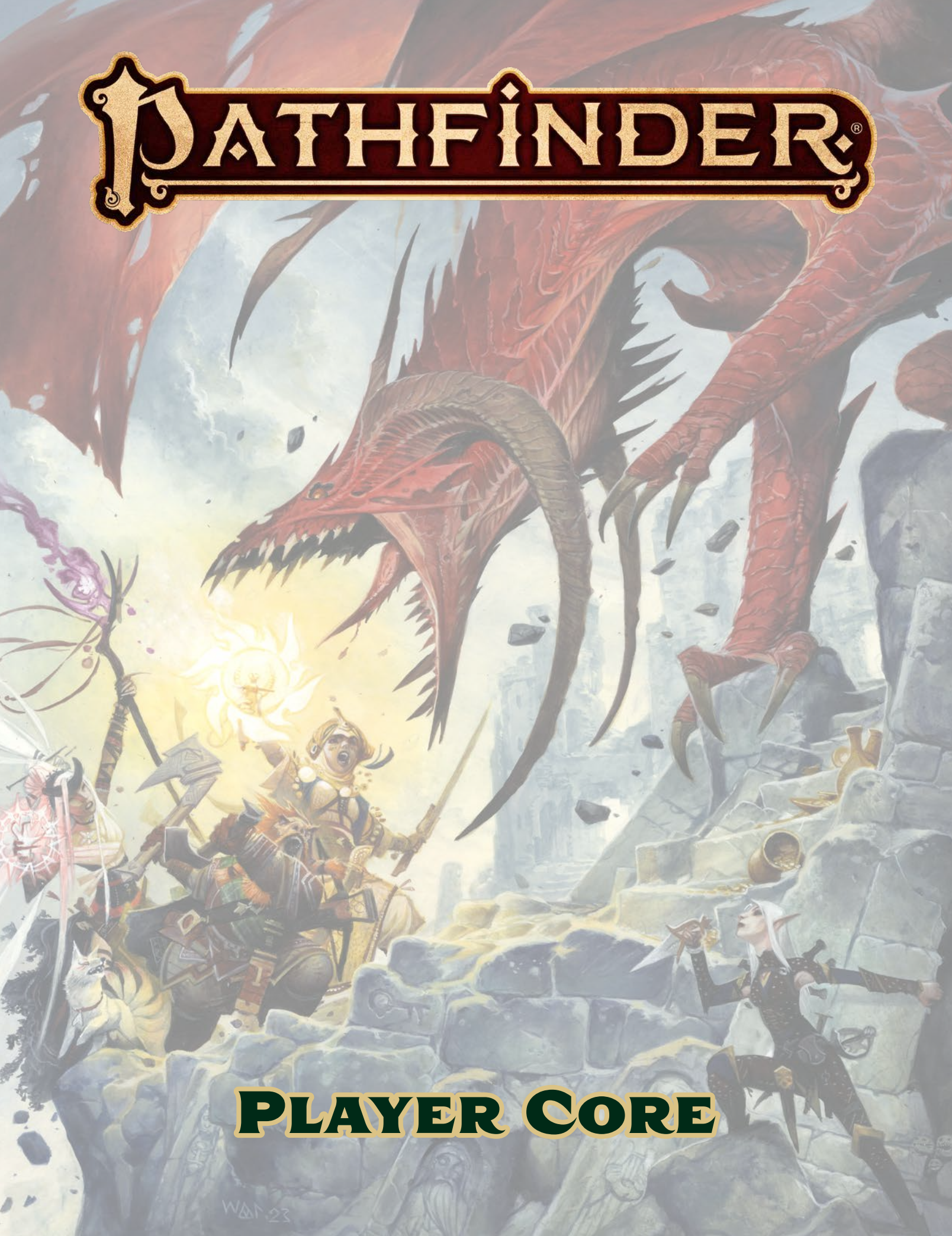

Second Edition
Pathfinder®
Player Core
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PATHFINDER®
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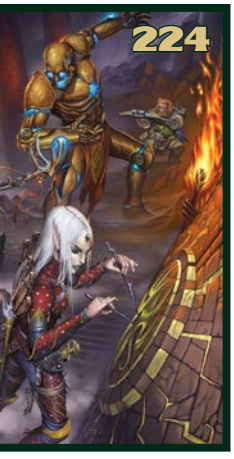
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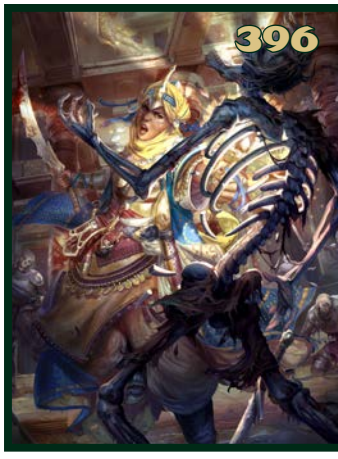
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"I think it's heading your way!" Ezren called out a warning from the nearby alley, but it was too late.

Without so much as a whisper, the translucent elven warrior charged from the shadows, its blade passing through Kyra's side without meeting any resistance. It was almost as if it were just an illusion.

But the pain it caused was quite real.

"By Sarenrae's light!" Kyra exclaimed, falling to her knees and clutching her wounded flank.

This was the third night they had spent searching the back alleys of Caliphas for the legendary ghost that had preyed upon the townsfolk for months now: the Silent Blade. The ghost lived up to its name, moving completely silently and proving impossible to track; just earlier that evening, the pair had discussed abandoning their quest. Maybe it was just a rumor, after all.

Now they knew the truth.

Ezren came dashing from the alleyway, his staff raised, but there was no sign of the Silent Blade. It had vanished again. He turned to Kyra. "Are you injured?"

"With the Dawnflower's blessing, I shall endure," she said through gritted teeth. The cut was more serious than it looked, but she was confident in her faith—her goddess would not let her fall. And as she spoke, a shimmering light began to mend Kyra's wound.

As the two of them scanned around for any sign of the ghost, only the fog warned them of its approach, swirling around the ghost's invisible footsteps as it charged once more! Ezren's mind focused with practiced precision as his incantation shaped arcane force into mighty bolts, while Kyra's chant to her goddess brought holy flames of retribution, hot as the sun.

The pair unleashed their magic, desperately hoping to stop the Silent Blade's rampage…

Chapter 1: Introduction

Pathfinder is a fantasy tabletop roleplaying game (RPG) where you and a group of friends gather to tell a tale of brave heroes and cunning villains in a world filled with terrifying monsters and amazing treasures. More importantly, Pathfinder is a game where your character's choices determine how the story unfolds.

Pathfinder adventures take place in the Age of Lost Omens, a perilous fantasy world rife with ancient empires; sprawling city-states; and countless tombs, dungeons, and monster lairs with hidden secrets and relics. A Pathfinder character's adventures might take them to forsaken underwater ruins, haunted gothic crypts, or magical universities in jungle cities. A world of endless adventure awaits!

What Is a Roleplaying Game?

A roleplaying game is an interactive story where one player, the Game Master (GM), sets the scene and presents challenges, while other players take the roles of player characters (PCs) and attempt to overcome those challenges. Danger comes in the form of monsters, devious traps, and the machinations of adversarial agents, but Pathfinder also provides political schemes, puzzles, interpersonal drama, and much, much more.

The game is typically played in a group of four to seven players, with one of those players serving as the group's GM. The GM prepares, presents, and presides over the game's world and story, posing challenges and playing adversaries, allies, and bystanders alike. As each scene flows, each player contributes to the story, responding to situations according to the personality and abilities of their character. Dice rolls, combined with preassigned statistics, add an element of chance to the game and determine whether characters succeed or fail at actions.

The Flow of the Game

Pathfinder is played in sessions, during which players gather in person or online for a few hours to play the game. A complete story can be as short as a single session, often referred to as a "one-shot," or it can stretch for multiple sessions, forming a campaign that might last for months or even years. If the GM enjoys telling the story and the players are entertained, the game can go as long as you like.

A session can be mostly action, featuring battles with vile beasts, escapes from fiendish traps, and the completion of heroic quests. Alternatively, it could include negotiating with a baron for rights to a fort, infiltrating an army of lumbering giants, or bargaining with an angel for a strand of hair to revive a slain friend. Ultimately, it's up to you and your group to determine what kind of game you're playing, from dungeon exploration to a nuanced political drama, or anything in between.

The Players

Everyone involved in a Pathfinder game is a player, including the Game Master, but for the sake of simplicity, "player" usually refers to participants other than the GM. Before the game begins, players invent a history and personality for their characters, using the rules to determine their characters' statistics, abilities, strengths, and weaknesses. The GM might limit the options available during character creation, but the limits are discussed ahead of time so everyone can create interesting heroes. In general, the only limits to character concepts are the players' imaginations and the GM's guidelines.

During the game, players describe the actions their characters take and roll dice, using their characters' abilities. The GM resolves the outcome of these actions. Some players enjoy acting out (or roleplaying) what they do as if they were their characters, while others describe their characters' actions as if telling a story. Do whatever feels best!

If this is your first experience with a roleplaying game, it's recommended that you take on the role of a player to familiarize yourself with the rules and the world.

The Game Master

While the other players create and control their characters, the Game Master (or GM) is in charge of the story and world. The GM describes all the situations player characters experience in an adventure, considers how the actions of player characters affect the story, and interprets the rules along the way. The Game Master uses the rules and advice found in *Pathfinder GM Core*.

The GM can create a new adventure—crafting a narrative, selecting monsters, and assigning treasure on their own—or they can instead rely on a published adventure, using it as a basis for the session and modifying it as needed to accommodate their individual players and the group's style of play. Some even run games that combine original and published content, mixing both together to form a new narrative.

Being the GM is a challenge, requiring you to adjudicate the rules, narrate the story, and juggle other responsibilities. But it can also be very rewarding and worth all the work required to run a good game. If it's your first time running a game, remember that the only thing that matters is that everyone, including you, has a fun time. Everything else will come naturally with practice and patience.

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THE FIRST RULE

The first rule of Pathfinder is that this game is *yours*. Use it to tell the stories you want to tell, be the character you want to be, and share exciting adventures with friends. If any other rule gets in the way of your fun, as long as your group agrees, you can alter or ignore it to fit your story. The true goal of Pathfinder is for everyone to enjoy themselves.

DICE

Pathfinder requires a set of polyhedral dice. Each die has a different number of sides—four, six, eight, or more. When these dice are mentioned in the text, they're indicated by a "d" followed by the number of sides on the die. Pathfinder uses 4-sided dice (or d4), 6-sided dice (d6), 8-sided dice (d8), 10-sided dice (d10), 12-sided dice (d12), and 20-sided dice (d20). If you need to roll multiple dice, a number before the "d" tells you how many. For example, "4d6" means you should roll four dice, all 6-sided. If a rule asks for d%, you generate a number from 1 to 100 by rolling two 10-sided dice, treating one as the tens place and the other as the ones place.



Gaming Is for All

Whether you're the GM or a player, participating in a tabletop roleplaying game includes a social contract: everyone's gathered together to have fun. For many, roleplaying is a way to escape the troubles of everyday life. Be mindful of everyone at the table and what they want out of the game; when a group gathers for the first time, they should talk about what they hope to experience at the table, as well as any topics they'd like to avoid. Everyone should understand that elements might come up that make some players feel uncomfortable or even unwelcome, and everyone should agree to respect those boundaries during play. That way, everyone can enjoy the game together.

Pathfinder is a game for everyone, regardless of their age, gender, race or ethnicity, religion, sexual orientation, or any other identities and life experiences. It's the responsibility of all of the players, not just the GM, to make sure the table is fun and welcoming for everyone.

Tools of Play

In addition to this book, there are a few things you will need to play Pathfinder. These supplies can be found at your local hobby shop or online at **paizo.com**.

Character Sheet: Each player will need a character sheet to create their character and to record what happens to them during play. You can find a character sheet in the back of this book and online as a free PDF.

Dice: The players and GM will need at least one set of polyhedral dice, although most participants bring their own. Six-sided dice are quite common, but all the dice in the set can be found at hobby game stores or online. See the Dice sidebar for more on the different kinds of dice and how they are discussed in the text.

Adventure: Every table needs an adventure to play, whether it's designed by the GM or found in a published resource. You can find a variety of exciting adventures and even entire Adventure Path campaigns at **paizo.com**.

***Pathfinder Monster Core*:** From terrifying dragons to mischievous gremlins, monsters are a common threat that the PCs might face, and each type has its own statistics and abilities. These can be found in the *Pathfinder Monster Core*, an invaluable book for GMs. Monster statistics can also be found online for free at **paizo.com/prd**.

