate 1 minute (manipulate)

This peculiar amber adhesive 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 adhesive is wasted.

Once two surfaces are joined with everlasting adhesive, a creature can separate them only with a successful DC 50 Athletics check. The adhered objects tend to break before the adhesive does unless they're particularly durable, though a creature determined to separate the objects can break off the parts connected by the everlasting adhesive and later Repair the objects.

The adhesive can affect creatures only if they're willing, and its bond can be broken by exfoliating the outermost layer of skin.

Forensic Dye — Item 1

ALCHEMICAL CONSUMABLE

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

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 for a brief moment before turning clear once more.

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 exact match for the activating chemical, it takes on a bright blue hue while staying transparent in areas with no activating component present.

Ghost Ink — Item 1

ALCHEMICAL CONSUMABLE

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate 10 minutes (manipulate)

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 glow rod.

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.

Glow Rod — Item 1

ALCHEMICAL CONSUMABLE LIGHT

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. For the next 6 hours, it sheds bright light in a 20-foot radius (and dim light to the next 40 feet).

Matchstick — Item 1

ALCHEMICAL CONSUMABLE FIRE

Price 2 sp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

An alchemical substance applied to one end of this tiny wooden stick ignites when struck against a rough surface. Creating a flame with a matchstick is much faster than creating a flame with flint and steel. You can ignite it and touch it to a flammable object as part of the same Interact action. A matchstick remains lit for 1 round, after which it's consumed and extinguished.

Philosopher's Stone — Item 20

UNCOMMON ALCHEMICAL CONSUMABLE

Price –

Usage held in 2 hands; **Bulk** 2

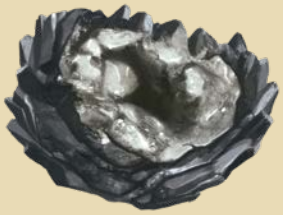
Activate ❖ (manipulate) or 1 or more days; see below

An alchemist with the Craft Philosopher's Stone feat adds the formula for this item to their formula book. This allows them to create a philosopher's stone once per month during their daily preparations using advanced alchemy. Unlike other items created with advanced alchemy, the philosopher's stone remains potent for 1 month or until the alchemist creates a new one. This is the only way to create a philosopher's stone.

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GHOST INK



PHILOSOPHER'S STONE

At a glance, a philosopher's stone appears to be an ordinary, sooty piece of natural rock. Breaking the rock open with a Force Open action (DC 35) reveals a cavity at the stone's heart. The cavity is lined with a rare type of quicksilver that can transmute base metals into precious metals or create an elixir of rejuvenation (page 288).

To use the quicksilver, you must be legendary in Crafting and have the Alchemical Crafting feat. You can then use the stone's quicksilver for one of two effects.

- You can apply the stone's quicksilver to an infused true elixir of life using an Interact action. This turns the elixir into an infused elixir of rejuvenation instantaneously. This doesn't require any crafting time or additional materials.
- You can spend up to a month of downtime applying the quicksilver either to iron to create silver or to lead to create gold. Treat this as a 20th-level task to Earn Income using Crafting, except that you create 500 gp worth of your chosen metal per day on a success or 750 gp worth per day on a critical success.

SILVER SALVE ITEM 2

ALCHEMICAL CONSUMABLE

Price 6 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

You can slather this silvery paste onto one melee or ranged weapon, or 10 pieces of ammunition. Silver salve spoils quickly, so you must use a vial all at once. For the next hour, the weapon or ammunition counts as silver instead of its normal precious material (such as cold iron) for any physical damage it deals.

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—Administer Stitch ❖ (manipulate); **Effect** You Administer First Aid without requiring healer's tools. You can either gain a +2 item bonus to the Medicine check or use the salve's Medicine modifier of +13 instead of your own.

Activate—Stitch Wounds ❖ (manipulate); **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.

SMOKE BALL ITEM 1+

ALCHEMICAL CONSUMABLE

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

With a sharp twist of this item, you instantly create a screen of thick, opaque smoke in a burst centered on one corner of your space. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Type lesser; **Level** 1; **Price** 3 gp

The radius of the burst is 5 feet.

Type greater; **Level** 7; **Price** 53 gp

The radius of the burst is 20 feet.

SNAKE OIL ITEM 1

ALCHEMICAL CONSUMABLE

Price 2 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

You can apply snake oil on a wound or other outward symptom of an affliction or condition (such as sores from a disease or discoloration from a poison). For the next hour, the symptom disappears, and the wounded or afflicted creature doesn't feel as if it still has the wound or affliction, though all effects remain. A creature can uncover the ruse by succeeding at a DC 17 Perception check, but only if it uses a Seek action to specifically examine the snake oil's effects.

TIMELESS SALTS ITEM 4

ALCHEMICAL CONSUMABLE

Price 14 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

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 *talking corpse*. 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.

SNARES

Snares are simple traps that can be created quickly with the Snare Crafting feat (page 234) to injure or bedevil intruders. Unlike other items, found snares can't be collected or sold in their complete form. Snares have the snare trait.

Crafting Snares

A snare is built within a single 5-foot square. Only one snare can occupy a single 5-foot square at a time. Once constructed, it can't be moved without destroying (and often triggering) the snare. Snares usually last until they're triggered, though at the GM's discretion, certain snares might become inert after extended periods of time (such as months or years). Snares made for quick deployment, such as those from the Snarecrafter archetype, are less durable and become inert after 24 hours.

You must have the Snare Crafting feat as well as be wielding or wearing a snare toolkit (which is a type of artisan's toolkit, as found on page 287 of *Player Core*) to create snares. You can spend 1 minute to Craft a snare by expending an amount of money equal to the snare's listed Price. This expenditure represents the use of raw materials that are included in your snare toolkit. If you want to Craft a snare at a discount, you must spend downtime as described in the Craft activity. Some snares have additional requirements beyond those stated in the Craft activity; these snares list their requirements in a Craft Requirements entry. Despite having the consumable trait, you make only one snare when you spend the minute to Craft a snare.

Detecting Snares

Creatures can detect snares they aren't already aware of as they would any trap or hazard (as described on page 98 of *GM Core*), using the creator's Crafting DC as the snare's Stealth DC. If your proficiency rank is expert or better in Crafting, only creatures actively searching can find your snares.

Triggering Snares

Unless stated otherwise in a snare's description, when a Small or larger creature enters a snare's square, the snare's effect occurs, and then the snare is destroyed.

Disabling Snares

Once a creature discovers a snare, it can disable it much like it can other physical traps, using the Disable a Device action of the Thievery skill and using the Crafting DC of the snare's creator as the DC. You can automatically disarm a snare that you personally Crafted without triggering it by taking an Interact action while adjacent to the snare.

Snares can't be targeted by Strikes or other attacks unless otherwise noted. At the GM's discretion, a snare might be triggered or destroyed by a particularly large effect, such as a boulder rolling through the snare's square, or an area effect that specifically mentions unattended objects, such as *hydraulic torrent*.

ALARM SNARE — SNARE 1

AUDITORY CONSUMABLE MECHANICAL SNARE TRAP

Price 3 gp

You create an alarm snare by rigging one or more noisy objects to a trip wire or pressure plate. When you create an alarm snare, you designate a range between 100 to 500 feet at which it can be heard. When a Small or larger creature enters the square, the snare makes a noise loud enough that it can be heard by all creatures in the range you designated.

BITING SNARE — SNARE 4

CONSUMABLE MECHANICAL SNARE TRAP

Price 15 gp

This snare closes shut on the leg of a creature. The snare deals 5d6 piercing damage to the first creature that enters its square; that creature must attempt a DC 21 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage and takes a –10-foot status penalty to its Speed until it recovers at least 1 Hit Point.

BLEEDING SPINES SNARE — SNARE 12

CONSUMABLE MECHANICAL SNARE TRAP

Price 320 gp

When a creature enters the square, thorny spines protrude out to stab it, dealing 8d8 piercing damage and 2d8 persistent bleed damage. The creature must attempt a DC 31 basic Reflex saving throw. After the initial trigger, the spines retract and protrude again repeatedly for 1 minute, forcing any creature that enters the space or ends its turn in the space to take damage from the spines (attempting the same basic Reflex save).

BOMB SNARE — SNARE 6

CONSUMABLE MECHANICAL SNARE TRAP

Price 40 gp

You create a snare that causes three 3rd-level moderate alchemical bombs of the same type to explode when a creature triggers the snare. The target and all creatures in adjacent squares must attempt a DC 24 Reflex save, as the snare deals damage equal to three times the direct hit damage from one of the component bombs (for example, 6d6 electricity damage from three moderate bottled lightnings) with no splash damage or other effects.

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Critical Success The creature is unaffected.
Success The creature takes half damage and no other effects.
Failure The creature takes full damage. It also takes all other effects of a direct hit from one of the component bombs (such as off-guard from bottled lightning or persistent damage from an acid flask).
Critical Failure The creature takes double damage, plus all other effects of a direct hit (as failure).

Craft Requirements Supply three of the same damaging 3rd-level moderate alchemical bomb.

CALTROP SNARE — SNARE 1

CONSUMABLE MECHANICAL SNARE TRAP

Price 3 gp

This snare consists of a hidden canister of caltrops (*Player Core* 287) attached to a trip wire. When the snare is triggered, it flings the caltrops into either the snare's square or a square adjacent to the snare. You choose which square when you set up the snare.

If the caltrops scatter into the same square as a creature, that creature must attempt the Acrobatics check immediately.

Craft Requirements Supply a container of caltrops.

DEADWEIGHT SNARE — SNARE 2

UNCOMMON CONSUMABLE KOBOLD MECHANICAL SNARE TRAP

Price 6 gp

This snare is made of magnetized weights and heavy ropes rigged to a trip wire or pressure plate. When a creature enters the square, the magnets and ropes deploy, weighing down the creature's weapons and limbs. The creature must attempt a DC 18 Reflex save.

Critical Success The creature is unaffected.
Success The creature takes a –1 status penalty to attack rolls for 1 round or until it Escapes (DC 18).
Failure The creature takes a –2 status penalty to attack rolls for 1 minute or until it Escapes (DC 18).
Critical Failure As failure, but the creature drops any metallic items it's holding.

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 10d8 piercing damage to the first creature to enter this square; that creature must attempt a DC 34 Reflex save.

Critical Success The creature is unaffected.
Success The creature is knocked aside by the snare's deployment, takes half damage, and is off-guard until the end of its next turn.
Failure The creature is captured by the cage, taking full damage and falling prone. It's immobilized while it remains within the cage. It can get free by Escaping (DC 34) or by destroying the cage (AC 30, Fort +18, Ref +24, 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.