Maps and Miniatures: The chaos of combat can be difficult to imagine, so many groups use maps to represent the battlefield. These maps are marked with a 1-inch grid, and each square represents 5 feet in the game. Miniatures and illustrated tokens called pawns are used to represent the characters and the adversaries they face.

Additional Accessories: There are many additional accessories you can add to your game to enhance the experience, including tools that help you track turns in combat, decks of cards for referencing common rules, digital character-creation tools, virtual tabletops for online play, and even background music and sound-effect sets.

Basics of Play

Before creating your first character or adventure, you should understand a number of basic concepts used in the game. New concepts are presented in bold to make them easy to find, but this chapter is only an introduction to the basics of play. The complete game rules are defined in later chapters, and the Glossary and Index in the back of this book will help you find specific rules you need.

Defining Characters

In Pathfinder, the players take on the role of **player characters (PCs)**, while the Game Master portrays **nonplayer characters (NPCs)** and **monsters**. While PCs and NPCs are both important to the story, they serve very different purposes in the game. PCs are the protagonists—the narrative is about them—while NPCs and monsters are allies, contacts, adversaries, and villains. That said, PCs, NPCs, and monsters share several characteristics.

Level is one of the most important statistics of the game, as it conveys the approximate power and capabilities of every individual creature. PCs range in level from 1st, at the start of the character's adventuring career, to 20th, the very height of power. As the characters overcome challenges, defeat foes, and complete adventures, they accumulate **Experience Points (XP)**. Every time a character amasses 1,000 XP, they go up a level, gaining new abilities so they can take on even greater challenges. A 1st-level PC

might face off against a giant rat or a group of bandits, but at 20th level, that same character might be able to destroy an entire city with a single spell.

In addition to level, characters are defined by **attributes**, which measure a character's raw potential and are used to calculate most of their other statistics. There are six attributes in the game. **Strength** represents a character's physical might, while **Dexterity** represents agility and the ability to avoid danger. **Constitution** indicates a character's overall health and well-being. **Intelligence** represents raw knowledge and problem-solving ability, while **Wisdom** measures a character's insight and the ability to evaluate a situation. Finally, **Charisma** indicates charm, persuasiveness, and force of personality. Attribute modifiers for ordinary creatures range from as low as –5 to as high as +5, with +0 representing average human capabilities. High-level characters can have attribute modifiers that range much higher than +5. An attribute modifier above the average increases your chance of success at tasks related to the attribute, while those below the average decrease your chance.

Your player character is also defined by some key choices you make. The first choice is a PC's **ancestry**, representing the character's parents and heritage, such as human, elf, or goblin. Next up is the PC's **background**, which describes their upbringing, from lowly street urchin to wealthy noble. Finally, and most importantly, a PC's **class** defines the majority of their aptitudes and abilities, like a wizard's command of powerful arcane spells or a druid's power to transform into a fearsome beast!

In addition to these key choices, player characters also have a number of **feats**—individual abilities selected during character creation and as the character increases in level. Every feat has a type to denote where its explanation can be found (for example, elf feats can be found in the elf ancestry) and its theme (wizard feats, for example, grant abilities that deal with spells). Finally, characters have **skills** that measure their ability to hide, swim, bargain, and perform other common tasks.

THE WORLD AS A PARTICIPANT

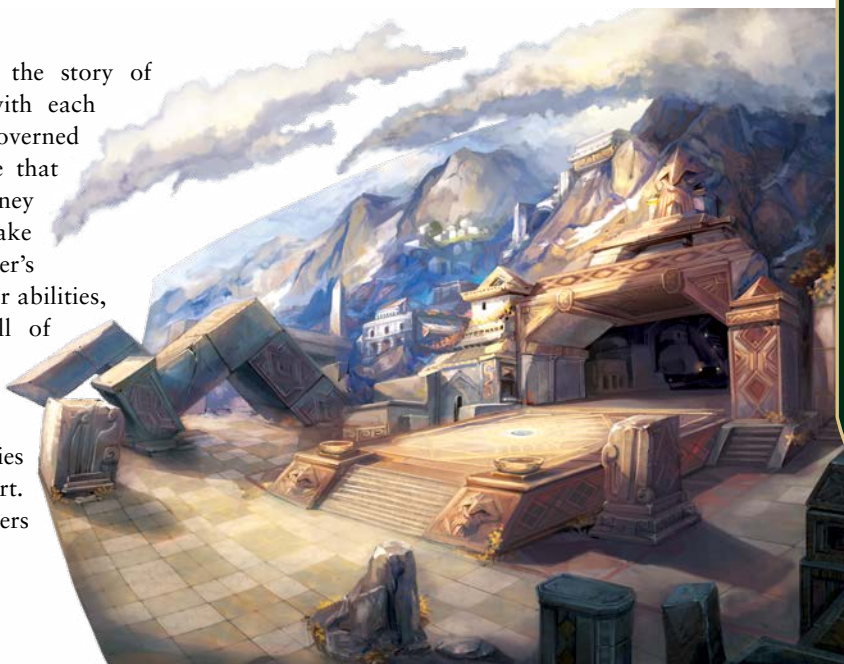
Aside from characters and monsters, the world of Pathfinder itself can be a force at the table and in the narrative. While the presence of the larger world can sometimes be an obvious hazard, such as when a powerful storm wreaks the countryside, the world can also act in subtle, small ways. Traps and treasures are just as important in many tales as cunning beasts. To help you understand these game elements, many of them use the same characteristics as characters and monsters. For example, most environmental hazards have a level, which indicates how dangerous they are, and the level of a magic item gives you a sense of its overall power and impact on a story.

Creating a Narrative

Characters and their choices create the story of Pathfinder, but how they interact with each other and the world around them is governed by rules. So, while you might decide that your character undertakes an epic journey to overcome terrifying foes and make the world a safer place, your character's chance of success is determined by their abilities, the choices you make, and the roll of the dice.

The Game Master determines the premise and background of most adventures, although character histories and personalities certainly play a part. Once a game session begins, the players take turns describing what their characters attempt to do, while the GM determines the outcome, with the table working together to create the story. The GM also describes the environment, other characters' actions, and events. For example, the GM might announce that the characters' hometown has been regularly attacked by marauding trolls. The characters might track the trolls to a nearby swamp—only to discover that the trolls were driven from their swamp by a fearsome dragon! The PCs then have the choice of taking on an entire tribe of trolls, the dragon, or both. Whatever they decide, their success depends on their choices and the die rolls they make during play.

A single narrative—including the setup, plot, and conclusion—is called an **adventure**. A series of adventures creates an even larger narrative, called a **campaign**. An adventure might take several sessions to complete, whereas a campaign might take months or even years!



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Playing the Game

In a Pathfinder game, three modes of play determine the pacing of each scene in the story. Most of your character's time is spent in **exploration**, uncovering mysteries, solving problems, and interacting with other characters. The Age of Lost Omens abounds with danger, however, and characters often find themselves in an **encounter**, fighting savage beasts and terrifying monsters. Finally, time moves quickly when the characters enjoy **downtime**, a respite from the world's troubles and a chance to rest and train for future expeditions. Throughout an adventure, game play moves between these three modes many times, as needed for the story. The more you play the game, the more you'll see that each mode has its own play style, but moving from mode to mode has few hard boundaries.

During the game, your character will face situations where the outcome is uncertain. A character might need to climb a sheer cliff, track down a wounded chimera, or sneak past a sleeping dragon, all of which are dangerous tasks with a price for failure. In such cases, the acting character (or characters) will be asked to attempt a **check** to determine whether or not they succeed. A check is usually made by rolling a single 20-sided die (a d20) and adding a number based on the relevant attribute. In such cases, rolling high is always good.



Once a check is rolled, the GM compares the result to a target number called the **difficulty class (DC)** to determine the outcome. If the result of the check is equal to or greater than the DC, the check is successful. If it is less, the check is a failure. Beating the DC by 10 or more is referred to as a **critical success**, which usually grants an especially positive outcome. Similarly, failing the check by 10 or more is a **critical failure** (sometimes called a fumble). This sometimes results in additional negative effects. You also often score a critical success by rolling a 20 on the die when attempting a check (before adding anything). Likewise, rolling a 1 on the die when attempting a check often results in a critical failure. Note that not all checks have a special effect on a critical success or critical failure and such results should be treated just like an ordinary success or failure instead.

For example, in pursuit of the wounded chimera, your character might find the path blocked by a fast-moving river. You decide to swim across, but the GM declares this a dangerous task and asks you to roll an Athletics skill check (since swimming is covered by the Athletics skill). On your character sheet, you see that your character has a +8 modifier for such checks. Rolling the d20, you get an 18, for a total of 26. The GM compares this to the DC (which was 16) and finds that you got a critical success (since the result exceeded the DC by 10). Your character swims quickly across the river and continues the pursuit, drenched but unharmed. Had you gotten a result less than 26 but equal to or greater than 16, your character would have made it halfway across the river. Had your result been less than 16, your character might have been swept downriver or, worse, been pulled under the current and begun to drown!

Checks like this are the heart of the game and are rolled all the time, in every mode of play, to determine the outcome of tasks. While the roll of the die is critical, the statistic you add to the roll (called a **modifier**) often makes the difference between success and failure. Every character is made up of many such statistics governing what the character is good at, each consisting of a relevant attribute modifier plus a **proficiency bonus**, and sometimes modified further by other factors, such as bonuses or penalties from gear, spells, feats, magic items, and other special circumstances.

Proficiency is a simple way of assessing your character's general level of training and aptitude for a given task. It is broken into five different ranks: **untrained**, **trained**, **expert**, **master**, and **legendary**. Each rank grants a different proficiency bonus. If you're untrained at a statistic, your proficiency bonus is +0—you must rely solely on the raw potential represented by your attribute modifier. If your proficiency rank for a statistic is trained, expert, master, and legendary, your bonus equals your character's level

plus another number based on the rank (2, 4, 6, and 8, respectively). Proficiency ranks are part of almost every statistic in the game.

Exploration

Most of the time, your character will explore the world, interact with characters, travel from place to place, and overcome challenges. This is called exploration. Game play is relatively free-form during exploration, with players responding to the narrative whenever they have an idea of what to do next. Leaving town via horseback, following the trail of a marauding orc tribe, avoiding the tribe's scouts, and convincing a local hunter to help in an upcoming fight are all examples of things that might occur during exploration.

Throughout this mode of play, the GM asks the players what their characters are doing as they explore. This is important in case a conflict arises. If combat breaks out, the tasks the PCs undertook while exploring might give them an edge or otherwise inform how the combat begins.

Encounters

In the course of your adventures, there will be times when a simple skill check is not enough to resolve a challenge—when fearsome monsters stand in your character's way and the only choice is to do battle. In Pathfinder, this is called an encounter. Encounters usually involve combat, but they can also be used in situations where timing is critical, such as during a chase or when dodging hazards.

While exploration is handled in a free-form manner, encounters are more structured. The players and GM roll **initiative** to determine who acts in what order. The encounter occurs over a number of **rounds**, each of which is equal to about 6 seconds of time in the world of the game. During a round, each participant takes a **turn**. When it's your turn to act, you can use up to three **actions**. Most simple things, such as drawing a weapon, moving a short distance, opening a door, or swinging a sword, use a single action to perform. There are also **activities** that use more than a single action to perform; these are often special abilities from your character's class and feats. One common activity in the game is casting a spell, which usually uses two actions.

Free actions, such as dropping an object, don't count toward the three actions you can take on your turn. Finally, each character can use up to one **reaction** during a round. This special type of action can be used even when it's not your turn, but only in response to certain events, and only if you have an ability that allows it. Rogues, for example, can select a feat that lets them use their reaction to dodge an incoming attack.

Attacking another creature is one of the most common actions in combat, and is done by using the **Strike** action. This requires an attack roll—a kind of check made against the **Armor Class (AC)** of the creature you're attacking. Strikes can be made using weapons, spells, or even parts of a creature's body, like a fist, claw, or tail. You add a modifier to this roll based on your proficiency rank with the type of attack you're using, your attributes, and any other bonuses or penalties based on the situation. The target's AC is calculated using their proficiency rank in the armor they're wearing and their Dexterity modifier. An attack deals damage if it hits, and rolling a critical success results in the attack dealing double damage!

You can use more than one Strike action on your turn, but each additional attack after the first becomes less accurate. This is reflected by a **multiple attack penalty** that starts at –5 on the second attack, but increases to –10 on the third. There are many ways to reduce this penalty, and it resets at the end of your turn.

If your character finds themself the target of a magical *lightning bolt* or the victim of a venomous snake bite, you will be called on to attempt a **saving throw**, representing your character's ability to avoid danger or otherwise withstand an assault to their mind or body. A saving throw is a check attempted against the DC of the spell or special ability targeting your character. There are three types of saving throws, and a character's proficiency in each says a great deal about what they can endure. A **Fortitude** saving throw is used when your character's health or vitality is under attack, such as from poison or disease. A **Reflex** saving throw is called for when your character must dodge away from danger, usually something that affects a large area, such as the scorching blast of a *fireball* spell. Finally, a **Will** saving throw is often your defense against spells and effects that target your character's mind, such as a *charm* or *confusion* spell. For all saving throws, a success lessens the harmful effect, and scoring a critical success usually means your character escapes unscathed.

Attacks, spells, hazards, and special abilities frequently either deal **damage** to a character or impose one or more **conditions**—and sometimes both. Damage is subtracted from a creature's **Hit Points (HP)**—a measure of health—and when a creature is reduced to 0 HP, it falls unconscious and may die! A combat encounter typically lasts until one side has been defeated, and while this can mean retreat or surrender, it most often happens because one side is dead or dying. Conditions can hinder a creature for a time, limiting the actions they can use and applying penalties to future checks. Some conditions are even permanent, requiring a character to seek out powerful magic to undo their effects.

Downtime

PCs don't have to spend every waking moment adventuring. They might also recover from wounds, plan future conquests, or pursue a trade. In Pathfinder, this is called downtime, and it allows time to pass quickly while characters work on long-term tasks or objectives. Most characters can practice a trade in downtime, earning a few coins, but those with the right skills can also spend time crafting, creating new gear or even magic items. Characters can also use downtime to retrain, replacing one character choice with another to reflect their evolving priorities. They might also research a problem, learn new spells, or even run a business or kingdom!

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KEY TERMS

There are a number of important terms that you'll need to know as you create your first character or adventure. Some of the most important terms mentioned on previous pages are also included here for reference.

Action

During encounters, each creature gets three actions during their turn. These actions are spent to attack, interact with objects, move, and use special abilities. Actions available to all characters can be found in Chapter 8.

Ancestry

An ancestry is the broad family of people that a character belongs to. Ancestry determines a character's starting Hit Points, languages, senses, and Speed, and it grants access to ancestry feats. Ancestries can be found in Chapter 2.

Armor Class (AC)

All creatures in the game have an Armor Class. This score represents how hard it is to hit and damage a creature. It serves as the Difficulty Class for hitting a creature with an attack.

Attack

When a creature tries to harm another creature, it makes a Strike or uses some other attack action. Most attacks are Strikes made with a weapon, but a character might Strike with their fist, grapple or shove with their hands, or attack with a spell.

Attribute Modifier

Each creature has six attribute modifiers: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each of these numbers represents a creature's raw potential and general training. Attributes are described in full later in this chapter.

Background

A background represents what a character experienced before they took up the life of an adventurer. Each background grants a feat and training in one or more skills. You can read more about backgrounds in Chapter 2.

Bonuses and Penalties

Bonuses and penalties apply to checks and certain statistics. There are several types of bonuses and penalties. If you have more than one bonus of the same type, you use only the highest bonus. Likewise, you use only the worst penalty of each type.

Check

When a character attempts an action where success is uncertain, they may roll a check. This is a roll of one twenty-sided die plus the named proficiency bonus. For example, a Perception check would add your Perception proficiency.

Class

A class represents the adventuring profession chosen by a character. A character's class determines most of their proficiencies, grants the character Hit Points each time they gain a new level, and gives access to a set of class feats. Classes appear in Chapter 3.

Condition

An ongoing effect that changes how a character can act, or that alters some of their statistics, is called a condition. The rules for the basic conditions used in the game can be found in the Conditions Appendix at the back of this book.

Currency

The most common currencies in the game are gold pieces (gp) and silver pieces (sp). One gp is worth 10 sp. In addition, 1 sp is worth 10 copper pieces (cp), and 10 gp are worth 1 platinum piece (pp). Characters begin play with 15 gp (or 150 sp) to spend on equipment.

Feat

A feat is an ability you can select for your character due to their ancestry, background, class, general training, or skill training. Some feats grant the ability to use special actions, while others make your existing actions more effective.

Game Master (GM)

The Game Master is the player who adjudicates the rules and narrates the various elements of the Pathfinder story and world that the other players explore. The GM uses the rules found in *Pathfinder GM Core*.

Golarion

Pathfinder is set on the planet Golarion during the Age of Lost Omens. It is an ancient world with a rich diversity of people and cultures, exciting locations to explore, and deadly villains. More information on the Age of Lost Omens, the world of Golarion, and its deities can be found on page 30.

Hit Points (HP)

Hit Points represent the amount of punishment a creature can take before it falls unconscious and begins dying. Damage decreases Hit Points on a 1-to-1 basis, while healing restores Hit Points at the same rate.

Initiative

At the start of an encounter, all creatures involved roll for initiative to determine the order in which they act. The higher the result of its roll, the earlier a creature gets to act. Initiative and combat are described in Chapter 8.

Level
A level is a number that measures something's overall power. Player characters have a level, ranging from 1st to 20th, representing their level of experience. Monsters, NPCs, hazards, diseases, and poisons have levels ranging from –1 to 30 that measure the danger they pose. An item's level, usually within the range of 0 to 20 but sometimes higher, indicates its power and suitability as treasure.

Nonplayer Character (NPC)
A nonplayer character, controlled by the GM, interacts with players and helps advance the story.

Perception
Perception measures your character's ability to notice hidden objects or unusual situations, and it usually determines how quickly the character springs into action in combat. It is described in full in Chapter 9.

Player Character (PC)
This is a character created and controlled by a player.

Proficiency
Proficiency is a system that measures a character's aptitude at a specific task or quality, and it has five ranks: untrained, trained, expert, master, and legendary. Proficiency gives you a bonus that's added when determining the following modifiers and statistics: AC, attack rolls, Perception, saving throws, skills, and the effectiveness of spells. If you're untrained, your proficiency bonus is +0. If you're trained, expert, master, or legendary, your proficiency bonus equals your level plus 2, 4, 6, or 8, respectively.

Rarity
Some elements of the game have a rarity to denote how often they're encountered in the game world. Rarity primarily applies to equipment and magic items, but spells, feats, and other rules elements also have a rarity. If no rarity appears in the traits of an item, spell, or other game element, it's of common rarity. Uncommon options are available only to those who have special training, grew up in a certain culture, or come from a particular part of the world. This can be explained with an "Access" entry, explaining criteria for characters to choose it as a common option. Rare options are almost impossible to find and are usually given out only by the GM, while unique ones are literally one-of-a-kind in the game. The GM might alter the way rarity works or change the rarity of individual items to suit the story they want to tell.

Roleplaying
Describing a character's actions, often while acting from the perspective of the character, is called roleplaying. When a player speaks or describes action from the perspective of a character, they are "in character."

Round
A round is a period of time during an encounter in which all participants get a chance to act. A round represents approximately 6 seconds in game time.

Saving Throw (Save)
When a creature is subject to a dangerous effect that must be avoided, it attempts a saving throw to mitigate the effect. You attempt a saving throw automatically—you don't have to use an action or a reaction. Unlike for most checks, the character who isn't acting rolls the d20 for a saving throw, and the creature who is acting provides the DC.

There are three types of saving throws: Fortitude (to resist diseases, poisons, and physical effects), Reflex (to evade effects a character could quickly dodge), and Will (to resist effects that target the mind and personality).

Skill
A skill represents a creature's ability to perform certain tasks that require instruction or practice. All characters are trained in certain skills due to their background and class. Skills are fully described in Chapter 4. Each skill includes ways anyone can use that skill even if untrained, as well as uses that require a character to be trained in the skill.

Speed
Speed is the distance a character can move using a single action, measured in feet.

Spell
Spells are magical effects created by performing mystical incantations and gestures known only to those with special training or inborn abilities. Casting a spell is an activity that usually uses 2 actions. Each spell specifies what it targets, the actions needed to cast it, its effects, and how it can be resisted. If a class grants spells, the basics of that ability are provided in the class description in Chapter 3, while the spells themselves are detailed in Chapter 7.

Spells have ranks ranging from 1st to 10th, which measure their power; characters and monsters can usually cast only a certain number of spells of any given rank.

Trait
A trait is a keyword that conveys additional information about a rules element, such as which ancestry a feat belongs to or the rarity of an item. Often, a trait indicates how other rules interact with an ability, creature, item, or another rules element that has that trait.

All the traits used in this book appear in the Glossary and Index beginning on page 452.

Turn
During the course of a round, each creature takes a single turn according to initiative. A creature can typically use up to three actions during its turn.

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Example of Play

The following example is presented to give you a better idea of how the game of Pathfinder is played. In this adventure, Erik is the GM. Luis is playing Valeros, a daring human fighter; Shay is playing Merisiel, a deadly elven rogue, and Jessica is taking on the role of Kyra, Merisiel's wife and a compassionate human cleric of Sarenrae. The group has chosen to investigate disappearances in a local mine.

Erik: The entrance to the mine is a simple iron ladder leading down into the darkness of a reinforced shaft. The sound of creaking metal echoes from below.

Merisiel (Shay): The miners would need to have lights on when working. If it's dark, something must have gone wrong.

Kyra (Jessica): I call upon the sacred light of Sarenrae and cast a golden *light* spell ahead of us.

Erik: Radiance spills forth, illuminating further down the ladder. It descends about 20 feet before ending in a tunnel. There's nothing but packed earth and wooden reinforcement beams directly below you, and you can't see any further.

Merisiel (Shay): I have low-light vision, so I should go first to make sure it's safe. I put away my daggers so I can stealthily climb down the ladder, looking for traps as I go.

Erik: Roll your Stealth check, but looking for traps is a secret check, so I'll roll for that. What's your Perception modifier?

Merisiel (Shay): I have a +6 to Perception, and I rolled an 18 on Stealth.

Erik rolls a d20 behind his GM screen, hidden from the players' view, and gets a 17 on the die for a total of 23. There are no traps in the area that Merisiel is looking, but the result is more than enough to see a frightened kobold hiding behind a mine cart. Due to Merisiel's Stealth check, the kobold does not see her descend the ladder.

Erik: You descend into a 30-foot-wide mining tunnel, with wooden beams reinforcing the walls and ceilings. You don't see any traps, but a reptilian face with large eyes peeks out from behind a mine cart. At a closer look, it's a kobold in a leather miner jacket.

Valeros (Luis): I'll follow Merisiel down the ladder.

Kyra (Jessica): Me too.

Erik: As the sound of your footsteps on the iron ladder echoes through the mine, the kobold jumps out in panic! She takes a few steps further into the mine, then stops, as if she's more frightened of whatever is deeper in than of you.

Kyra (Jessica): Oh no! Poor kobold!

Merisiel (Shay): Can someone calm her down? I'm terrible with people!

Valeros (Luis): I have a +3 Diplomacy. I'll call out to her.

Erik: What do you say?

Valeros (Luis): "Hello friend! Don't be scared, we're here to help!" I rolled a 15 on my Diplomacy check.

Erik: Okay! The kobold seems startled, but then runs to you for safety. "Oh! Thank Torag you're here!"

Merisiel (Shay): Torag? She ought to thank us, or at least Sarenrae.

Kyra (Jessica): That's sweet, but you don't need to scold her for my sake.

Valeros (Luis): I ask the kobold who they are and what happened here.

Erik: She says that her name is Krinek, and she's one of the miners who works here. "We were looking for the miners who went missing, but when we found them, they were wrong and rotten! They attacked us and I ran away!"

Valeros (Luis): That doesn't sound good. I tell Krinek to get to safety, then advance down the tunnel with my sword and shield at the ready.

Kyra (Jessica): I'll keep beside him, since I have the light, and draw my blade.

Erik: As you proceed into the tunnel, you come across signs of a struggle. Half dried blood stains the earth, a trail of heavy smears suggesting that something or someone was bleeding here and then was dragged further into the mine. You think you can hear something faintly moving nearby.

Valeros (Luis): That's probably not good. I vault over the mine cart to investigate.

Kyra (Jessica): I'll go with him. If someone is hurt, they'll need my help.

Merisiel (Shay): I'm going to draw a dagger and hide behind a mine cart.

Erik: Merisiel takes cover while the two of you advance. As you approach, you begin to smell the faint but unmistakable scent of rot. Kyra's light suddenly illuminates a hulking humanoid figure with glassy eyes, its flesh rotting and beginning to peel from its bones. Despite its state of advanced decay, it moves toward you with a malevolent force. Roll for initiative! Valeros and Kyra need to roll Perception, while Merisiel should roll Stealth.