FLYING BLADE WHEEL SNARE — SNARE 20

CONSUMABLE MECHANICAL SNARE TRAP

Price 10,000 gp

When a creature enters the square, a deadly flying wheel of spinning blades launches at it, making a Strike with an attack modifier of +35 that deals 8d8 slashing damage on a hit. Once on each of your turns, you can use an Interact action within 120 feet of the wheel to cause it to Fly up to 60 feet toward the creature it's chasing and make another Strike if it's within 5 feet of its target after it moves. After 1 minute, the spinning ceases, and the wheel falls to the ground. Creatures can destroy the wheel to stop it (AC 37, Fort +29, Ref +20, Hardness 10, HP 200, object immunities).

GRASPING SNARE — SNARE 8

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 75 gp

You rig vines and ropes to hold a creature in place. The first creature to enter the square must attempt a DC 26 Reflex save with the following effects.

Critical Success The creature is unaffected.
Success The creature takes a –5-foot status penalty to its Speed for 1 minute or until it Escapes (DC 26).
Failure The creature is immobilized for 1 round, then takes a –5-foot status penalty to its Speed for 1 minute. Both effects end early if it Escapes (DC 26)
Critical Failure The creature is immobilized for 1 minute or until it Escapes (DC 26).

HAIL OF ARROWS SNARE — SNARE 16

CONSUMABLE MECHANICAL SNARE TRAP

Price 1,500 gp

When a creature enters the snare's square, it releases hundreds upon hundreds of carefully prepared arrows, blanketing a 20-foot radius around the snare's square with massive arrow fire that deals 18d6 piercing damage. Creatures in the area must attempt a DC 37 basic Reflex save.

HAMPERING SNARE — SNARE 1

CONSUMABLE MECHANICAL SNARE TRAP

Price 3 gp

You arrange brambles, wires, sticky goo, or other materials to interfere with a creature's movement. The square with this snare as well as three adjacent squares (to form a 10-foot-by-10-foot area) become difficult terrain when the first creature enters the snare's square. The difficult terrain



BOMB SNARE



CALTROP SNARE



RENDING SNARE

affects the creature's movement right away, including its movement into the triggering square, and it lasts for 1d4 rounds after the snare is triggered. A creature can use an Interact action to clear the difficult terrain out of a single square early.

HOBBLING SNARE — SNARE 4

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 15 gp

You rig vines, ropes, or wires to cinch tight around a creature that triggers this snare. The first creature to enter the square must attempt a DC 20 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes a –5-foot status penalty to its Speed for 1 minute or until it Escapes (DC 18).

Failure As success, but the penalty is –10 feet.

Critical Failure As success, but the penalty is –20 feet.

INSTANT EVISCERATION SNARE — SNARE 20

CONSUMABLE MECHANICAL SNARE TRAP

Price 10,000 gp

When a creature enters the snare's square, the snare releases an unbelievable arsenal of blades at the creature, dealing 18d8 piercing damage (DC 42 basic Reflex save).

MARKING SNARE — SNARE 1

CONSUMABLE MECHANICAL SNARE TRAP

Price 3 gp

This snare is often used to mark intruders for later tracking or identification. When you create this snare, you must decide whether to make it a dye or a scent marker. Either type of marking grants a +2 circumstance bonus to Track the creature for up to 24 hours or until the dye or scent is washed off (requiring at least a gallon of water and 10 minutes of scrubbing). A creature that enters a square of the snare must attempt a DC 17 Reflex save.

Success The creature is unaffected.

Failure The snare marks the creature.

Critical Failure The snare marks the creature, and the creature is blinded until the end of its next turn.

MUDROCK SNARE — SNARE 10

UNCOMMON CONSUMABLE KOBOLD MECHANICAL SNARE TRAP

Price 170 gp

Fired clay covers a shallow pit of thin mud interspersed with fragile vials of a quick-drying agent. The first creature to step into the square breaks through the clay and sinks into the pit, fracturing the vials and releasing the chemicals that harden the mud. That creature must attempt a DC 29 Fortitude save as the mud solidifies over its legs.

Critical Success The creature is unaffected.

Success The creature takes a –5-foot circumstance penalty to its Speed for 1 minute or until it Escapes (DC 27).

Failure The creature is stunned 2, and it takes a –10-foot circumstance penalty to its Speed for 1 minute or until it Escapes (DC 27).

Critical Failure The creature is stunned 3, and it's immobilized for 1 minute or until it Escapes (DC 27).

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 24 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.

OMNIDIRECTIONAL SPEAR SNARE — SNARE 16

CONSUMABLE MECHANICAL SNARE TRAP

Price 1,500 gp

As soon as a creature enters the snare's square, the snare unleashes wickedly powerful spears at the creature from all directions, dealing 15d8 piercing damage (DC 37 basic Reflex save).

RENDING SNARE — SNARE 14

UNCOMMON CONSUMABLE KOBOLD MECHANICAL SNARE TRAP

Price 700 gp

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Sharp metal jaws wind tightly into the pressure plate mechanism of this snare. When triggered, the jaws clamp shut and spin, damaging limbs in the process. The snare deals 10d8 piercing damage to the first creature to enter the square; that creature must attempt a DC 34 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is off-guard until the end of its next turn.

Failure The creature takes full damage plus 2d6 persistent bleed damage, and it becomes clumsy 2 for 1 round.

Critical Failure The creature takes double damage plus 4d6 persistent bleed damage, and it becomes clumsy 2 for 1 minute.

SCYTHING BLADE SNARE — SNARE 12

CONSUMABLE MECHANICAL SNARE TRAP

Price 320 gp

This snare sends a powerful series of scything blades to slice through a creature entering the snare's square, dealing 10d8 slashing damage (DC 32 basic Reflex save).

SIGNALING SNARE — SNARE 1

CONSUMABLE MECHANICAL SNARE TRAP

Price 3 gp

A subtle snare used in hunting or tracking, a signaling snare often consists of carefully prepared earth, piled sand or stones, specific arrangements of vegetation, and so forth. When a creature enters a square of a signaling snare, nothing happens to the creature, but instead it causes a small, unobtrusive disruption to the terrain that allows the snare's creator or another creature who knows what to look for to determine whether a creature of the appropriate size entered the square.

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 29 basic Reflex save. On a critical failure, the hooks piercing its flesh make the creature immobilized until it successfully Escapes (DC 29).

SPIKE SNARE — SNARE 1

CONSUMABLE MECHANICAL SNARE TRAP

Price 3 gp

This basic snare consists of hidden spikes that rely on a creature's momentum to lacerate or potentially impale it as it enters the snare's square, dealing 2d8 piercing damage. The creature must attempt a DC 17 basic Reflex saving throw.

STALKER BANE SNARE — SNARE 4

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 15 gp

This snare explodes in a burst of cloying powder that can cling to a creature stepping into its square. A creature that enters the square of a stalker bane snare must attempt a DC 20 Reflex save.

Critical Success The target is unaffected.

Success Powder sticks to the target, causing it to leave behind telltale footprints. Being invisible makes the target hidden, rather than undetected, to creatures that could see it if it weren't invisible.

Failure Powder clumps on the target, constantly flaking away. Being invisible makes the target concealed, rather than hidden or undetected, to creatures that could see it if it weren't invisible.

Critical Failure As failure, and the creature is blinded until the end of its next turn.

STRIKING SNARE — SNARE 8

CONSUMABLE MECHANICAL SNARE TRAP

Price 75 gp

You affix a trip line or other trigger to a group of either stones or wooden stakes to strike a creature that enters the snare's square. The creature must attempt a DC 26 basic Reflex saving throw. If you choose stones when you Craft the snare, it deals 9d8 bludgeoning damage; if you choose spikes, it deals 9d8 piercing damage.

STUNNING SNARE — SNARE 12

CONSUMABLE MECHANICAL SNARE TRAP

Price 320 gp

You rig a snare to disorient a creature with a quick bash, leaving it with little ability to defend itself. The trap deals 10d6 bludgeoning damage to the first creature to enter its square; that creature must attempt a DC 32 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is off-guard for 1 round and stunned 1.

Failure The creature takes full damage and is off-guard for 1 round and stunned 2.

Critical Failure The creature takes double damage and is off-guard for 1 minute and stunned 4.

TRIP SNARE — SNARE 4

CONSUMABLE MECHANICAL SNARE TRAP

Price 15 gp

You set a cunning wire to trip a creature. A Medium or smaller creature that enters this snare's square must attempt a DC 21 Reflex save.

If you want to create a trip snare to trip a larger creature, you must create a group of contiguous snares of a length equal to the edge of that larger creature's space, and the creature must be moving such that it moves into the full set of snares. For example, three trip snares in a 15-foot-line can trip a Huge creature coming down a corridor into the line of snares.

Critical Success The creature is unaffected.

Success The creature is off-guard until the start of its next turn.

Failure The creature falls prone.

Critical Failure The creature falls prone and takes 1d6 bludgeoning damage.

Momentary Magic

This section contains magical items with the consumable trait, which might turn the tide of battle but are destroyed after activation.

Ammunition

These magic items are ammunition for ranged weapons. Each item's stat block includes an Ammunition entry that lists which type of ammunition it can be Crafted as, or "any" if it's not limited to any particular type. All stat blocks for ammunition omit the Usage and Bulk entries; use the standard rules in Chapter 6 of *Player Core* for the type of ammunition to determine reloading times and Bulk.

When using magic ammunition, use your ranged weapon's fundamental runes to determine the attack modifier and damage dice. Don't add the effects of your weapon's property runes unless the ammunition states otherwise—the ammunition creates its own effects. Magic ammunition deals damage on a hit normally in addition to any listed effects unless its description states otherwise.

Regardless of whether an attack with magic ammunition hits or misses, launching the ammunition consumes its magic. Magic ammunition is made of normal materials, not precious materials, unless stated otherwise.

Antler Arrow — Item 2

CONSUMABLE MAGICAL

Price 7 gp
Ammunition arrow
Activate ❖ (manipulate)

The creation of these arrows was inspired by an encounter with a horned archon scout who sought to peacefully restrain an escaping foe. When an activated *antler arrow* hits a target, glowing 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 (*Player Core* 283).

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.

Corrosive Ammunition — Item 7

ACID CONSUMABLE MAGICAL

Price 70 gp
Ammunition any
Activate ❖ (manipulate)

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. Otherwise, the effect ends once the armor becomes broken.

Disintegration Bolt — Item 15

UNCOMMON CONSUMABLE MAGICAL

Price 1,300 gp
Ammunition bolt
Activate ❖ (manipulate)

The shaft of this bolt is scorched and blackened, and handling it coats your fingers with a fine black powder. When an activated *disintegration bolt* hits a target, it's subject to a *disintegrate* spell requiring a DC 34 Fortitude save. As with the spell, a critical hit on the attack roll causes the target's saving throw outcome to be one degree worse.