Everyone rolls for their initiative. Luis gets a total of 13. Jessica rolls better for Kyra, getting a total of 14. Shay uses Stealth for Initiative, because Merisiel was hiding at the start of the fight, and rolls a 17 for a total of 25! Erik rolls for the creature, getting a 12. Erik records all these totals, putting everyone in order from highest to lowest.

Erik: Looks like Merisiel gets to act first. Whatever that thing is, you're pretty sure it doesn't know you are there.

Merisiel (Shay): Just the way I like it! For my first action, I want to move closer.

Erik: You can get to within 15 feet of it with one Stride action.

Merisiel (Shay): Excellent. For my next action, I'm going to throw my dagger at it, and then use my final action to draw another dagger.

Shay rolls a 13 and adds 8, due to Merisiel's skill at thrown daggers, for a total of 21, but the range means the attack takes a –2 penalty for a result of 19. Erik consults his notes to learn that the monster has an AC of 15.

Erik: That's a hit! Go ahead and roll damage.

Merisiel (Shay): Okay, and I get to add extra damage due to sneak attack.

Rogues have the ability to deal extra damage to foes that haven't acted yet in an encounter. This extra damage also applies to attacks against enemies that are distracted. Shay rolls 1d4 for the dagger and 1d6 for the sneak attack. Because Merisiel has the thief rogue's racket, Shay adds Merisiel's +4 Dexterity to damage, getting a total of 9.

Erik: It hisses as the blade sinks into its shoulder. As it does, its flesh pops open, pus oozing in rivulets down its arm. Next up is Kyra!

Kyra (Jessica): Gross! Okay, this creature looks undead, do I know anything about that?

Erik: You can think back to your cleric training to Recall Knowledge, spending one action. It's a secret check, so what's your Religion modifier?

Kyra (Jessica): It's +7.

Erik rolls a 12, adding Kyra's +7 with Religion to get a total of 19 against the DC of 16.

Erik: Your initial suspicion was correct. This is a zombie. This one appears to be larger because it was enhanced by magic. Because you already had a hunch this was a zombie, why don't you ask another question?

Kyra (Jessica): Does it have any notable weaknesses?

Erik: Yes, it's vulnerable to both healing magic and slashing weapons.

Merisiel (Shay): Augh! If I'd known, I would have slashed with my dagger!

Merisiel's daggers have a trait called versatile (slashing), which allow her to deal slashing damage instead of piercing if she chooses. Unfortunately, she didn't know that doing so would be more effective when she acted!

Kyra (Jessica): I am going to spend my last two actions to cast *runic weapon* on Valeros's sword. It gives him a +1 bonus to attack rolls and another die of damage. "Valeros, get that thing!"

Valeros (Luis): I do what she says and get it! I spend one action to raise my shield and use my final two actions to make a Sudden Charge!

Sudden Charge is a fighter feat that lets Valeros move twice and attack at the end of his movement, all for only two actions. He rolls to attack and the die result is a 20.

Valeros (Luis): A natural 20! With my bonus added, that must be a critical success!

Erik: Your blade hits the putrid creature right in the neck, dealing double damage! However, as you do so, pus explodes out of the wound once more. Roll a Fortitude save.

Luis gets to roll 2d8 because of Kyra's spell. He rolls a 9 total on those, then adds 4 because of Valeros's Strength modifier. Because it's a critical success, he then doubles the damage. Erik adds an extra 10 damage from the zombie's slashing weakness, for a total of 36 of its 70 Hit Points.

Valeros (Luis): Aw, beans. Natural 1 on the save.

Erik: And that's a critical failure, go figure. You are sickened 1, which gives you a –1 penalty to d20 rolls and AC.

Valeros (Luis): I agree with Kyra, super gross. Did my strike kill it?

Erik: I'm afraid not. It lunges at you, indifferent to its grievous wounds, trying to bludgeon you with its fists!

Erik rolls an attack roll for the zombie brute, getting an 7 on the die and adding 11 from its statistics for a total of 18. Valeros normally has an AC of 18. The attack would hit even if Valeros weren't sickened, but it misses because he Raised his Shield during his turn, increasing his AC by 2.

That is the end of the first round of combat. The second round begins immediately after this, using the same initiative order as before. The fight is far from over...

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Using This Book

While this chapter is here to teach you the basics of Pathfinder, the rest of this rulebook serves as a reference manual during play, and it is organized to make finding the rule you need as easy as possible. Rules are grouped together in chapters, with the early chapters focusing on character creation. The following is a summary of what you can expect to find in each chapter.

Chapter 1: Introduction

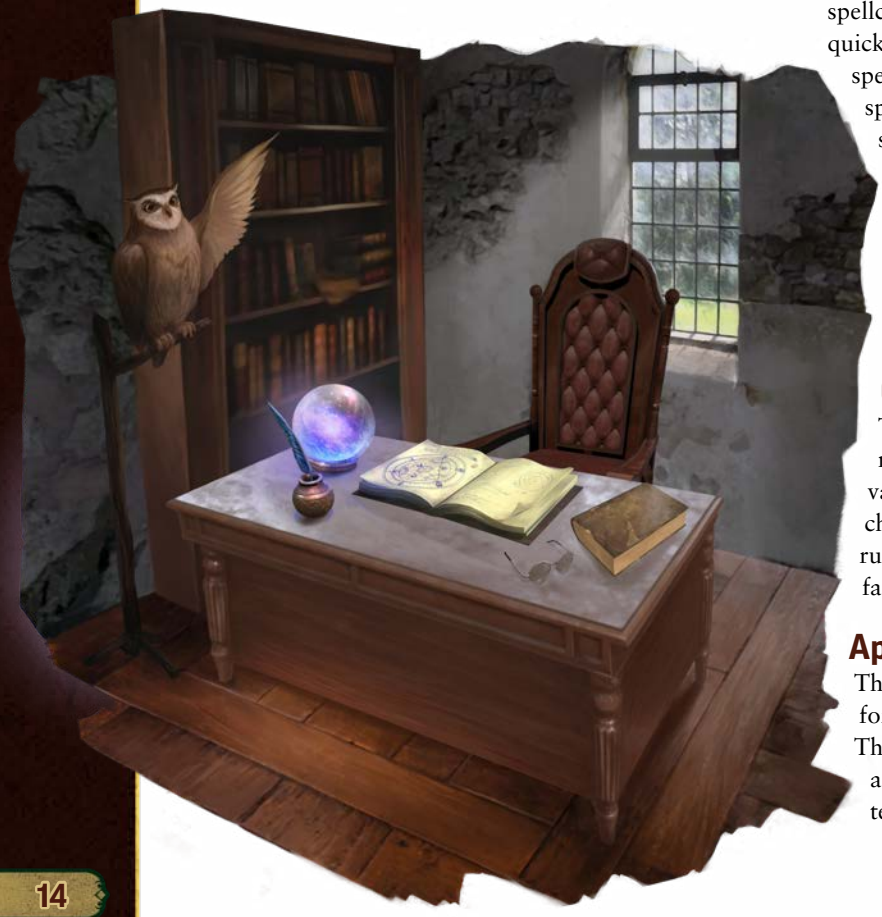
This introduction is designed to help you understand the basics of Pathfinder. This chapter also includes the rules for building and leveling up a character, as well as an example of the character creation process. The chapter ends with an introduction to the Age of Lost Omens and its gods.

Chapter 2: Ancestries & Backgrounds

The rules for ancestries and heritages representing the Age of Lost Omens are in this chapter, including their ancestry feat options. Backgrounds are at the end of this chapter, along with a section about languages, as these are most often influenced by your choice of ancestry.

Chapter 3: Classes

This chapter contains the rules for 8 classes. Each class entry includes guidelines on playing the class, rules for building and advancing a character of that class, sample builds, and all of the class feats available to members of that class. This chapter also includes rules for animal companions and familiars, which can be acquired by members of several different classes. At the end of this chapter are the rules for archetypes—special options available to characters as they increase in level. These rules allow a character to dabble in the abilities of another class or concept.



Chapter 4: Skills

The rules for using skills are presented in this chapter, and they detail what a character can do with a given skill, based on that character's proficiency rank. Ancestry, background, and class can define some of a character's skill proficiencies, and each character can also select a few additional skills to reflect their personality and training.

Chapter 5: Feats

As a character advances in level, they gain additional feats to represent their growing abilities. General feats and skill feats (which are a subset of general feats) are presented in this chapter.

Chapter 6: Equipment

Armor, weapons, and other gear can all be found in this chapter, along with the price for services, cost of living, and animals (such as horses, dogs, and pack animals).

Chapter 7: Spells

This chapter starts with rules for casting spells, determining their effects, and negating foes' spells (called counteracting). After that, the spell lists for each spellcasting tradition are included, making it easy to quickly find spells by their rank. Next are rules for every spell, presented in alphabetical order. Following the spell descriptions are all of the focus spells—special spells granted by specific class abilities and feats. While most spells appear on multiple spell lists, focus spells are granted only to members of a specific class and are grouped together by class for ease of reference. Finally, at the end of the chapter are rules for rituals, complicated and risky spells that any character can attempt.

Chapter 8: Playing the Game

This important chapter contains the universal rules needed to play Pathfinder, including rules for the various modes of play, the basic actions that every character can perform, the rules for combat, and the rules for death and dying. Every player should be familiar with this chapter, especially the GM.

Appendices

The back of this book has an appendix with the rules for all of the conditions that you will find in the game. This section also includes a blank character sheet, and an index with a comprehensive glossary of common terms and traits that you'll encounter in the game.

Format of Rules

Throughout this rulebook, you will see formatting standards that might look a bit unusual at first. These standards are in place to make the rules elements in this book easier to recognize.

The names of specific statistics, skills, feats, actions, and some other mechanical elements in Pathfinder are capitalized. This way, when you see the statement "a Strike targets Armor Class," you know that both Strike and Armor Class are referring to rules.

If a word or a phrase is italicized, it's describing a spell or a magic item. This way, when you see the statement "the door is sealed by *lock*," you know that the word denotes the *lock* spell, rather than a physical item.

Pathfinder also uses many terms that are typically expressed as abbreviations, like AC for Armor Class, DC for Difficulty Class, and HP for Hit Points. If you're ever confused about a game term or an abbreviation, you can always turn to the Glossary and Index, beginning on page 452, and look it up.

Understanding Actions

Characters and their adversaries affect the world of Pathfinder by using actions and producing effects. This is especially the case during encounters, when every action counts. When you use an action, you generate an effect. This effect might be automatic, but sometimes actions necessitate that you roll a die, and the effect is based on what you rolled.

Throughout this book, you will see special icons to denote actions.

Single Actions

Single actions use this symbol: ◆. They're the simplest, most common type of action. You can use three single actions on your turn in an encounter, in any order you see fit.

Reactions

Reactions use this symbol: ↷. These actions can be used even when it's not your turn. You only get one reaction per encounter round, and you can use it only when its specific trigger is fulfilled. Often, the trigger is another creature's action.

Free Actions

Free actions use this symbol: ◇. Free actions don't require you to spend any of your three single actions or your reaction. A free action might have a trigger like a reaction does. If so, you can use it just like a reaction—even if it's not your turn. However, you can use only one free action per trigger, so if you have multiple free actions with the same trigger, you have to decide which to use. If a free action doesn't have a trigger, you use it like a single action, just without spending any of your actions for the turn.

◆ Single Action

◆◆ Two-Action Activity

◆◆◆ Three-Action Activity

↷ Reaction

◇ Free Action

Activities

Activities are special tasks that you complete by spending one or more of your actions together. Usually, an activity uses two or more actions and lets you do more than a single action would allow. You have to spend all the actions an activity requires for its effects to happen. Spellcasting is one of the most common activities, as most spells take more than a single action to cast.

Activities that use two actions use this symbol: ◆◆. Activities that use three actions use this symbol: ◆◆◆. A few special activities, such as spells you can cast in an instant, use a free action or a reaction.

All tasks that take longer than a turn are activities. If an activity is meant to be done during exploration, it has the exploration trait. An activity that takes a day or more of commitment and that can be done only during downtime has the downtime trait.

Reading Rules

This book contains many rules elements that give characters new and interesting ways to respond to situations in the game. All characters can use the basic actions found in Chapter 9, but an individual character often has special rules that empower them to do things most other characters can't. Most of these options are feats, which are gained by making certain choices at character creation or when a character advances in level.

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Regardless of the game mechanic they convey, rules elements are always presented in the form of a stat block, a summary of the rules necessary to bring the monster, character, item, or other rules element to life during play. Where appropriate, rules presentations are introduced with an explanation of their format. For example, the Ancestry section of Chapter 2 contains rules for the eight ancestries in this book, and an explanation of the ancestry sections appears at the beginning of that chapter.

The general format for stat blocks is shown here. Entries are omitted from a stat block when they don't apply, so not all rule elements have all of the entries given below. Actions, reactions, and free actions each have the corresponding icon next to their name to indicate their type. An activity that can be completed in a single turn has a symbol indicating how many actions are needed to complete it; activities that take longer to perform omit these icons. If a character must attain a certain level before accessing an ability, that level is indicated to the right of the stat block's name. Rules also often have traits associated with them (traits appear in the Glossary and Index).

Spells, alchemical items, and magic items use a similar format, but their stat blocks contain a number of unique elements, such as the possible magical traditions for a spell (see Chapter 7 for more on reading spells).

ACTION OR FEAT NAME ❖ **LEVEL**

TRAITS

Prerequisites Any minimum attributes, feats, proficiency ranks, and so forth you must have to select this rules element are here. Feats also have a level prerequisite, listed above.

Frequency The limit on how often you can use the ability.

Trigger Reactions and some free actions have triggers that must be met before they can be used.

Requirements Sometimes you must have a certain item or be in a certain circumstance to use an ability.

This section describes the effects or benefits of a rules element. If the rule is an action, it explains what the effect is or what you must roll. If it's a feat that modifies an existing action or grants a constant effect, the benefit is explained here.

Special Any special qualities of the rule are explained in this section. Usually this section appears in feats you can select more than once, explaining what happens when you do.

Sometimes an ability will grant multiple actions or an action in addition to other benefits. These are condensed into a shorter format using the same categories.

Action Name ❖ (traits) **Frequency** how often it can be used; **Trigger** when a reaction or free action can be used; **Requirements** some actions require specific circumstances, listed here; **Effect** this section explains how the ability changes the world.



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CHARACTER CREATION

Unless you're the GM, the first thing you need to do when playing Pathfinder is create your character. It's up to you to imagine your character's past experiences, personality, and worldview, and this will set the stage for your roleplaying during the game. You'll use the game's mechanics to determine your character's ability to perform various tasks and use special abilities during the game.

This section provides a step-by-step guide for creating a character using the Pathfinder rules, preceded by a guide to help you understand attribute modifiers. These modifiers are a critical part of your character, and you will be asked to make choices about them during many of the following steps. The steps of character creation are presented in a suggested order, but you can complete them in whatever order you prefer.

Many of the steps on pages 18–27 instruct you to fill out fields on your character sheet. The character sheet is shown on pages 22–23; you can find a copy in the back of this book or on **paizo.com** as a free PDF. The character sheet is designed to be easy to use when you're actually playing the game, but creating a character happens in a different order, so you'll move back and forth through the character sheet as you go through the character creation process. Additionally, the character sheet includes every field you might need, even though not all characters will have something to put in each field. If a field on your character sheet is not applicable to your character, you can just leave that field blank.

All the steps of character creation are detailed on the following pages; each is marked with a number that corresponds to the sample character sheet on pages 22–23, showing you where the information goes. If the field you need to fill out is on the third or fourth page of the character sheet, which aren't shown, the text will tell you.

If you're creating a higher-level character, it's a good idea to begin with the instructions here, then turn to page 29 for instructions on leveling up characters.



Overview

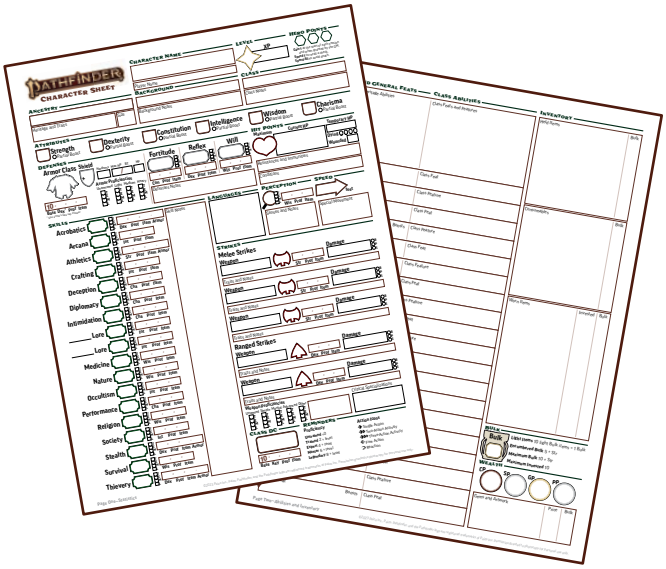
When you turn the page, you'll see a visual representation of ancestries and classes that provides at-a-glance information for players looking to make the most of their starting attribute modifiers. In the ancestries overview on page 20, each entry lists which attribute modifiers it boosts, and also indicates any attribute flaws the ancestry might have. You can find more about attribute boosts and flaws in Attribute Modifiers on page 19.

The summaries of the classes on page 21 list each class's key attribute—the attribute modifier used to calculate the potency of many of their class abilities. Characters receive an attribute boost in their key attribute when you choose their class. This summary also lists one or more secondary attribute modifiers important to members of that class.

A character's background also affects their attribute modifiers, though there's more flexibility in the attribute boosts from backgrounds than in those from classes. For descriptions of backgrounds, see pages 84–88.

Step 1: Create a Concept

What sort of hero do you want to play? The answer to this question might be as simple as "a brave warrior," or as complicated as "the child of elven wanderers, raised in a city dominated by humans and devoted to Sarenrae, goddess of the sun." Consider your character's personality, sketch out a few details about their past, and think about how and why they adventure. You'll want to peruse Pathfinder's available ancestries, backgrounds, and classes. The summaries on pages 20–21 might help you match your concept with some of these basic rule elements. Before a game begins, it's also a good idea for the players to discuss how their characters might know each other and how they'll work together throughout the course of their adventures.



Each player takes a different approach to creating a character. Some want a character who will fit well into the story, while others look for a combination of abilities that complement each other mechanically. You might combine these two approaches. There is no wrong way!

Once you have a good idea of the character you'd like to play, move on to Step 2 to start building your character.

Ancestry, Background, Class, or Details

If one of Pathfinder's character ancestries, backgrounds, or classes particularly intrigues you, it's easy to build a character concept around these options. The summaries of ancestries and classes on pages 20–21 give a brief overview of these options (full details appear in Chapters 2 and 3, respectively). Each ancestry also has several heritages that might refine your concept further, such as a gnome with a stronger connection to fey magic or one who comes from the underground, or an arctic or woodland elf. Some heritages, known as versatile heritages, can even be applied to any ancestry; for instance, mortals with divine influence can be born to any ancestry as nephilim. Additionally, the game has many backgrounds to choose from, representing your character's upbringing, their family's livelihood, or their earliest profession. Backgrounds are detailed later in Chapter 2, beginning on page 84.

Building a character around a specific ancestry, background, or class can be a fun way to interact with the world's lore. Would you like to build a typical member of your character's ancestry or class, as described in the relevant entry, or would you prefer to play a character who defies commonly held notions about their people? For example, you could play a dwarf with a wide-eyed sense of wonder and a zest for change, or a performing rogue capable of amazing acrobatic feats but with little interest in sneaking about.

You can draw your concept from any aspect of a character's details. You can use roleplaying to challenge not only the norms of Pathfinder's fictional world, but even real-life societal norms. Your character might challenge gender notions, explore cultural identity, have a disability, or any combination of these suggestions. Your character can live any life you see fit.

Faith

Perhaps you'd like to play a character who is a devout follower of a specific deity. Pathfinder is a rich world with myriad faiths and philosophies spanning a wide pantheon, from Cayden Cailean, the Drunken Hero of good-hearted adventuring; to Desna, the Song of Spheres and goddess of dreaming and the stars; to Iomedae, the Inheritor, goddess of honor, justice, and rulership. Pathfinder's major deities appear on pages 35–39. Your character might be so drawn to a particular faith that you decide they should be a cleric of that deity; they might instead be a lay worshipper who applies their faith's teachings to daily life, or simply the child of devout parents.

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THE SIX ATTRIBUTE MODIFIERS

One of the most important aspects of your character is their attribute modifiers. These numbers represent your character's raw potential, and they influence nearly every other statistic on your character sheet. Determining your attribute modifiers is not done all at once, but instead happens over several steps during character creation.

Attribute modifiers are split into two main groups: physical and mental. Strength, Dexterity, and Constitution are physical attribute modifiers, measuring your character's physical power, agility, and stamina. In contrast, Intelligence, Wisdom, and Charisma are mental attribute modifiers and measure your character's learned prowess, awareness, and force of personality.

Excellence in an attribute modifier improves the checks and statistics related to that ability, as described below. When imagining your character, you should also decide what attribute modifiers you want to focus on to give you the best chance at success.

Strength

Strength measures your character's physical power. Strength is important if your character plans to engage in hand-to-hand combat. Your Strength modifier gets added to melee damage rolls and determines how much your character can carry.

Dexterity

Dexterity measures your character's agility, balance, and reflexes. Dexterity is important if your character plans to make attacks with ranged weapons or use stealth to surprise foes. Your Dexterity modifier is also added to your character's AC and Reflex saving throws.

Constitution

Constitution measures your character's health and stamina. Constitution is important for all characters, especially those who fight in close range. Your Constitution modifier is added to your Hit Points and Fortitude saving throws.

Intelligence

Intelligence measures how well your character can learn and reason. A high Intelligence allows your character to analyze situations and understand patterns, and it means they can become trained in additional skills and might be able to master additional languages.

Wisdom

Wisdom measures your character's common sense, awareness, and intuition. High Wisdom helps your character detect hidden things and resist mental effects. Your Wisdom modifier is added to your Perception and Will saving throws.

Charisma

Charisma measures your character's personal magnetism and strength of personality. A high Charisma modifier helps you build relationships and influence the thoughts and moods of others with social skills.

ATTRIBUTE MODIFIER OVERVIEW

Each attribute modifier starts at +0, representing the human average, but as you make character choices, you'll adjust these modifiers by applying attribute boosts, which increase an attribute modifier, and attribute flaws, which decrease an attribute modifier. As you build your character, remember to apply attribute modifier adjustments when making the following decisions.

Ancestry: Each ancestry provides attribute boosts, and sometimes an attribute flaw. If you are taking any voluntary flaws, apply them in this step (see the sidebar on page 24).

Background: Your character's background provides two attribute boosts.

Class: Your character's class applies an attribute boost to their key attribute: the attribute modifier most important for that class.

Four Free Boosts: After the other steps, you apply four more attribute boosts to attributes of your choice to finalize your starting attribute modifiers.

Attribute Boosts

An attribute boost normally increases an attribute modifier's value by 1. However, if the attribute modifier to which you're applying an attribute boost is already +4 or higher, instead mark "partial boost" on the character sheet for that attribute. If the attribute already has a partial boost invested in it, increase the modifier by 1 and uncheck the box. At 1st level, a character can never have any attribute modifier that's higher than +4.

When your character receives an attribute boost, the rules indicate whether it must be applied to a specific attribute modifier, to one of a limited list, or whether it is a "free" attribute boost that can be applied to any attribute modifier of your choice. Dwarves, for example, receive an attribute boost to their Constitution modifier and their Wisdom modifier, as well as one free attribute boost, which can be applied to any other attribute.

When you gain multiple attribute boosts at the same time, you must apply each one to a different modifier. This means you can't apply a partial boost to an attribute modifier and apply another boost simultaneously to increase it.

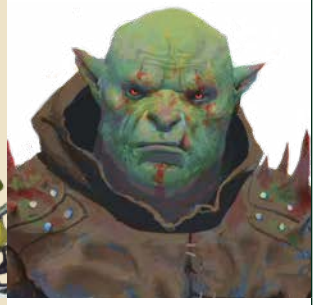
Attribute Flaws

Attribute flaws are not nearly as common in Pathfinder as attribute boosts. If your character has an attribute flaw—likely from their ancestry—you decrease that attribute modifier by 1.