Craft Requirements Supply one casting of *disintegrate*.

Freezing Ammunition — Item 5

COLD CONSUMABLE MAGICAL

Price 25 gp
Ammunition any
Activate ❖ (manipulate)

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).

Slumber Arrow — Item 3

CONSUMABLE MAGICAL MENTAL SLEEP

Price 10 gp
Ammunition arrow
Activate ❖ (manipulate)

Sleep arrows often have shafts of deep blue or black, and their fletching is exceptionally soft and downy. An activated *sleep arrow* deals no damage, but a living creature hit by it grows lethargic and must attempt a DC 17 Will saving throw. On a failure, it takes a –5-foot status penalty to its Speeds for 1 round, and is also slowed 1 for 1 round on a critical failure.

Craft Requirements Supply one casting of *sleep*.

Storm Arrow — Item 9

AIR CONSUMABLE ELECTRICITY MAGICAL

Price 130 gp
Ammunition arrow
Activate ❖ (manipulate)

The head of this arrow is made from gleaming copper. When an activated *storm arrow* hits a target, it's buffeted by raging winds and struck by a bolt of lightning that deals

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3d12 electricity damage, and the target must attempt a DC 25 Reflex saving throw. If this arrow is shot from a weapon with a *shock property rune*, the save DC increases to 27, though the attack doesn't benefit from the *shock property rune* itself.

Critical Success The creature is unaffected.

Success The creature takes half damage and isn't affected by the wind.

Failure The creature takes full damage and is buffeted by winds for 1 round, taking a –2 circumstance penalty to ranged attack rolls and a –10-foot circumstance penalty to its fly Speed.

Critical Failure As failure, but the creature takes double damage.

TERRIFYING AMMUNITION ITEM 6

CONSUMABLE EMOTION FEAR MAGICAL MENTAL

Price 50 gp

Ammunition any

Activate ❖ (manipulate)

This black-and-gray ammunition is etched with occult symbols and tiny, grinning skulls. When activated *terrifying ammunition* damages a creature, the creature's mind is filled with visions of its failures, its tragedies, and eventually, its 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.

VIPER ARROW ITEM 4

CONSUMABLE MAGICAL

Price 17 gp

Ammunition arrow

Activate ❖ (manipulate)

The shaft of this arrow is covered in fine green scales, and its iron head comes to a pair of points almost like fangs. After an activated *viper arrow* hits a target, the arrow transforms into a viper (*Monster Core* 316). The target is affected by the viper's venom, as if it had been bitten. The viper then lands in an open space adjacent to the target.

The viper has the summoned trait and acts at the end of your turn, even though you didn't use the Sustain action. It's under the GM's control, but it generally attacks the creature the arrow struck. The viper vanishes after 1 minute or when slain.

Craft Requirements Supply one casting of *summon animal*.

Oils

Oils are magical gels, ointments, pastes, or salves that are typically applied to an object and are used up in the process. They have the oil trait. Applying an oil usually takes two hands: one to hold the jar containing the oil, and another to extract the oil and apply it. You can only apply an oil to an item or creature within your reach. Because the process is so thorough, it's usually impossible to apply an oil to an unwilling target or an item in the possession of an unwilling target unless that target is paralyzed, petrified, or unconscious.

Oil of Dynamism — Item 8+

UNCOMMON CONSUMABLE MAGICAL OIL

Usage held in 2 hands; **Bulk** –

Activate ❖❖ (manipulate)

This fine golden oil comes in a small blue canister. Carefully spreading the oil over an object turns it into an animated object (*Monster Core* 18–19) 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 dynamism*; **Level** 8; **Price** 85 gp

Type *greater oil of dynamism*; **Level** 16; **Price** 1,400 gp

You can animate an object with a level of 11 or lower.

Oil of Revelation — Item 5

CONSUMABLE MAGICAL OIL

Price 25 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

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 matchstick.

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's 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.

Shielding Salve — Item 1

CONSUMABLE MAGICAL OIL

Price 4 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

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 *force barrage* hits the target during that round, the oil prevents 5 damage from that attack or spell, and then the oil's effect ends.

Tricky Liniment — Item 5

CONSUMABLE MAGICAL OIL

Price 25 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

This greenish, persistent grease can be applied to armor to make it extremely slippery for 8 hours, granting the wearer a +2 item bonus to Acrobatics checks to Escape or to Squeeze.



OIL OF DYNAMISM



TRICKY LINIMENT

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Potions

A potion is a magical liquid that's activated when you drink it, which uses it up. Potions have the potion trait. You can activate a potion with an Interact action as you drink it or feed it to another creature. You can feed a potion only to a creature that's within reach and willing or otherwise so helpless that it can't resist. You usually need only one hand to consume a potion or feed it to another creature.

Potion of Disguise — Item 5+

UNCOMMON CONSUMABLE MAGICAL POLYMORPH POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

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 *moderate potion of disguise* 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 DISGUISE



RATION TONIC

Potion of Emergency Escape — Item 1

CONSUMABLE MAGICAL POTION

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

The stopper for a *potion of emergency escape* is crafted to 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're fleeing. You immediately Stride.

Potion of Retaliation — Item 1+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A *potion of retaliation* is available in four varieties—acid, cold, electricity, and fire—each with a faint shimmer 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.

Ration Tonic — Item 1+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

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.

Talismans

In addition to the talismans found on pages 263–267 of *GM Core*, you can purchase the following talismans.

Balisse Feather — Item 12+

CONSUMABLE HOLY MAGICAL TALISMAN

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You deal damage using the affixed weapon to a creature that has the unholy trait or that you witnessed harm an ally, an innocent, or a noncombatant within the last minute.

This long, fire-red feather smolders from the weapon it adorns. When you activate the feather, the creature you damaged burns with sacred 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. This item has no effect on a creature with the holy trait.

Type *balisse feather*; **Level** 12; **Price** 400 gp

Type *greater balisse feather*; **Level** 16; **Price** 2,000 gp

The DC is 35, and the creature's resistances are reduced by 10.

Flame Navette — Item 16

CONSUMABLE MAGICAL TALISMAN

Price 1,800 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This piece of bronzite is shaped like an oval with points at both ends. It has a carved flame at its center and is traditionally worn over the heart. You can activate only one *flame navette* per day. When you activate the navette, you gain the benefit of the fighter's Determination class feat (*Player Core* 149), with a counteract rank of 8 and a counteract modifier of +22.

If you have the Determination feat, you can use your own modifier if it's better.

Hunter's Bane — Item 2

CONSUMABLE DETECTION MAGICAL TALISMAN

Price 6 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** A hidden or undetected enemy hits you with an attack; **Requirements** You're trained in Survival.

This talisman is a ring of dried, interwoven pieces of straw. When you activate the *hunter's bane*, you sense the exact location of the attacker. It becomes observed by you if it was hidden from you or becomes hidden from you if it was undetected. If the attacker is behind lead, the *hunter's bane* has no effect.

Iron Cudgel — Item 14

CONSUMABLE MAGICAL TALISMAN

Price 900 gp

Usage affixed to a melee weapon; **Bulk** –

Activate ◆ (manipulate)

This miniature club is typically affixed to a weapon by an iron chain. When you activate the cudgel, you use Brutal Finish, as the fighter feat (*Player Core* 148). You must meet the normal requirements, including those of the press trait.

If you have the Brutal Finish feat, add an additional weapon damage die on a success or a failure to the normal results.

Iron Equalizer — Item 12

CONSUMABLE MAGICAL TALISMAN

Price 400 gp

Usage affixed to a melee weapon; **Bulk** –

Activate ◆ (manipulate)

This small iron band has a shifting weight that helps equalize the affixed weapon's balance. When you activate it, you use Certain Strike, as the fighter feat (*Player Core* 147). You must meet the normal requirements, including those of the press trait.

If you have the Certain Strike feat, the failure effect increases to deal the weapon's normal damage.

Jade Bauble — Item 8

CONSUMABLE MAGICAL MENTAL TALISMAN

Price 100 gp

Usage affixed to a melee weapon; **Bulk** –

Activate ◆ (concentrate)

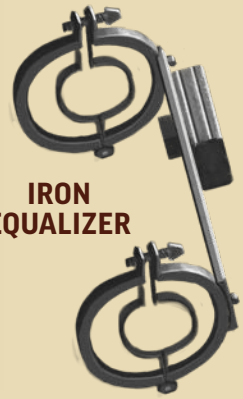
This bit of jade is usually carved in the shape of a duelist, or sometimes a multi-armed creature. When you activate the bauble, it magically draws the attention of foes. Until the start of your next turn, enemies within the reach of the weapon the talisman is affixed to are off-guard.



FLAME NAVETTE



HUNTER'S BANE



IRON EQUALIZER



JADE BAUBLE

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Wondrous Consumables

Though many consumables are grouped into specific categories, such as potions and talismans, some consumables don't fit into those categories.

Candle of Revealing — Item 7

CONSUMABLE MAGICAL

Price 60 gp
Usage held in 1 hand; **Bulk** –
Activate ❖ (manipulate)

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're concealed. Once lit, the candle burns for 1 minute, after which the effect ends. If extinguished, it can't be relit.

Dust of Corpse Animation — Item 8+

UNCOMMON CONSUMABLE MAGICAL

Usage held in 2 hands; **Bulk** –
Activate ❖❖ (manipulate)

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 (*Monster Core* 312) or a zombie (*Monster Core* 356). 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. 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.

Incense of Distilled Death — Item 12

CONSUMABLE MAGICAL VOID

Price 350 gp
Usage held in 1 hands; **Bulk** –
Activate ❖ (manipulate)

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 void energy. Undead creatures gain fast healing 4 while in the area; though this healing comes from void energy, it doesn't negatively impact living creatures. Once lit, the incense burns for 1 minute, and it can't be extinguished.

Taper of Sanctification — Item 13

UNCOMMON CONSUMABLE DIVINE

Price 600 gp
Usage held in 1 hand; **Bulk** –
Activate ❖ (manipulate)

This thin golden candle bears the symbol of a specific deity emblazoned on its surface, surrounded by the iconography of that deity's faith. A *taper of sanctification* must be dedicated to a deity who can be sanctified to holy or unholy, and has the corresponding trait. If the deity's sanctification lists both options, the crafter must choose one when the candle is made.