ANCESTRIES

DWARF	ELF	GNOME	GOBLIN
			
Dwarves are a short, stocky people who are often stubborn, fierce, and devoted. Page 42.	Elves are a tall, long-lived people with a strong tradition of art and magic. Page 46.	Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits. Page 50.	Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared. Page 54.
Attribute Boosts*			
Constitution, Wisdom, Free	Dexterity, Intelligence, Free	Constitution, Charisma, Free	Dexterity, Charisma, Free
Attribute Flaw*			
Charisma	Constitution	Strength	Wisdom

ANCESTRIES

HALFLING	HUMAN	LESHY	ORC
			
Halflings are a short, resilient people who exhibit remarkable curiosity and humor. Page 58.	Humans are diverse and adaptable people with wide potential and deep ambitions. Page 62.	Leshies are immortal nature spirits placed in small plant bodies, seeking to experience the world. Page 66.	Orcs are proud, strong people with hardened physiques who value physical might and glory in combat. Page 70.
Attribute Boosts*			
Dexterity, Wisdom, Free	Two free attribute boosts	Constitution, Wisdom, Free	Two free attribute boosts
Attribute Flaw*			
Strength	–	Intelligence	–

VERSATILE HERITAGES

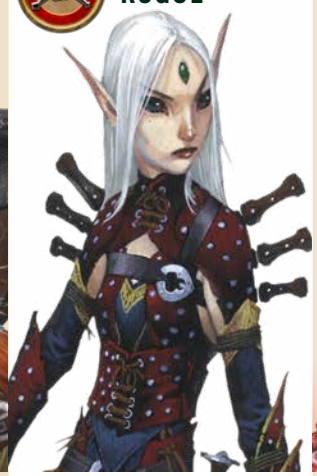
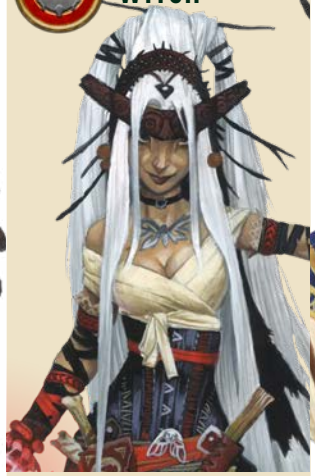
These heritages can be chosen for a member of any ancestry.

CHANGELING	NEPHILIM	MIXED ANCESTRY
		
Changelings are the children of malevolent hags, born with occult magic and the potential to hear a psychic Call. Page 76.	Nephilim are influenced by the divine magic of the Outer Sphere, often with fiendish or celestial features. Page 78.	Create a character, such as a half-elven aiuvarin or an orc-blooded dromaar, who comes from multiple ancestries. Page 82.

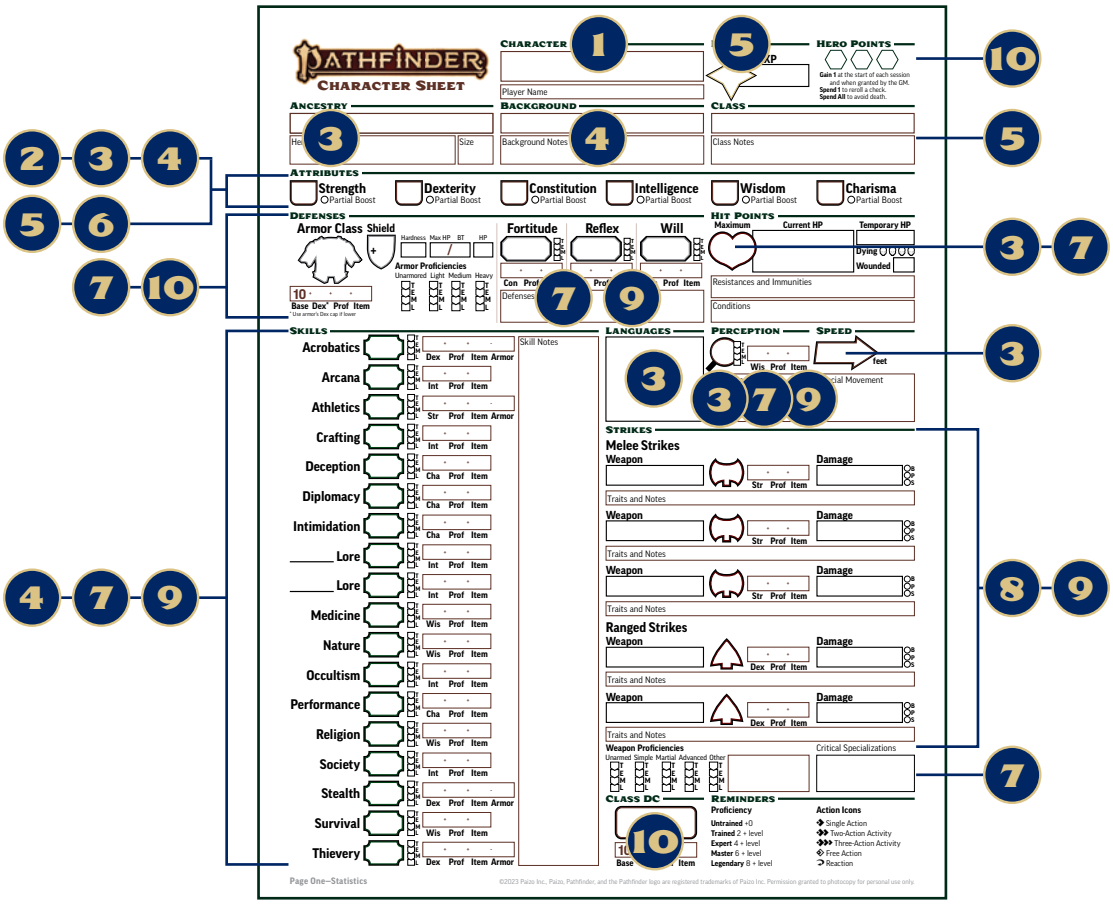
***Any character can choose to take two free boosts instead of the listed boosts and flaws (page 24).**

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CLASSES			
BARD	**CLERIC**	**DRUID**	**FIGHTER**
			
The bard distracts foes and inspires allies with skilled performances and secrets of the occult. Page 94.	The cleric calls on the power of a deity to cast spells that can heal allies or harm foes. Page 108.	The druid uses the magic of the natural world to bolster allies and strike down enemies. Page 122.	The fighter is a master of weapons, martial techniques, and powerful attack combinations. Page 136.
Key Attribute**			
Charisma	Wisdom	Wisdom	Dexterity or Strength
Secondary Attributes			
Constitution, Dexterity	Charisma, Constitution	Constitution, Dexterity	Constitution

CLASSES			
RANGER	**ROGUE**	**WITCH**	**WIZARD**
			
The ranger is a master of using their surroundings, traps, and animal allies to harry enemies. Page 152.	The rogue is a multitalented master of skulduggery who strikes when enemies least expect it. Page 164.	The witch casts spells and hexes learned through a powerful familiar from a mysterious patron. Page 178.	The wizard is a scholar whose reservoirs of arcane knowledge powers their wondrous spells and abilities. Page 192.
Key Attribute**			
Dexterity or Strength	Dexterity or other	Intelligence	Intelligence
Secondary Attributes			
Constitution, Wisdom	Charisma, Constitution	Dexterity, Wisdom	Dexterity, Constitution

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



Your Allies

You might want to coordinate with other players when forming your character concept. Your characters could have something in common already; perhaps they are relatives, or travelers from the same village, or maybe they met each other during a different adventure in their backstory. You might discuss mechanical aspects with the other players, creating characters whose combat abilities complement each other. In the latter case, it can be helpful for a party to include characters who deal damage, characters who can absorb damage, and characters who can heal and support their allies. However, Pathfinder's classes include a lot of choices, and there are many options for building each type of character, so don't let these broad categories restrict your decisions.

CHARACTER SHEET

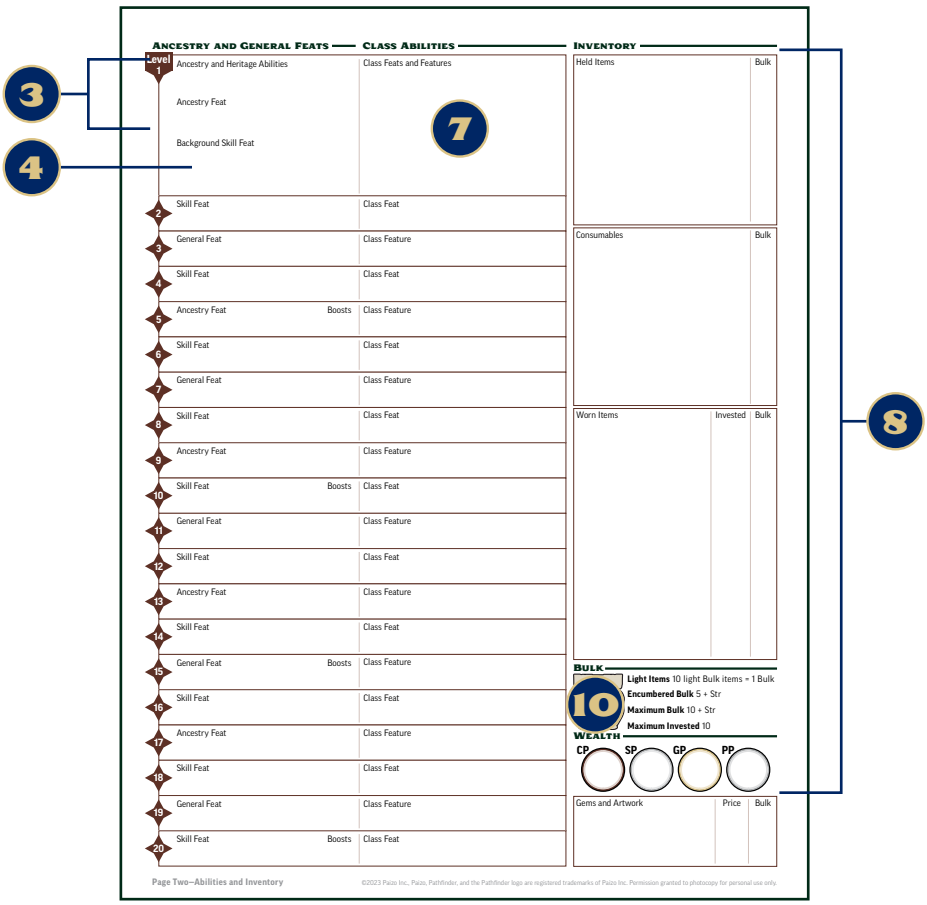
Once you've developed your character's concept, jot down a few sentences summarizing your ideas under the Notes section on the third page of your character sheet. Record any of the details you've already decided, such as your character's name, on the appropriate lines on the first page.

Step 2: Start Building Attribute Modifiers

At this point, you need to start building your character's attribute modifiers. See the overview of attribute modifiers on page 19 for more information about these important aspects of your character and an overview of the process.

Your character's attribute modifiers each start at +0, and as you select your ancestry, background, and class, you'll apply attribute boosts, which increase a modifier by 1, and attribute flaws, which decrease a modifier by 1. At this point, just note a +0 in each attribute modifier and familiarize yourself with the rules for attribute boosts and flaws on page 19. This is also a good time to identify which attribute modifiers will be most important to your character; for instance, if you want to play a dashing and nimble archer, you might want to focus on a character with a high Dexterity attribute (to ensure they're good with ranged weapons) who also has a bit of Charisma (to fast-talk the authorities if they get caught). See The Six Attribute Modifiers on page 19 and the class summaries on page 21 for more information.

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Step 3: Select an Ancestry

Select an ancestry for your character. The ancestry summaries on page 20 provide an overview of Pathfinder's core ancestry options, and each is fully detailed in Chapter 2. Ancestry determines your character's size, Speed, and languages, and contributes to their Hit Points. Each also grants attribute boosts and attribute flaws to represent the ancestry's basic capabilities.

You'll make four decisions when you select your character's ancestry:

- Pick the ancestry itself.
- Select a heritage from those available within that ancestry, further defining the traits your character was born with.
- Assign any free attribute boosts and decide if you are taking any voluntary flaws.
- Choose an ancestry feat, representing an ability your hero learned at an early age.

Character Sheet

Write your character's ancestry and heritage in the appropriate space at the top of your character sheet's first page. Adjust your attribute modifiers, adding 1 to an attribute modifier if you gained an attribute boost from your ancestry, and subtracting 1 from an attribute modifier if you gained an attribute flaw from your ancestry. Note the number of Hit Points your character gains from their ancestry—you'll add more to this number later. Finally, in the appropriate spaces, record your character's size, Speed, and languages. If your character's ancestry provides them with special abilities, write them in the appropriate spaces, such as darkvision in the Senses section on the first page and innate spells on the fourth page. Write the ancestry feat you selected in the Ancestry Feat section on your character sheet's second page.

Step 4: Pick a Background

Your character's background might represent their upbringing, an aptitude they've been honing since their youth, or another aspect of their life before they became an adventurer. Character backgrounds appear in Chapter 2, starting on page 84. They typically provide two attribute boosts (one that can be applied to either of two specific attribute modifiers, and one that is free), training in a specific skill, training in a Lore skill, and a specific skill feat.



Alternate Ancestry Boosts

The attribute boosts and flaws listed in each ancestry represent general trends or help guide players to create the kinds of characters from that ancestry most likely to pursue the life of an adventurer. However, ancestries aren't a monolith. You always have the option to replace your ancestry's listed attribute boosts and attribute flaws entirely and instead select two free attribute boosts when creating your character.

Optional: Voluntary Flaws

Sometimes, it's fun to play a character with a major flaw regardless of your ancestry. You can elect to take additional attribute flaws when applying the attribute boosts and attribute flaws from your ancestry. This is purely for roleplaying a highly flawed character, and you should consult with the rest of your group if you plan to do this! You can't apply more than one flaw to any single attribute modifier.

Character Sheet

Record your character's background in the space at the top of the first page of your character sheet. Adjust your attribute modifiers, adding 1 to an attribute modifier if you gained an attribute boost from your background. Record the skill feat the background provides in the Skill Feat section of your character sheet's second page. On the first page, check the "T" box next to the name of the specific skill and for one Lore skill to indicate your character is trained, then write the name of the Lore skill granted by your background.

Step 5: Choose a Class

At this point, you need to decide your character's class. A class gives your character access to a suite of heroic abilities, determines how effectively they fight, and governs how easily they can shake off or avoid certain harmful effects. Each class is fully detailed in Chapter 3, but the summaries on page 21 provide an overview of each.

You don't need to write down all of your character's class features yet. You simply need to know which class you want to play, which determines the attribute modifiers that will be most important for your character.

Character Sheet

Write your character's class in the space at the top of the first page of your character sheet, then write "1" in the Level box to indicate that your character is 1st level. Next to the attribute modifiers, note the class's key attribute modifier, and add 1 to that attribute modifier from the attribute boost the class provides. Don't worry about recording the rest of your character's class features and abilities yet—you'll handle that in Step 7.

Step 6: Finish Attribute Modifiers

Now that you've made the main mechanical choices about your character, it's time to finalize their attribute modifiers. Do these two things:

- First, make sure you've applied all the attribute boosts and attribute flaws you've noted in previous steps (from your ancestry, background, and class).
- Then, apply four free attribute boosts to your character's attribute modifiers. Choose a different attribute modifier for each and increase that attribute modifier by 1.

Remember that each attribute boost adds 1 to the base modifier of +0, and each attribute flaw subtracts 1. You should have no attribute modifier lower than –1 or higher than +4.

Character Sheet

Write your character's starting attribute modifiers in the box provided for each on the first page.

Step 7: Record Class Details

Now, record all the benefits and class features that your character receives from the class you've chosen. While you've already noted your key attribute modifier, you'll want to be sure to record the following class features.

- To determine your character's total starting Hit Points, add together the number of Hit Points your character gains from their ancestry (chosen in Step 3) and the number of Hit Points they gain from their class.
- The Initial Proficiencies section of your class entry indicates your character's starting proficiency ranks in a number of areas. Choose which skills your character is trained in and record those, along with the ones set by your class. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.
- See the class advancement table in your class entry to learn the class features your character gains at 1st level. You already chose an ancestry, background, and free attribute boosts, but these are listed in the table as a reminder. Some class features require you to make additional choices, such as selecting spells.

Character Sheet

Write your character's total Hit Points on the first page of your character sheet. Use the proficiency fields (the boxes marked "T," "E," "M," and "L") on your character sheet to record your character's initial proficiencies in Perception, saving throws, and the skills granted by their class; mark "T" if your character is trained, or "E" if your character is an expert. Indicate which additional skills you chose



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for your character to be trained in by marking the "T" proficiency box for each skill you selected. Likewise, record your character's armor proficiencies in the Armor Class section at the top of the first page and their weapon proficiencies at the bottom of the first page. Record all other class feats and abilities on the second page. Don't worry yet about finalizing any values for your character's statistics–you'll handle that in Step 9.

Step 8: Buy Equipment

At 1st level, your character has 15 gold pieces (150 silver pieces) to spend on armor, weapons, and other basic equipment. Your character's class lists the types of weapons and armor with which they are trained (or better!). Their weapons determine how much damage they deal in combat, and their armor influences their Armor Class; these calculations are covered in more detail in Step 10.

You'll also want equipment like rope, torches, and other traveling gear, and maybe even an alchemical healing item or two if you get into a pinch. For more on the available equipment and how much it costs, see Chapter 6—there are even starting loadouts listed for each class on page 268 for quicker selection and to give you a sense of what items and equipment certain classes prioritize.

Character Sheet

Once you've spent your character's starting wealth, calculate any remaining gp, sp, and cp they might still have and write those amounts in the Inventory section on the second page. Record your character's weapons in the Melee Strikes and Ranged Strikes sections of the first page, depending on the weapon, and the rest of their equipment in the Inventory section on the second page. You'll calculate specific numbers for melee Strikes and ranged Strikes with the weapons in Step 9 and for AC when wearing that armor in Step 10.

Step 9: Calculate Modifiers

With most of the big decisions for your character made, it's time to calculate the modifiers for each of the following statistics. If your proficiency rank for a statistic is trained, expert, master, or legendary, your bonus equals your character's level plus another number based on the rank (2, 4, 6, and 8, respectively). If your character is untrained, your proficiency bonus is +0.

Perception

Your character's Perception modifier measures how alert they are, and is equal to their proficiency bonus in Perception plus their Wisdom modifier. See page 404 for more.



Spells and Spellcasting

Many characters can learn a few cantrips or focus spells, but the bard, cleric, druid, witch, and wizard all gain spellcasting—the ability to cast a wide variety of spells. If your character's class grants spells, you should take time during Step 7 to learn about the spells they know and how to cast them. The fourth page of the character sheet provides space to note your character's magic tradition and their proficiency rank for their spell attack modifier and spell DC. It also gives space to record the spells in your character's repertoire or spellbook. Each class determines how and which spells a character can cast, but the spells themselves and detailed rules for spellcasting are located in Chapter 7.

Saving Throws

For each kind of saving throw, add your character's Fortitude, Reflex, or Will proficiency bonus (as appropriate) plus the attribute modifier associated with that kind of saving throw. For Fortitude saving throws, use your character's Constitution modifier. For Reflex saving throws, use your character's Dexterity modifier. For Will saving throws, use your character's Wisdom modifier. Then add in any bonuses or penalties from abilities, feats, or items that always apply (but not modifiers, bonuses, or penalties that apply only in certain situations). Record this number on the line for that saving throw.

Melee Strikes and Ranged Strikes

Next to where you've written your character's melee and ranged weapons, calculate the modifier to Strike with each weapon and how much damage that Strike deals. The modifier for a Strike is equal to your character's proficiency bonus with the weapon plus an attribute modifier (usually Strength for melee Strikes and Dexterity for ranged Strikes). You also add any item bonus from the weapon and any other permanent bonuses or penalties. You also need to calculate how much damage each weapon's Strike deals. Melee weapons usually add your character's Strength modifier to damage rolls, while ranged weapons might add some or all of your character's Strength modifier, depending on the weapon's traits. See the weapon entries in Chapter 6 for more information.

Skills

In the second box to the right of each skill on your character sheet, there's an abbreviation to remind you of the attribute modifier for that skill. For each skill in which your character is trained, add your proficiency bonus for that skill (typically +3 for a 1st-level character) to the indicated attribute's modifier, as well as any other applicable bonuses and penalties, to determine the total modifier for that skill. For skills your character is untrained in, use the same method, but your proficiency bonus is +0.

Character Sheet

For Perception and saving throws, write your proficiency bonus and the appropriate attribute modifier in the boxes provided, then record the total modifier in the large space. Record the proficiency bonuses, attribute modifiers, and total modifiers for your melee Strikes and ranged Strikes in the box after the name of each weapon, and record the damage for each, along with the traits for that attack. For skills, record the attribute modifier and proficiency bonus in the appropriate box for each skill, and then write the total skill modifiers in the spaces to the left.

If your character has any modifiers, bonuses, or penalties from feats or abilities that always apply, add them into the total modifiers. For ones that apply only in certain situations, note them next to the total modifiers.

Step 10: Finishing Details

Now add the following details to your character sheet. There are boxes for edicts and anathema, deity, age, and gender and pronouns on page 3 of the character sheet.

Edicts and Anathema

You can choose to take on edicts and anathema to reinforce your character's beliefs and guide how they'd react in certain situations. **Edicts** are behaviors your personal philosophy or code encourages. **Anathema** are the opposite: actions contrary to your point of view and violations of your personal code. For example, you might declare that you follow an edict to keep detailed records of any dungeon you explore, or you might consider it anathema to refuse to help a friend in need.

For most characters, these are entirely optional, though it's best to consider taking some on as you create your character to hone in on how they think. If you follow a deity, you might take inspiration from the edicts and anathema listed for them on pages 35–39. Ancestry entries list edicts and anathema prevalent among their societies.

Required Edicts and Anathema

Certain classes have anathema tied to them; for example, a cleric gains the edicts and anathema of their deity. Violating these can cause you to lose some class abilities until you atone or make amends (as described in the class).

Changing Edicts and Anathema

Edicts and anathema can change during play as a character's beliefs evolve, or as you realize that your character's actions reflect a different set of values than you once thought. In most cases, you can just change a relevant edict or anathema and continue playing.

Deity

Write down the deity your character worships, if any. Clerics must worship a deity. See pages 35–39 for more about Pathfinder's deities.



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Age

Decide your character's age and note it on the third page of the character sheet. The description for your character's ancestry in Chapter 2 gives some guidance on the age ranges of members of that ancestry. Beyond that, you can play a character of whatever age you like. There aren't any mechanical adjustments to your character for being particularly old, but you might want to take it into account when considering your starting attribute modifiers and future advancement. Particularly young characters can change the tone of some of the game's threats, so it's recommended that characters are at least young adults.

Gender and Pronouns

Characters of all genders are equally likely to become adventurers. Record your character's gender, if applicable, and their pronouns on the third page of the character sheet.

Class DC

A class DC sets the difficulty for certain abilities granted by your character's class. This DC equals 10 plus their proficiency bonus for their class DC (+3 for most 1st-level characters) plus the modifier for the class's key attribute modifier.

Hero Points

Your character usually begins each game session with 1 Hero Point, and you can gain additional Hero Points during sessions by performing heroic deeds or devising clever strategies. Your character can use Hero Points to gain certain benefits, such as staving off death or rerolling a d20. See page 413 for more about Hero Points.

Armor Class (AC)

Your character's Armor Class represents how difficult they are to hit in combat. To calculate your AC, add 10 plus your character's Dexterity modifier (up to their armor's Dexterity modifier cap; page 271), plus their proficiency bonus with their armor, plus their armor's item bonus to AC and any other permanent bonuses and penalties.

Bulk

Your character's maximum Bulk determines how much weight they can comfortably carry. If they're carrying a total amount of Bulk that exceeds 5 plus their Strength modifier, they are encumbered. A character can't carry a total amount of Bulk that exceeds 10 plus their Strength modifier. The Bulk your character is carrying equals the sum of all of their items; keep in mind that 10 light items make up 1 Bulk. You can find out more about Bulk in Chapter 6.



Sample Character

This step-by-step example illustrates the process of creating a Pathfinder character.

Steps 1 and 2

Adam is making his first Pathfinder character. After talking about it with the rest of the group, he's decided to make a dwarf druid. After jotting down a few ideas, he begins by writing down a +0 for each attribute modifier.

Step 3

Adam looks up the dwarf entry in Chapter 2. He records the attribute boosts to his Constitution and Wisdom modifiers (bringing both up to +1). He also applies the attribute flaw to his Charisma, dropping it to –1. For his free attribute boost, he chooses Dexterity to boost his defenses, raising it to +1 as well. He also records the 10 Hit Points the ancestry gives him. Next, he returns to his character sheet to record the size, Speed, language, and darkvision ability he gets from being a dwarf. Finally, he decides on a heritage, writing "rock dwarf" next to dwarf, and he picks an ancestry feat, deciding on Rock Runner, to show his character's strong connection to stone.

Step 4

Looking through the backgrounds, Adam likes the idea of a solitary dwarven druid, and the nomad background makes for a good choice. For the first attribute boost granted by the background, Adam chooses Wisdom, and for the free attribute boost, he chooses Constitution, taking both up to +2. On the second page, he writes "Assurance (Survival)" in the Skill Feats area, on the Background line. Finally, returning to the first page, he writes "cave" next to the first Lore skill entry and checks the box under the "T" for that skill and Survival.