Once lit, this candle burns for 1 hour, and it can't be extinguished. When a willing creature spends the full hour within 10 feet of the lit candle engaging in prayer to the deity, that creature's Strikes gain the holy or unholy trait (as appropriate for the candle) until the next time that creature makes their daily preparations. During this time, the creature is bound by the deity's anathema. If they violate anathema, they lose the benefit of the *taper of sanctification*. A holy creature can't benefit from an unholy *taper of sanctification*, nor can an unholy creature benefit from a holy one.



CANDLE OF REVEALING



DUST OF CORPSE ANIMATION

Trappings of Power

This section includes magical items that are held and worn, generally for long-term use. This includes staves and wands, powerful magic items that hold certain spells. Their descriptions begin on page 308 and page 309, respectively.

Held Items

Cloth of Nullification — Item 20

RARE MAGICAL

Price 75,000 gp

Usage held in 1 hand; **Bulk** 1

This small piece of embroidered cloth is inimical to all magic.

Activate—Nullify Magic ❖❖ (manipulate) **Effect** You cover a magic item with the cloth or wave the cloth near a magic effect and attempt to counteract the effect or item. The cloth's counteract check modifier is +32, and its counteract rank is 10. Regardless of the result, the *cloth of nullification* 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. With a successful counteract check, you can instead choose to completely absorb the magic from the effect or item into the *cloth of nullification*. If you do, both become completely non-magical and their magic can't be recovered, even by the *remake* spell.

The *cloth of nullification* automatically fails to counteract most artifacts and similarly powerful items.

Earthsight Box — Item 9

UNCOMMON 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 iron. The box contains handfuls of fine sand.

Activate—Replicate Earth 1 minute (concentrate, manipulate) **Frequency** once per day; **Effect** You hold the box closed and, while envisioning the terrain, turn the box clockwise three times. When you open the box, the sand reveals, 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 and ditches, 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.

Predictable Silver Piece — Item 1

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—Cheat Fate ❖ (manipulate) **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.

Twisting Twine — Item 3+

MAGICAL

Usage held in 1 hand; **Bulk** L

This ball of hempen twine resists efforts to unravel it by hand.

Activate—Unravel Twine ❖ (manipulate) **Frequency** once per day; **Effect** You toss the ball of twine into a square within 20 feet. The twine then unravels and animates, attempting to Disarm or Trip (your choice) a creature in the square with a total of +9 to the Athletics check. At the end of your turn, the twine winds itself back into a ball and returns to your hand; if you don't have a free hand, it returns to your space instead.

Type *lesser twisting twine*; **Level** 3; **Price** 45 gp

Type *moderate twisting twine*; **Level** 5; **Price** 125 gp

You can activate the *moderate twisting twine* once per hour instead of once per day, and the Athletics modifier is +12.

Type *greater twisting twine*; **Level** 7; **Price** 300 gp

You can activate the *greater twisting twine* without any frequency limit, and the Athletics modifier is +15.

Urn of Ashes — Item 9

MAGICAL VOID

Price 700 gp

Usage held in 1 hand; **Bulk** –

This pewter urn contains the ashes of a benevolent ancestor, with a sliver of lingering spirit that strives to protect you.

Activate—Doom the Urn ↷ (concentrate) **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 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—Spirit's Wrath ❖ (attack, concentrate, manipulate) **Frequency** once per round; **Effect** The urn shoots a bolt of void 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 modifier, whichever is higher. On a success, the bolt deals 4d4 void damage (doubled on a critical success).

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Staves

These staves add to the selections found starting on page 278 of *GM Core*. Like other staves, these items give spellcasters the ability to cast more spells each day and function differently for prepared and spontaneous casters.

Staff of Impossible Visions — Item 6+

Uncommon 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 on the staff rather than your own, using your normal visual senses (including any benefits of spells like *see the unseen*). 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** *hypnotize*, *paralyze*
- **4th** *countless eyes* (page 243), *vision of death*
- **5th** *strange geometry* (page 252)

Type *major staff of impossible visions*; **Level** 16; **Price** 10,000 gp
- **6th** *blinding fury* (page 241), *phantasmal calamity*
- **7th** *visions of danger* (page 254), *warp mind*

Type *true staff of impossible visions*; **Level** 20; **Price** 70,000 gp
- **8th** *spirit song* (page 252), *uncontrollable dance*
- **9th** *unfathomable song*, *phantasmagoria*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

Staff of Providence — Item 6+

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 to 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*
- **1st** *bless*, *create water*
- **2nd** *augury*, *create food*, *see the unseen*, *status*

Type *greater staff of providence*; **Level** 10; **Price** 900 gp
- **3rd** *safe passage*, *wanderer's guide* (page 255)
- **4th** *cleanse affliction*, *dispelling globe*, *status*

Type *major staff of providence*; **Level** 14; **Price** 4,100 gp
- **5th** *dispelling globe*, *scouting eye*, *see the unseen*
- **6th** *dispelling globe*, *scintillating safeguard* (page 251), *truesight*

Type *true staff of providence*; **Level** 20; **Price** 64,000 gp
- **7th** *dispelling globe*, *energy aegis*
- **8th** *dispelling globe*, *divine inspiration*
- **9th** *dispelling globe*, *foresight*, *overwhelming presence*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

Staff of the Tempest — Item 6+

Magical Staff

Usage held in 1 hand; **Bulk** 1

A *staff of the tempest* is usually crafted from the wood of a tree struck by lightning. It's often gnarled and blackened with the occasional spark of electricity flashing from its length. While wielding the staff, your vision is less inhibited by stormy weather. While you hold the staff, you ignore the concealed condition from mist, precipitation, and the like.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of the tempest*; **Level** 6; **Price** 230 gp
- **Cantrip** *electric arc*
- **1st** *hydraulic push*, *thunderstrike*
- **2nd** *mist*, *resist energy* (electricity only), *thunderstrike*

Type *greater staff of the tempest*; **Level** 10; **Price** 900 gp
- **3rd** *lightning bolt*, *wall of wind*
- **4th** *hydraulic torrent*, *lightning bolt*

Type *major staff of the tempest*; **Level** 14; **Price** 14,000 gp
- **5th** *hydraulic torrent*, *lightning storm* (page 248)
- **6th** *chain lightning*, *hydraulic torrent*

Craft Requirements Supply one casting of all listed ranks of all listed spells.



STAFF OF IMPOSSIBLE VISIONS

Wands

These specialty wands work like those found on pages 282–283 of *GM Core*.

Wand of Crackling Lightning — Item 8+

ELECTRICITY MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This wand is made of two copper plates and 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 off-guard for 1 round.

Type 3rd-rank spell; **Level** 8; **Price** 500 gp

Type 4th-rank spell; **Level** 10; **Price** 1,000 gp

Type 6th-rank spell; **Level** 14; **Price** 4,500 gp

Type 8th-rank spell; **Level** 18; **Price** 24,000 gp

Craft Requirements Supply a casting of *lightning bolt* of the appropriate rank.

Wand of Hopeless Night — Item 6+

DARKNESS 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-rank spell; **Level** 6; **Price** 250 gp

Type 4th-rank spell; **Level** 10; **Price** 1,000 gp

The wand's DC increases to 27.

Craft Requirements Supply a casting of *darkness* of the appropriate rank.

Wand of Overflowing Life — Item 9+

HEALING MAGICAL VITALITY 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 rank. 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 rank. You gain this benefit only once per turn, even if you cast multiple *heal* spells from *wands of overflowing life* in the same turn.

Type 3rd-rank spell; **Level** 9; **Price** 700 gp

Type 4th-rank spell; **Level** 11; **Price** 1,400 gp

Type 5th-rank spell; **Level** 13; **Price** 3,000 gp

Type 6th-rank spell; **Level** 15; **Price** 6,500 gp

Type 7th-rank spell; **Level** 17; **Price** 15,000 gp

Type 8th-rank spell; **Level** 19; **Price** 40,000 gp

Craft Requirements Supply a casting of *heal* of the appropriate rank.

Wand of Slaughter — Item 16+

MAGICAL VOID WAND

Usage held in 1 hand; **Bulk** L

This polished black wand has a green gem at the tip, and anyone who looks into it sees a reflection of a grinning skull.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *execute* at the indicated rank. If the spell slays a living target, the corpse releases grim energy in a 20-foot emanation, dealing void damage equal to double the spell's rank.

Type 7th-rank spell; **Level** 16; **Price** 10,000 gp

Type 8th-rank spell; **Level** 18; **Price** 24,000 gp

Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

Craft Requirements Supply a casting of *execute* of the appropriate rank.

Wand of Smoldering Fireballs — Item 8+

FIRE MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This blackened, heavily burned stick smells faintly of saltpeter.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *fireball* at the indicated rank. Each creature that fails its save takes persistent fire damage.

Type 3rd-rank spell; **Level** 8; **Price** 500 gp

The persistent damage is 1d6.

Type 5th-rank spell; **Level** 12; **Price** 2,000 gp

The persistent damage is 2d6.

Type 7th-rank spell; **Level** 16; **Price** 10,000 gp

The persistent damage is 3d6.

Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

The persistent damage is 4d6.

Craft Requirements Supply a casting of *fireball* of the appropriate rank.

Wand of the Snowfields — Item 14+

COLD 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 *howling blizzard*. Snow lingers in the spell's area, remaining as difficult terrain for 1 minute.

Type 5th-rank spell; **Level** 14; **Price** 4,500 gp

Type 7th-rank spell; **Level** 18; **Price** 24,000 gp

Craft Requirements Supply a casting of *howling blizzard* of the appropriate rank.

Wand of the Spider — Item 7+

MAGICAL POISON WAND

Usage held in 1 hand; **Bulk** L

The length of this wand is a pair of twisted giant spider legs.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *web* (page 255), but the strands of webbing are toxic. Any creature that fails its Athletics check or Reflex save to navigate the web takes 1d6 poison damage.

Type 2nd-rank spell; **Level** 7; **Price** 360 gp

Type 4th-rank 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 rank.

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Worn Items

These items worn on the body follow the rules described on page 284 of *GM Core*.

Alchemist Goggles — Item 4+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk** –

These brass goggles are engraved with flame patterns and have thick, heavy lenses. While worn, they give you a +1 item bonus to Crafting checks to Craft alchemical items. When making Strikes with alchemical bombs, you ignore lesser cover. If your Strike with an alchemical bomb fails (but doesn't critically fail), you gain a +1 item bonus to the splash damage the target of the Strike takes.

Type *alchemist goggles*; **Level** 4; **Price** 100 gp

Type *greater alchemist goggles*; **Level** 11; **Price** 1,400 gp

The item bonus increases to +2, and the item bonus to splash damage on a miss is +2.

Type *major alchemist goggles*; **Level** 17; **Price** 15,000 gp

The item bonus increases to +3, and the item bonus to splash damage on a miss is +3.

Berserker's Cloak — Item 12+

INVESTED PRIMAL

Usage worn cloak; **Bulk** 1

This bearskin includes the head and bared teeth of the mighty creature from which it was taken. When worn, the cloak drapes over your head and around your shoulders, imbuing you with a bear's ferocity. If you have the Rage action, while raging, you grow jaws that deal 1d10 piercing damage and claws that deal 1d6 slashing damage and have the agile trait. This transformation is a morph effect, and both the jaws and claws are unarmed attacks in the brawling weapon group. You gain the benefits of a *+1 weapon potency rune* and a *striking rune* with these attacks (gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice by one).

If you have an animal instinct (page 74) and the bestial rage instinct ability, instead of gaining these unarmed attacks, your unarmed attacks from the bestial rage instinct ability gain the benefits of a *+2 weapon potency rune* and a *greater striking rune* (granting a +2 item bonus to attack rolls and increasing the number of weapon damage dice by two).

Type *berserker's cloak*; **Level** 12; **Price** 2,000 gp

Type *greater berserker's cloak*; **Level** 19; **Price** 40,000 gp

You gain the benefits of a *+2 weapon potency rune* and a *greater striking rune*, or a *+3 weapon potency rune* and a *major striking rune* if you have an animal instinct and the bestial rage instinct ability.

Fire-Jump Ring — Item 10

UNCOMMON FIRE INVESTED MAGICAL

Price 940 gp

Usage worn; **Bulk** –

This black, metal ring is inset with rubies that occasionally give off wisps of smoke. It grants you a +2 item bonus to Athletics checks.

Activate—Fire Jump ◆◆ (concentrate, manipulate, teleportation) **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.

Guise of the Smirking Devil — Item 9+

AUDITORY INVESTED MAGICAL VOID

Usage worn mask; **Bulk** –

This ice-blue half-mask is adorned with a wicked silver grin that covers only the wearer's mouth. You gain a +2 item bonus to Intimidation checks.

Activate—Hideous Wail ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** The mask emits a soul-chilling scream that deals 6d10 void damage to each living creature in a 20-foot emanation (DC 25 basic Fortitude save).

Type *guise of the smirking devil*; **Level** 9; **Price** 700 gp

Type *greater guise of the smirking devil*; **Level** 19; **Price** 35,000 gp

The item bonus to Intimidation is +3. Activating a *greater guise of the smirking devil* casts *wails of the damned* (DC 41), affecting all living creatures in the area.

Helm of Zeal — Item 11+

DIVINE FOCUSED INVESTED

Usage worn headwear; **Bulk** L

This elaborate helmet is emblazoned with the divine symbols of a deity chosen when the helmet was crafted. You gain a +2 item bonus to that deity's Divine Skill.

Activate—Rally to the Cause ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast a devotion spell. If you don't spend this Focus Point by the end of this turn, it's lost.

Activate—Divine Fervor ◆ (concentrate) **Frequency** once per day; **Trigger** You've just used your champion's reaction; **Effect** You gain an additional reaction you can use only for your champion's reaction. You lose this reaction if you don't use it by the start of your next turn.

Type *helm of zeal*; **Level** 11; **Price** 1,250 gp

Type *greater helm of zeal*; **Level** 18; **Price** 21,000 gp

The item bonus to the deity's Divine Skill is +3. You can activate Divine Fervor once per hour.

Craft Requirements You're a champion of the deity represented by the helmet.

Prognostic Veil — Item 10+

DIVINE FOCUSED INVESTED

Usage worn mask; **Bulk** –

This gauzy purple veil is embroidered with symbols of divinatory significance. As your curse worsens, the veil ripples in an ever-increasing unseen wind. You gain a +2 item bonus to Religion checks.



BERSERKER'S CLOAK



FIRE-JUMP RING



GUISE OF THE SMIRKING DEVIL

Activate—Remember the Future ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast a revelation spell. If you don't spend this Focus Point by the end of this turn, it's lost.

Activate—Twist the Skeins of Fate ↷ (concentrate) **Frequency** once per day; **Trigger** An ally within 30 feet is about to attempt a saving throw; **Requirements** You have the cursebound condition; **Effect** The ally gains a status bonus to the saving throw equal to the value of your cursebound condition.

Type *prognostic veil*; **Level** 10; **Price** 1,000 gp

Type *greater prognostic veil*; **Level** 18; **Price** 21,000 gp

The item bonus to Religion checks is +3. You can activate Twist the Skeins of Fate for an attack roll or a saving throw.

Craft Requirements You're an oracle.

RING OF MANIACAL DEVICES ITEM 11+

INVESTED MAGICAL

Usage worn; **Bulk** –

This magic ring seems like simple tarnished brass, but it enhances your curiosity about traps and devices of all kinds. You can use an Interact action to pull a thieves' toolkit from the ring. This toolkit appears in your hand and any part of it folds back into the ring if they would leave your possession. They grant you a +2 item bonus to Thievery checks to Disable a Device and to Pick a Lock, and the ring's insights grant you the same bonus to Crafting checks to Craft and Repair snares and traps.

Activate—Fireball Trap 10 minutes (manipulate) **Frequency** once per day; **Effect** You create the effects of a *rune trap* ritual (*Player Core* 395) containing *fireball*. You can have only one trapped rune from a *ring of maniacal devices* active at a time, even if you have multiple rings, and the rune disappears if you lose your investiture in the ring.

Type *ring of maniacal devices*; **Level** 11; **Price** 1,175 gp

Type *greater ring of maniacal devices*; **Level** 18; **Price** 21,000 gp

The ring grants a +3 bonus. Activating it creates a rune trap containing your choice of either a 7th-rank *howling blizzard* or a 7th-rank *fireball*.

SANGUINE PENDANT ITEM 10+

FOCUSED INVESTED MAGICAL

Usage worn; **Bulk** –

This clear crystal pendant contains a drop of blood from a sorcerer that expands and contracts as you cast spells. A *sanguine pendant* is associated with a specific sorcerer bloodline, and only sorcerers with that bloodline can invest this item. This item gains the trait matching the tradition of that bloodline. The pendant grants a +2 item bonus to both of your bloodline skills.

Activate—Blood's Call ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast a bloodline spell. If you don't spend this Focus Point by the end of this turn, it's lost.

Type *sanguine pendant*; **Level** 10; **Price** 1,000 gp

Type *greater sanguine pendant*; **Level** 17; **Price** 13,000 gp

The item bonus to your bloodline skills is +3.

Craft Requirements You're a sorcerer with the associated bloodline.

SASH OF PROWESS ITEM 10+

FOCUSED INVESTED MAGICAL

Usage worn; **Bulk** –

This humble sash can be worn around the waist or across the chest. A *sash of prowess* often bears a coloration or a pattern that represents the monastery in which you trained but can also sport religious symbology, such as the open hand of Irori. You gain a +2 item bonus to Acrobatics and Athletics skill checks.

Activate—Effortless Mastery ◆ (concentrate) **Frequency** once per day; **Trigger** You succeed at an Acrobatics or Athletics skill check; **Effect** You critically succeed instead.

Activate—Reserves of Inner Strength ◆ (concentrate); **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast a qi spell. If you don't spend this Focus Point by the end of this turn, it's lost.

Type *sash of prowess*; **Level** 10; **Price** 1,000 gp

Type *greater sash of prowess*; **Level** 17; **Price** 13,000 gp

The item bonus to both skills is +3.

Craft Requirements You're a monk who can cast qi spells.

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TREASURE TABLE

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Alchemist's fire, lesser	Bomb	3 gp	283
Blasting stone, lesser	Bomb	3 gp	283
Blight bomb, lesser	Bomb	3 gp	284
Bottled lightning, lesser	Bomb	3 gp	284
Dread ampoule, lesser	Bomb	3 gp	285
Frost vial, lesser	Bomb	3 gp	285
Ghost charge, lesser	Bomb	3 gp	285
Glue bomb, lesser	Bomb	3 gp	285
Antidote, lesser	Elixir	3 gp	286
Antiplague, lesser	Elixir	3 gp	286
Cheetah's elixir, lesser	Elixir	3 gp	287
Eagle-eye elixir, lesser	Elixir	4 gp	287
Elixir of gender transformation, lesser	Elixir	1 gp	287
Elixir of life, minor	Elixir	3 gp	288
Bestial mutagen, lesser	Mutagen	4 gp	289
Cognitive mutagen, lesser	Mutagen	4 gp	289
Drakeheart mutagen, lesser	Mutagen	4 gp	289
Juggernaut mutagen, lesser	Mutagen	4 gp	289
Quicksilver mutagen, lesser	Mutagen	4 gp	290
Serene mutagen, lesser	Mutagen	4 gp	290
Silvertongue mutagen, lesser	Mutagen	4 gp	290
Shielding salve	Oil	4 gp	303
Arsenic	Poison	3 gp	291
Giant centipede venom	Poison	4 gp	292
Potion of emergency escape	Potion	3 gp	304
Potion of retaliation, minor	Potion	4 gp	304
Ration tonic	Potion	3 gp	304
Alarm snare	Snare	3 gp	297
Caltrop snare	Snare	3 gp	298
Hampering snare	Snare	3 gp	298
Marking snare	Snare	3 gp	299
Signaling snare	Snare	3 gp	300
Spike snare	Snare	3 gp	300
Forensic dye	Tool	3 gp	295
Ghost ink	Tool	3 gp	295
Glow rod	Tool	3 gp	295
Matchstick	Tool	2 sp	295
Smoke ball, lesser	Tool	3 gp	296
Snake oil	Tool	2 gp	296
1st-level Permanent Items	**Category**	**Price**	**Page**
Predictable silver piece	Held	3 gp	307
2nd-level Consumables	**Category**	**Price**	**Page**
Antler arrow	Ammunition	7 gp	301
Bottled catharsis, minor	Elixir	5 gp	286
Bravo's brew, lesser	Elixir	7 gp	286
Cat's eye elixir	Elixir	7 gp	286
Comprehension elixir, lesser	Elixir	7 gp	287
Darkvision elixir, lesser	Elixir	6 gp	287
Surging serum, minor	Elixir	5 gp	288
Belladonna	Poison	5 gp	291
Black adder venom	Poison	6 gp	291
Lethargy poison[U]	Poison	7 gp	293
Deadweight snare[U]	Snare	6 gp	298
Flare snare	Snare	5 gp	298
Hunter's bane	Talisman	6 gp	305
Silver salve	Tool	6 gp	296
2nd-level Permanent Items	**Category**	**Price**	**Page**
Glamorous buckler	Shield	35 gp	279
3rd-level Consumables	**Category**	**Price**	**Page**
Slumber arrow	Ammunition	10 gp	301
Acid flask, moderate	Bomb	10 gp	283
Alchemist's fire, moderate	Bomb	10 gp	283
Blasting stone, moderate	Bomb	10 gp	283
Blight bomb, moderate	Bomb	10 gp	284
Bottled lightning, moderate	Bomb	10 gp	284
Dread ampoule, moderate	Bomb	10 gp	285
Frost vial, moderate	Bomb	10 gp	285
Ghost charge, moderate	Bomb	10 gp	285
Glue bomb, moderate	Bomb	10 gp	285
Elixir of gender transformation, moderate	Elixir	8 gp	288
Bestial mutagen, moderate	Mutagen	12 gp	289
Cognitive mutagen, moderate	Mutagen	12 gp	289
Drakeheart mutagen, moderate	Mutagen	12 gp	289
Juggernaut mutagen, moderate	Mutagen	12 gp	289
Quicksilver mutagen, moderate	Mutagen	12 gp	290
Serene mutagen, moderate	Mutagen	12 gp	290
Silvertongue mutagen, moderate	Mutagen	12 gp	290
Cytillesh oil	Poison	10 gp	292
Graveroot	Poison	10 gp	293
Potion of retaliation, lesser	Potion	12 gp	304
3rd-level Permanent Items	**Category**	**Price**	**Page**
Twisting twine, lesser	Held	45 gp	307
4th-level Consumables	**Category**	**Price**	**Page**
Viper arrow	Ammunition	17 gp	302
Crystal shards, moderate	Bomb	16 gp	284
Bomber's eye elixir, lesser	Elixir	14 gp	286
Bottled catharsis, lesser	Elixir	15 gp	286
Cooling elixir, lesser	Elixir	15 gp	287
Darkvision elixir, moderate	Elixir	11 gp	287
Mistform elixir, lesser	Elixir	18 gp	288
Stone fist elixir	Elixir	13 gp	288
Surging serum, lesser	Elixir	15 gp	288
Witchwarg elixir, lesser	Elixir	15 gp	288
Fearflower nectar	Poison	16 gp	292
Leadenleg	Poison	15 gp	293
Biting snare	Snare	15 gp	297
Hobbling snare[U]	Snare	15 gp	299
Stalker bane snare[U]	Snare	15 gp	300
Trip snare	Snare	15 gp	300
Timeless salts	Tool	14 gp	296
4th-level Permanent Items	**Category**	**Price**	**Page**
Alchemist goggles	Worn	100 gp	310
5th-level Consumables	**Category**	**Price**	**Page**
Freezing ammunition	Ammunition	25 gp	301
Cheetah's elixir, moderate	Elixir	25 gp	287
Eagle-eye elixir, moderate	Elixir	27 gp	287

Elixir of life, lesser	Elixir	30 gp	288
Sea touch elixir, lesser	Elixir	22 gp	288
Oil of revelation	Oil	25 gp	303
Tricky liniment	Oil	25 gp	303
Spider venom	Poison	25 gp	294
Potion of disguise, lesser[U]	Potion	30 gp	304
Absolute solvent, moderate	Tool	21 gp	295
5th-level Permanent Items	**Category**	**Price**	**Page**
Mariner's splint[U]	Armor	180 gp	278
Twisting twine, moderate	Held	125 gp	307
Exploding shield	Shield	25 gp	279
Infiltrator's accessory	Weapon	150 gp	280
6th-level Consumables	**Category**	**Price**	**Page**
Terrifying ammunition	Ammunition	50 gp	302
Antidote, moderate	Elixir	35 gp	286
Antiplague, moderate	Elixir	35 gp	286
Elixir of gender transformation, greater	Elixir	35 gp	288
Mistform elixir, moderate	Elixir	56 gp	288
Giant scorpion venom	Poison	40 gp	292
Potion of retaliation, moderate	Potion	50 gp	304
Bomb snare	Snare	40 gp	297
Nauseating snare	Snare	40 gp	299
6th-level Permanent Items	**Category**	**Price**	**Page**
Ghoul hide[U]	Armor	220 gp	278
Staff of impossible visions[U]	Staff	230 gp	308
Staff of providence	Staff	230 gp	308
Staff of the tempest	Staff	230 gp	308
Wand of hopeless night 2nd	Wand	250 gp	309
7th-level Consumables	**Category**	**Price**	**Page**
Corrosive ammunition	Ammunition	70 gp	301
Comprehension elixir, greater	Elixir	54 gp	287
Candle of revealing	Other	60 gp	306
Tangle root toxin	Poison	55 gp	294
Ration tonic, greater	Potion	55 gp	304
Everlasting adhesive	Tool	55 gp	295
Skinstitch salve	Tool	55 gp	296
Smoke ball, greater	Tool	53 gp	296
7th-level Permanent Items	**Category**	**Price**	**Page**
Twisting twine, greater	Held	300 gp	307
Wand of the spider 2nd	Wand	360 gp	309
Spellguard blade	Weapon	320 gp	280
8th-level Consumables	**Category**	**Price**	**Page**
Bottled catharsis, moderate	Elixir	75 gp	286
Darkvision elixir, greater	Elixir	90 gp	287
Surging serum, moderate	Elixir	75 gp	288
Oil of dynamism[U]	Oil	85 gp	303
Dust of corpse animation[U]	Other	100 gp	306
Nettleweed residue	Poison	75 gp	294
Wyvern poison	Poison	80 gp	294
Potion of disguise, moderate[U]	Potion	100 gp	304
Grasping snare[U]	Snare	75 gp	298
Striking snare	Snare	75 gp	300
Jade bauble	Talisman	100 gp	305
8th-level Permanent Items	**Category**	**Price**	**Page**
Dragonhide buckler, standard-grade	Shield	400 gp	277
Dragonhide shield, standard-grade	Shield	440 gp	277
Wand of crackling lighting 3rd	Wand	500 gp	309
Wand of smoldering fireballs 3rd	Wand	500 gp	309
Spiritsight crossbow[U]	Weapon	450 gp	280
9th-level Consumables	**Category**	**Price**	**Page**
Storm arrow	Ammunition	130 gp	301
Cheetah's elixir, greater	Elixir	110 gp	287
Elixir of life, moderate	Elixir	150 gp	288
Enervating powder	Poison	110 gp	292
Spider root	Poison	110 gp	294
9th-level Permanent Items	**Category**	**Price**	**Page**
Onslaught hide	Armor	700 gp	278
Earthsight box[U]	Held	575 gp	307
Urn of ashes	Held	700 gp	307
Wand of overflowing life 3rd	Wand	700 gp	309
Guise of the smirking devil	Worn	700 gp	310
10th-level Consumables	**Category**	**Price**	**Page**
Antidote, greater	Elixir	160 gp	286
Antiplague, greater	Elixir	160 gp	286
Bravo's brew, moderate	Elixir	150 gp	286
Eagle-eye elixir, greater	Elixir	200 gp	287
Mistform elixir, greater	Elixir	180 gp	288
Nethershade	Poison	160 gp	294
Wolfsbane	Poison	155 gp	294
Mudrock snare[U]	Snare	170 gp	299
Snagging hook snare	Snare	180 gp	300
10th-level Permanent Items	**Category**	**Price**	**Page**
Warleader's bulwark	Armor	1,000 gp	279
Staff of providence, greater	Staff	900 gp	308
Staff of the tempest, greater	Staff	900 gp	308
Wand of crackling lighting 4th	Wand	1,000 gp	309
Wand of hopeless night 4th	Wand	1,000 gp	309
Fire-jump ring[U]	Worn	940 gp	310
Prognostic veil	Worn	1,000 gp	311
Sanguine pendant	Worn	1,000 gp	311
Sash of prowess	Worn	1,000 gp	311
11th-level Consumables	**Category**	**Price**	**Page**
Acid flask, greater	Bomb	250 gp	283
Alchemist's fire, greater	Bomb	250 gp	283
Blasting stone, greater	Bomb	250 gp	283
Blight bomb, greater	Bomb	250 gp	284
Bottled lightning, greater	Bomb	250 gp	284
Dread ampoule, greater	Bomb	300 gp	285
Frost vial, greater	Bomb	250 gp	285
Ghost charge, greater	Bomb	250 gp	285
Glue bomb, greater	Bomb	250 gp	285
Bestial mutagen, greater	Mutagen	300 gp	289
Cognitive mutagen, greater	Mutagen	300 gp	289
Drakeheart mutagen, greater	Mutagen	300 gp	289
Juggernaut mutagen, greater	Mutagen	300 gp	290
Quicksilver mutagen, greater	Mutagen	300 gp	290
Serene mutagen, greater	Mutagen	300 gp	290
Silvertongue mutagen, greater	Mutagen	300 gp	290
Blightburn resin	Poison	225 gp	291
Potion of disguise, greater	Potion	300 gp	304
11th-level Permanent Items	**Category**	**Price**	**Page**
Wand of overflowing life 4th	Wand	1,400 gp	309
Wand of the spider 4th	Wand	1,400 gp	309
Alchemist goggles, greater	Worn	1,400 gp	310
Helm of zeal	Worn	1,250 gp	310
Ring of maniacal devices	Worn	1,175 gp	311
12th-level Consumables	**Category**	**Price**	**Page**
Crystal shards, greater	Bomb	350 gp	284
Bottled catharsis, greater	Elixir	325 gp	286
Cooling elixir, moderate	Elixir	320 gp	287
Sea touch elixir, moderate	Elixir	300 gp	288
Surging serum, greater	Elixir	325 gp	288
Witchwarg elixir, moderate	Elixir	320 gp	288

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12th-level Consumables (cont.)	Category	Price	Page
Incense of distilled death	Other	350 gp	306
Cave worm venom	Poison	500 gp	292
Slumber wine	Poison	325 gp	294
Potion of retaliation, greater	Potion	400 gp	304
Bleeding spines snare	Snare	320 gp	297
Scything blade snare	Snare	320 gp	300
Stunning snare	Snare	320 gp	300
Balisse feather	Talisman	400 gp	305
Iron equalizer	Talisman	400 gp	305
Absolute solvent, greater	Tool	325 gp	295
12th-level Permanent Items	**Category**	**Price**	**Page**
Dragonhide armor, standard-grade[U]	Armor	1,600 gp	276
Staff of impossible visions, greater[U]	Staff	1,800 gp	308
Wand of smoldering fireballs 5th	Wand	2,000 gp	309
Four-ways dogslicer[U]	Weapon	1,700 gp	280
Berserker's cloak	Worn	2,000 gp	310
13th-level Consumables	**Category**	**Price**	**Page**
Elixir of life, greater	Elixir	600 gp	288
Taper of sanctification[U]	Other	600 gp	306
Deathcap powder	Poison	450 gp	292
13th-level Permanent Items	**Category**	**Price**	**Page**
Holy chain	Armor	2,500 gp	278
Unholy plate	Armor	2,500 gp	278
Medusa's scream	Shield	3,000 gp	279
Wand of overflowing life 5th	Wand	3,000 gp	309
14th-level Consumables	**Category**	**Price**	**Page**
Antidote, major	Elixir	675 gp	286
Antiplague, major	Elixir	675 gp	286
Bomber's eye elixir, greater	Elixir	700 gp	286
Engulfing snare	Snare	900 gp	298
Rending snare[U]	Snare	700 gp	299
Iron cudgel	Talisman	900 gp	305
14th-level Permanent Items	**Category**	**Price**	**Page**
Staff of providence, major	Staff	4,100 gp	308
Staff of the tempest, major	Staff	14,000 gp	308
Wand of crackling lighting 6th	Wand	4,500 gp	309
Wand of the snowfields 5th	Wand	4,500 gp	309
Chalice of justice[U]	Weapon	4,500 gp	280
15th-level Consumables	**Category**	**Price**	**Page**
Disintegration bolt[U]	Ammunition	1,300 gp	301
Bravo's brew, greater	Elixir	700 gp	286
Elixir of life, major	Elixir	1,300 gp	288
Sea touch elixir, greater	Elixir	920 gp	288
Mindfog mist	Poison	1,000 gp	293
15th-level Permanent Items	**Category**	**Price**	**Page**
Wand of overflowing life 6th	Wand	6,500 gp	309
16th-level Consumables	**Category**	**Price**	**Page**
Cooling elixir, greater	Elixir	1,400 gp	287
Eagle-eye elixir, major	Elixir	2,000 gp	287
Witchwarg elixir, greater	Elixir	1,400 gp	288
Oil of dynamism, greater[U]	Oil	1,400 gp	303
Dust of corpse animation, greater[U]	Other	1,500 gp	306
Brimstone fumes	Poison	1,500 gp	292
Cerulean scourge	Poison	1,450 gp	292
Hail of arrows snare	Snare	1,500 gp	298
Omnidirectional snare	Snare	1,500 gp	299
Balisse feather, greater	Talisman	2,000 gp	305
Flame navette	Talisman	1,800 gp	305
16th-level Permanent Items	**Category**	**Price**	**Page**
Dragonplate[U]	Armor	10,000 gp	278
Dragonhide buckler, high-grade	Shield	8,000 gp	277
Dragonhide shield, high-grade	Shield	8,800 gp	277
Medusa's scream, greater	Shield	9,000 gp	279
Staff of impossible visions, major[U]	Staff	10,000 gp	308
Wand of slaughter 7th	Wand	10,000 gp	309
Wand of smoldering fireballs 7th	Wand	10,000 gp	309
17th-level Consumables	**Category**	**Price**	**Page**
Acid flask, major	Bomb	2,500 gp	283
Alchemist's fire, major	Bomb	2,500 gp	283
Blasting stone, major	Bomb	2,500 gp	283
Blight bomb, major	Bomb	2,500 gp	284
Bottled lightning, major	Bomb	2,500 gp	284
Dread ampoule, major	Bomb	3,000 gp	285
Frost vial, major	Bomb	2,500 gp	285
Ghost charge, major	Bomb	2,500 gp	285
Glue bomb, major	Bomb	2,500 gp	285
Bestial mutagen, major	Mutagen	3,000 gp	289
Cognitive mutagen, major	Mutagen	3,000 gp	289
Drakeheart mutagen, major	Mutagen	3,000 gp	289
Juggernaut mutagen, major	Mutagen	3,000 gp	290
Quicksilver mutagen, major	Mutagen	3,000 gp	290
Serene mutagen, major	Mutagen	3,000 gp	290
Silvertongue mutagen, major	Mutagen	3,000 gp	290
Hemlock	Poison	2,250 gp	293
17th-level Permanent Items	**Category**	**Price**	**Page**
Wand of overflowing life 7th	Wand	15,000 gp	309
Alchemist goggles, major	Worn	15,000 gp	310
Sanguine pendant, greater	Worn	13,000 gp	311
Sash of prowess, greater	Worn	13,000 gp	311
18th-level Consumables	**Category**	**Price**	**Page**
Crystal shards, major	Bomb	4,000 gp	284
Bottled catharsis, major	Elixir	3,250 gp	286
Surging serum, major	Elixir	3,250 gp	288
King's sleep	Poison	4,000 gp	293
Potion of retaliation, major	Potion	5,000 gp	304
Absolute solvent, major	Tool	3,250 gp	295
18th-level Permanent Items	**Category**	**Price**	**Page**
Warleader's bulwark, greater	Armor	22,000 gp	279
Wand of crackling lighting 8th	Wand	24,000 gp	309
Wand of slaughter 8th	Wand	24,000 gp	309
Wand of the snowfields 7th	Wand	24,000 gp	309
Helm of zeal, greater	Worn	21,000 gp	310
Prognostic veil, greater	Worn	21,000 gp	311
Ring of maniacal devices, greater	Worn	21,000 gp	311
19th-level Consumables	**Category**	**Price**	**Page**
Elixir of life, true	Elixir	8,000 gp	288
Black lotus extract	Poison	6,500 gp	291
19th-level Permanent Items	**Category**	**Price**	**Page**
Dragonhide armor, high-grade	Armor	32,000 gp	276
Wand of overflowing life 8th	Wand	40,000 gp	309
Berserker's cloak, greater	Worn	40,000 gp	310
Guise of the smirking devil, greater	Worn	35,000 gp	310
20th-level Consumables	**Category**	**Price**	**Page**
Elixir of rejuvenation[U]	Elixir	– gp	288
Tears of death	Poison	12,000 gp	294
Flying bladewheel snare	Snare	10,000 gp	298
Instant evisceration snare	Snare	10,000 gp	299
Philosopher's stone[U]	Tool	– gp	295
20th-level Permanent Items	**Category**	**Price**	**Page**
Cloth of nullification[R]	Held	75,000 gp	307
Staff of impossible visions, true[U]	Staff	70,000 gp	308
Staff of providence, true	Staff	64,000 gp	308
Wand of slaughter 9th	Wand	70,000 gp	309
Wand of smoldering fireballs 9th	Wand	70,000 gp	309

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Page references preceded with "PC" refer to pages in Player Core, *those with "GMC" refer to* GM Core, *and those with "MC" refer to* Monster Core. *All others refer to this book.*

aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.
access PC 11, GMC 23
acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.
activating items GMC 220–221
adamantine (material) GMC 253
additive (trait) 61
affliction An affliction can affect a creature for a long time, over several different stages. The most common kinds are curses, diseases, and poisons. PC 430–431, GMC 86–89
agile (weapon trait) PC 282
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 connection to magical air.
alchemical (trait) Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura. Alchemical creatures are partially powered by alchemical reactions.
alchemical items 281–296
alchemist (class) 56–69
multiclass archetype 175
alchemist (trait) This indicates abilities from the alchemist class.
ammunition (magic consumable) 301–302, GMC 255–256
amphibious (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.
anathema PC 26
ancestry 8–39, PC 40–73
angel (trait) A family of celestials native to the plane of Nirvana. Most angels are holy, have darkvision, and have a weakness to unholy.
animal (trait) An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over –4, can't speak languages, and can't be trained in Intelligence-based skills.
animal companion PC 206–211
arcane (trait) PC 299
arcane spell list 238, PC 304–307
archetype 172–223, PC 215–223
archetype (trait) Feats with this trait belong to an archetype. 172–174, PC 215
armor 278–279, PC 271–273, GMC 228–231
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. PC 402–403
auditory (trait) PC 453
aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.
backgrounds 50–53, PC 84–88
backstabber (weapon trait) PC 282
backswing (weapon trait) PC 282
barbarian (class) 70–85
multiclass archetype 176
barbarian (trait) This indicates abilities from the barbarian class.
beast (trait) A creature similar to an animal, but with an Intelligence modifier of –3 or higher, is usually a beast. Unlike an animal, a beast might be able to speak and reason.
bomb (trait) 283–285
bravado (trait) 163
bulwark (armor trait) PC 271
cantrip (trait) A spell you can cast at will that is automatically heightened to half your level rounded up. PC 298
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 holy planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.
champion (class) 86–99
devotion spells 89, **256–257**
domain spells PC 372–381
multiclass archetype 177
champion (trait) This indicates abilities from the champion class.
class 54–169, PC 90–205
coagulant (trait) 61
cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.
cold iron (material) PC 454, GMC 253
common (trait) PC 11
concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.
consecration (trait) PC 454
construct (trait) A construct is an artificial creature empowered by a force other than vitality or void.
consumable (trait) PC 454, GMC 221
contact (trait) This poison is delivered by contact with the skin. 291
counteract PC 431
critical specialization PC 283
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. Effects with this trait can be removed only by effects that specifically target curses.



cursebound (trait) 133
darkness (trait) PC 301
darkvision (sense) PC 433
dawnsilver (material) GMC 253–254
deadly (weapon trait) PC 282
death (trait) PC 412
dedication (trait) 173, PC 215
demon (trait) A family of fiends that trace their origins to the Outer Rifts. Most are irredeemably unholy and have darkvision.
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 unholy. 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 offspring of vampires and members of other ancestries. 42–43
disarm (weapon trait) PC 282
disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. PC 430–431, GMC 88–89
divine (trait) PC 299
divine spell list 238, PC 307–309
domain A sphere of influence for a deity. PC 39
downtime (trait) An activity with this trait takes a day or more, and can be used only during downtime. PC 9, PC 440–441
dragon (trait) Dragons are reptilian creatures, often winged or with the power of flight.
dragonblood (trait) A creature with this trait has the dragonblood versatile heritage. These creatures are born of draconic lineage and often have draconic appearances. 44–47
dragonhide (material) 276–277
duskwalker (trait) A creature with this trait has the duskwalker versatile heritage. Duskwalkers are planar scions infused with the supernatural energy of psychopomps. 48–49
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 connection to magical earth.
edict PC 26
electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.
elemental (trait) Elementals are creatures directly tied to an element and native to the elemental planes.
elixir (trait) 286–290, PC 293
emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well.
energy (damage type) An umbrella category including acid, cold, electricity, fire, force, sonic, vitality, and void damage. PC 409
exploration (trait) An activity with this trait takes more than a turn to use, and can usually be used only during exploration mode.
familiar 170–171, PC 212–214
fatal (weapon trait) PC 282
fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.
feat 224–235, PC 248–265
fey (trait) Creatures of the First World are called fey.
fiend (trait) Creatures that hail from or have a strong connection to the unholy planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.
finesse (weapon trait) PC 282
finisher (trait) 163
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 connection to magical fire.
flourish (trait) 75, 91, 119, 163, 174
focus (trait) A spell you can cast by spending a Focus Point. PC 298
Focus Point PC 298
focus spell 256–265, PC 298
focused (trait) GMC 221
force (trait) Effects with this trait deal force damage or create objects made of pure magical force.
forceful (weapon trait) PC 282
formula A recipe or instructions that make it easier to Craft an item. formula book **58**, 63, PC 288
fortune (trait) PC 401
fungus (trait) Fungal creatures have the fungus trait. They are distinct from normal fungi.
general (trait) PC 249
gnome (trait) A creature with this trait is a member of the gnome ancestry. PC 50–53
grapple (weapon trait) PC 282
hag (trait) These malevolent spellcasters form covens. MC 188–191
hampering (weapon trait) 274
haunt (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death.
hazard Non-creature dangers that adventures encounter during their journeys, such as traps. GMC 98–99
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) 307, GMC 273–277
heritage A choice made to further define your ancestry. PC 41 versatile heritage **40–41**, 42–49, PC 74–83
hobgoblin (trait) A creature with this trait is a tall, militaristic goblinoid. Hobgoblins tend to have darkvision. An ability with this trait can be used or selected only by hobgoblins. An item with this trait is created and used by hobgoblins. 12–15
holy (trait) Effects with the holy trait are tied to magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.
humanoid (trait) Humanoid creatures resemble humans. They typically stand upright and have two arms and two legs.
illusion (trait) PC 301
incapacitation (trait) PC 457
incorporeal (trait) An incorporeal creature or object has no physical form, can pass through solid objects, and is resistant to most physical attacks. MC 362–363
infused (trait) 61

ingested (trait) This poison is delivered when drunk or eaten. 291
inhaled (trait) This poison is delivered when breathed in. 291
injury (trait) This poison is delivered by damaging the recipient. 291
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). GMC 219
investigator (class) 100–113
multiclass archetype 178
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. 272–311
activating items GMC 220–221
alchemical items 281–296
magic items 278–280, GMC 219–297
materials 276–277, GMC 252–254
snares 297–300
treasure tables 312–314, GMC 320–326
weapons 274–275, 280, PC 275–286, GMC 240–243
kholo (trait) A creature with this trait is a member of the kholo ancestry—humanoids that resemble hyenas. An ability with this trait can be used or selected only by kholos. An item with this trait is created and used by kholos. 16–19
kobold (trait) A creature with this trait is a member of the kobold ancestry, reptilian humanoids who are usually Small and typically have darkvision. An ability with this trait can be used or selected only by kobolds. 20–23
light (trait) PC 301
lineage (trait) 40, PC 75
linguistic (trait) PC 458
lizardfolk (trait) A creature with this trait is a member of the lizardfolk ancestry, a family of reptilian humanoids. An ability with this trait can be used or selected only by lizardfolk. 24–27
low-light vision (sense) PC 433
magical (trait) PC 299, GMC 221
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.
mechanical (trait) A hazard with this trait is a constructed physical object.
mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.
metal (trait) Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal.
minion (trait) PC 301
misfortune (trait) PC 401
modular (weapon trait) 274
monitor (trait) Creatures that have a strong connection to Axis, the Boneyard, or the Maelstrom. Monitors can survive the basic environmental effects of planes in the Outer Sphere.
monk (class) 114–127
multiclass archetype 179
qi spells 119, **257–259**
monk (trait) Abilities with this trait are from the monk class. A weapon with this trait is primarily used by monks.
morph (trait) PC 301
move (trait) An action with this trait involves moving from one space to another.
multiclass (trait) 173, 175–182
mutagen (trait) 289–290
noisy (armor trait) PC 272
nonlethal (trait) PC 282, 407
occult (trait) PC 299
occult spell list 238–239, PC 309–311
oil (trait) 303, GMC 257–258
olfactory (trait) PC 459
ooze (trait) Oozes are creatures with simple anatomies. They tend to have low mental attribute modifiers and immunity to mental effects and precision damage. MC 256–257
oracle (class) 128–143
divine spell list 238, PC 307–309
domain spells PC 372–382
multiclass archetype 180
revelation spells 131–132, **259–262**
oracle (trait) This trait indicates abilities from the oracle class.
parry (weapon trait) PC 282
physical (damage type) A grouping of bludgeoning, piercing, and slashing damage. PC 409
planar scion 41, 48–49, PC 75, GMC 159
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.
polymorph (trait) PC 301
potion (trait) 304, GMC 259–261
precious (trait) GMC 252–253
prediction (trait) Effects with this trait determine what is likely to happen in the near future.
press (trait) PC 139, PC 155
primal (trait) PC 299
primal spell list 239, PC 311–313
propulsive (weapon trait) PC 282
qi spells *See also* monk. 119, 257–259
rage (trait) 75
ranged trip (weapon trait) PC 283
rare (trait) PC 11
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. 28–31
razing (weapon trait) 274
reach (weapon trait) PC 283
Refocus (activity) Regain 1 Focus Point. PC 298
revelation (trait) Effects with this trait see things as they truly are.



revelation spell 131–132, 135, **259–262**
ritual A spell that takes a long time to cast. 266–271, PC 389–395
rune (magic item) GMC 224–225, GMC 232, GMC 236–239
sanctified (trait) 91
scent (sense) PC 433
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.
shadow (trait) Magic with this trait involves shadows or the energy of the Netherworld.
shield 279, PC 274, GMC 233–235
shove (weapon trait) PC 283
silver (material) GMC 254
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.
sleep (trait) This effect can cause a creature to fall asleep or get drowsy.
snare (trait) 297–300
sonic (trait) An effect with the sonic trait functions only if it makes sound; 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) 144–157
bloodline spells 149, **262–265**
multiclass archetype 181
spell lists 238–239, PC 304–313
sorcerer (trait) This indicates abilities from the sorcerer class.
spell 236–271, PC 297–395
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innate spells PC 298–299
spell descriptions 240–255, PC 314–369
spell lists 238–239, PC 304–313
spellshape (trait) 133, 149, 174
spirit (trait) Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.
splash (trait) 283
staff (trait) 308, GMC 278–281
stance (trait) 119, 163, 174
staves 308, GMC 278–281
structure (trait) GMC 274
subtle (trait) A spell with the subtle trait can be cast without incantations and doesn't have obvious manifestations.
summoned (trait) PC 301
sustained Spell duration; the spell can be extended. PC 302, PC 419
swashbuckler (class) 158–169
multiclass archetype 182
swashbuckler (trait) This trait indicates abilities from the swashbuckler class.
sweep (weapon trait) PC 283
talisman (trait) 305, GMC 263–267
teleportation (trait) Teleportation effects allow you to instantly move from one point in space to another. Teleportation does not usually trigger reactions based on movement.
temporary immunity PC 408
tengu (trait) A creature with this trait is a member of the tengu ancestry. Tengu are humanoids who resemble crows. An ability with this trait can be used or selected only by tengu. An item with this trait is created and used by tengu. 32–35
tethered (weapon trait) 274
thrown (weapon trait) PC 283
trap (trait) A hazard or item with this trait is constructed to hinder interlopers.
trip (weapon trait) PC 283
tripkee (trait) A creature with this trait is a member of the tripkee ancestry. Tripkees are a family of froglike humanoids. An ability with this trait can be used or selected only by tripkees. An item with this trait is created and used by tripkees. 36–39
two-hand (weapon trait) PC 283
unarmed (weapon trait) PC 283
uncommon (trait) PC 11
undead (trait) Once living, these creatures were infused after death with void energy and soul-corrupting unholy magic.
unholy (trait) Effects with the unholy trait are tied to magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are devoted to unholy causes, and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.
unique (trait) A rules element with this trait is one-of-a-kind. PC 11
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versatile (weapon trait) PC 283
versatile heritage 40–41, 42–49, PC 74–83
vigilante (trait) 218–219
virulent (trait) 291
visual (trait) PC 463
vitality (trait) Effects with this trait heal living creatures, deal energy damage to undead, or manipulate vitality energy.
void (trait) Effects with this trait heal undead creatures with void energy, damage living creatures, or manipulate void energy.
void healing A creature with void healing draws health from void energy rather than vitality energy. It is damaged by vitality damage and is not healed by healing vitality effects. It does not take void damage, and it is healed by void effects that heal undead.
wand (trait) 309, GMC 282–283
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 connection to magical water.
weapon 274–275, 280, PC 275–286, GMC 240–243
wondrous consumables (magic consumables) 306, GMC 268–269
wood (trait) Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood.
worn item (magic item) 310–311, GMC 284–297

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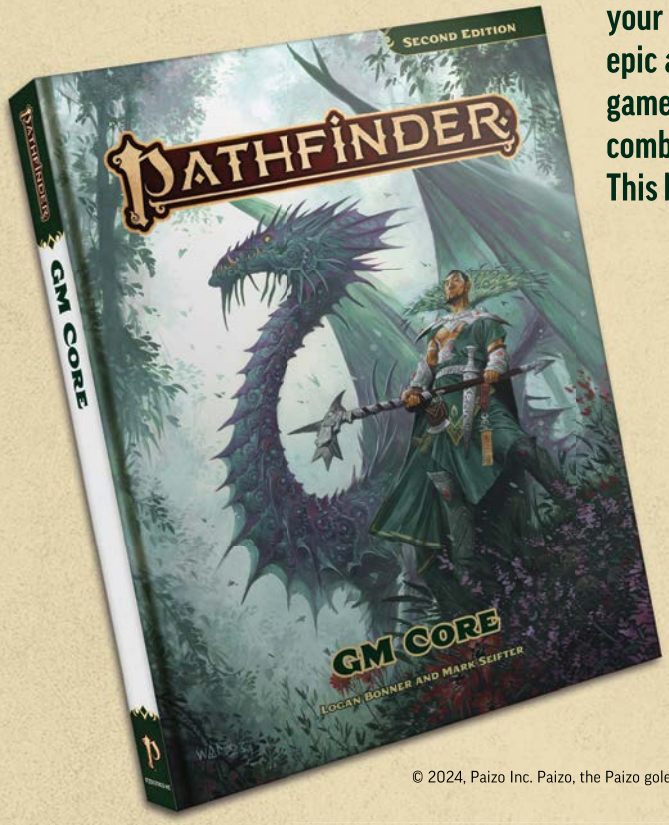
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