Step 5

Adam writes "druid" on the class line of his character sheet and fills in the number 1 in the level box. The druid class grants an attribute boost to its key attribute, which is Wisdom, so Adam's character has his Wisdom raised to +3.

Step 6

Adam applies four more attribute boosts to determine his starting attribute modifiers. After giving it some thought, he applies them to Wisdom (raising it to +4), since that's the most important attribute modifier for his class, and to Strength, Dexterity, and Constitution (raising them to +1, +2, and +3, respectively) to make him better in combat. He then writes his final attribute modifiers down on his character sheet.

Step 7

As Adam applies his class, he has a number of things to figure out. First, he starts by recording all of his initial proficiencies, marking the appropriate boxes in the Armor Class, Saving Throws, Weapon Proficiencies, Spell Attack Modifier, and Spell DC areas of his sheet. Turning to skills, he marks Nature as trained and notes that once he picks his druid order, he'll become trained in another skill determined by that order. He then gets to choose two more skills (if he had a higher Intelligence, he would have gotten more). He decides on Athletics and Medicine, marking both of them as trained. Next, he adds the 8 Hit Points from the druid class and his Constitution modifier of +3 to the 10 Hit Points from his dwarf ancestry for an impressive 21 total Hit Points.

Moving on to class features, Adam chooses the Animal Empathy feat from voice of nature and marks that and the Shield Block feat in the bonus feats area. He makes note of the anathema for being a druid and records Wildsong in his language section. Next, he looks through the druid orders and decides upon the untamed order, which gives him his final trained skill (Intimidation), the ability to cast *untamed shift*, and the Untamed Form feat, which lets him cast a focus spell to turn into an animal. He writes these spells in the focus spell area of his character sheet. Because he has two focus spells, he notes that he has 2 Focus Points to use to cast these spells.

Finally, a druid can cast a limited number of primal spells. Although he can change them every morning, Adam is curious, and he turns to Chapter 7: Spells to decide what spells he might cast. He jots down five cantrips and two 1st-rank spells and marks them as prepared.

Step 8

Next up, Adam turns to Chapter 6: Equipment. He's trained in medium armor and chooses hide armor. For weapons, he decides on a spear, but he buys two just in case he wants to throw the first one. He writes all of these on the front of his character sheet. Adam lists the spear under both melee Strikes and ranged Strikes, and he also writes the claws he gains from *untamed shift* under his melee Strikes, because he's sure that he'll be casting that spell a lot. He records the rest of his gear in the Inventory section on the second page, along with any currency left over after buying his starting gear.

Step 9

Adam records all of the attribute modifiers for Perception, saving throws, Strikes, and skills. He then puts a "+3" in the box marked Prof to indicate his proficiency bonus for each statistic he's trained in (1 for his level, plus 2 for being trained) and "+5" in any that he is an expert. Then, he adds up his modifiers for each statistic.

Step 10

Finally, Adam fills out the final details of his character, calculating his AC and Bulk limits. Last but not least, he fills in some last-minute information about his character and decides on a name. Gar the dwarf druid is ready for his first adventure!

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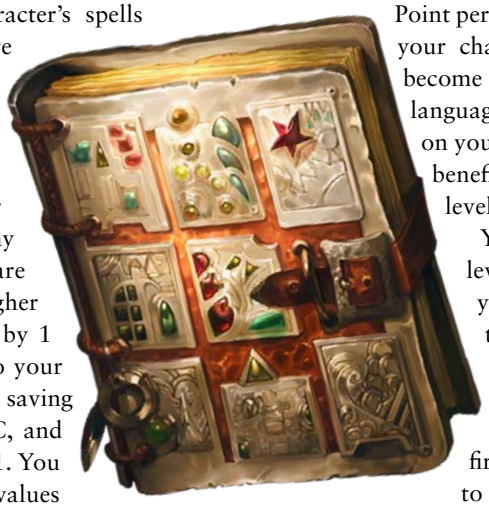
LEVELING UP

With each terrifying beast and deadly trap bested, a character earns Experience Points (XP) that allow them to increase in level. Each level grants greater skill, increased resiliency, and new capabilities, allowing your character to face even greater challenges and go on to earn even more impressive rewards.

Each time your character reaches 1,000 Experience Points, their level increases by 1. On your character sheet, indicate your character's new level beside the name of their class, and deduct 1,000 XP from their XP total. If you have any Experience Points left after this, record them—they count toward your next level, so your character is already on their way to advancing yet again!

Next, return to your character's class entry. Increase your character's total Hit Points by the number indicated for your class. Then, take a look at the class advancement table and find the row for your character's new level. Your character gains all the abilities listed for that level, including new abilities specific to your class and additional benefits all characters gain as they level up. For example, all characters gain four attribute boosts at 5th level and every 5 levels thereafter.

You can find all the new abilities specific to your class, including class feats, right in your class entry, though you can also use class feats to take an archetype (page 215). Your character's class entry also explains how to apply any attribute boosts and skill increases your character gains. If they gain an ancestry feat, head back to the entry for your character's ancestry in Chapter 2 and select another ancestry feat from the list of options. If they gain a skill increase, refer to Chapter 4 when deciding which skill to apply it to. If they gain a general feat or a skill feat, you can choose from the feats listed in Chapter 5. If they can cast spells, see the class entry for details on adding spell slots and spells. It's also a good idea to review your character's spells in Chapter 7 and see if there are heightened versions they can now cast.



Once you've made all your choices for your character's new level, be sure to go over your character sheet and adjust any values that have changed. At a bare minimum, your trained or higher proficiency bonuses all increase by 1 because you've gained a level, so your AC, attack rolls, Perception, saving throws, skill modifiers, spell DC, and class DC all increase by at least 1. You might need to change other values because of skill increases, attribute boosts, or class features that either increase your proficiency rank or increase other statistics at certain levels. If an attribute boost increases your character's Constitution modifier, recalculate their maximum Hit Points using their new Constitution modifier (typically this adds 1 Hit Point per level). If an attribute boost increases your character's Intelligence modifier, they become trained in an additional skill and language. Some feats grant a benefit based on your level, such as Toughness, and these benefits are adjusted whenever you gain a level as well.

You can perform the steps in the leveling-up process in whichever order you want. For example, if you wanted to take the skill feat Intimidating Prowess as your skill feat at 10th level, but your character's Strength modifier was only +2, you could first increase their Strength modifier to +3 using the attribute boosts gained at 10th level, and then take Intimidating Prowess as a skill feat at the same level.

LEVELING-UP CHECKLIST

Every time you gain a level, make sure you do each of the following:

- Increase your level by 1 and subtract 1,000 XP from your XP total.
- Increase your maximum Hit Points by the amount listed in your class entry in Chapter 3.
- Add class features from your class advancement table, including attribute boosts and skill increases.
- Select feats as indicated on your class advancement table. For ancestry feats, see Chapter 2. For class feats, see your class entry in Chapter 3. For general feats and skill feats, see Chapter 5.
- Add spells and spell slots if your class grants spellcasting. See Chapter 7 for spells.
- Increase all of your trained or higher proficiency bonuses by 1 from your new level, and make other increases to your proficiency bonuses as necessary from skill increases or other class features. Increase any other statistics that changed as a result of attribute boosts or other abilities.
- Adjust bonuses from feats and other abilities that are based on your level.


Irrisen
Realm of the Mammoth Lords
Sarkoris Scar
Mendev
Lake of Mists and Veils
Lands of the Linnorm Kings
Saga Lands
Numeria
Brevoy
Kodar Mountains
New Thassilon
Hold of Belkzen
Ustalav
Broken Lands
Varisia
Eye of Dread
River Kingdoms
Razmiran
Steaming Sea
Isle of Terror
Nirmathas
Mindspin Mountains
Lake Encarthan
Kyonin
Galt
Hermea
Tanglebriar
Nidal
Oprak
Molthune
Druma
High Seas
Shining Kingdoms
Ravounel
Menador Mountains
Isger
Five Kings Mountains
Verduran Forest
Old Cheliax
Andoran
Taldor
Cheliax
Isle of Kortos
Arcadian Ocean
The Inner Sea
Absalom
Thuvia
Rahadoum
Golden Road
Osirion
Qadira
Barrier Wall
Mediogalti Island
Eye of Abendego
Sodden Lands
Katapesh
Kibwe
Nex
Usaro
Jalmeray
Shackles
Nantambu
Mwangi Expanse
Mana Wastes
Shattered Range
Bloodcove
Impossible Lands
Geb
Senghor
Obari Ocean
Fever Sea
Vidrian
Mzali

Golarion and the Inner Sea

While some players prefer to create a character and define them solely through roleplay, other players may wish to tie their character into the world through backstory and motives. Knowing the setting of the world you intend to play in can help flesh out your character, or even give rise to new ideas for a character that you hadn't considered.

The Pathfinder Roleplaying Game rules come with their own default setting, known as Golarion. Golarion is a world of magic, strange beasts and monsters, dragons, sword-fighting adventure, and even some elements of science fiction and technology. It draws inspiration from many real-world nations and cultures, while combining it with fantasy to make it a separate, unique place. Many disparate characters are at home in Golarion's setting, and there are many historical events, people, and plot hooks that a player can base a character around.

The Age of Lost Omens

For most of Golarion's existence, arcane prophecy and divine visions foretold of major events and great heroes. In 4606 AR, prophecy decreed that the God of Humanity, Aroden, would return to Golarion and usher in a new age of glory. Instead, Aroden died, destroying the reliability of prophecy with him. Unbound and unguided by fate, the people of Golarion are now free to carve out their own destinies in the current era, the Age of Lost Omens.

What Does My Character Know?

As someone who lives in a magical fantasy world, a person from Golarion has a different set of assumptions than someone from modern Earth. The following are some of these setting assumptions to keep in mind as you create your character. For more information on the world of Golarion, see the *Pathfinder Lost Omens World Guide* for a basic primer, and the Lost Omens setting line for a deeper look at different parts of the world.

- **Golarion is magical.** Stories of wizards who can cast spells and pious servants of the gods who can conjure miracles are commonplace, and people know that they are real. While very powerful magicians are rare, most villages have a few people who have some minor magical ability.
- **Golarion has technology.** The concept of a flintlock pistol or a clockwork machine isn't baffling to most people, though there are exceptions in some regions. However, the line between technology and magic is fuzzy for many, and they might easily mistake one for the other!
- **Golarion is multicultural.** Much like the real world, Golarion has many different nations and cultures all across the globe. Magical transportation, historical explorations, and well-trod trade routes have seen people from all over the world travel to other locales. While immigrants and travelers from other continents may not be common, they're certainly not impossible.
- **Golarion is ancient.** The known history of Golarion spans nearly 6,000 years, and that doesn't include the history that people don't know about! This long and storied past means that there's always some new secret or discovery to be dug up by scholars—or some ancient curse or threat waiting to be uncovered and set free.
- **Golarion is dangerous.** There's almost always something causing trouble on Golarion, from bandits to dragons to corrupt nobles and would-be tyrants. Those who seek to travel look to brave adventurers to forge the way, ensuring their safety in a frightening world!

Adjusting the Setting

Feel free to make Golarion your own! If something we write in our books gets in the way of a concept you want to play, ask your group and your GM if you can change it. What's important isn't that you agree with the "official" material that we publish, but that the people you play with facilitate communal storytelling.

In fact, you don't have to use this setting! While the Pathfinder RPG rules do make some assumptions about the world, many of these assumptions are common within the fantasy genre. Elements that are more specific to Golarion are often confined to certain feats and archetypes, which you can change and remove as you see fit. You can easily use the rules of Pathfinder to run a different setting, or a world of your own creation.

Pathfinder Society

A prominent group of adventurers, explorers, and chronicle-keepers, the Pathfinder Society is well known across Golarion. This name is shared with Paizo's official organized play campaign played around our world. Visit **PathfinderSociety.club** to learn how you can participate!

The Inner Sea Region

Because Golarion is so large, much of the adventures and information we publish is focused on a specific region of the world. This region is known as the Inner Sea region, consisting of the northern continent of Avistan and half of the southern continent known as Garund. The titular Inner Sea was created when a meteor struck the planet in an event known as Earthfall, which created a long gulf that is now filled with water.

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For simplicity, the Inner Sea region is further divided into the following ten regions, which each have different themes. These themes can help you tie your character to the world, giving them a backstory that feels like part of a larger story. Note that some of these themes are based on rules and lore from other books, giving you even more character possibilities.

Absalom and the Starstone Isle

Theme: Fantasy Megacity

Known as the City at the Center of the World, Absalom displays the glory and squalor that only a major metropolis can provide. Its crowning jewel is the *Starstone*, a magic artifact that can turn someone who touches it into a god—but only a handful of people have ever survived the attempt. Absalom's glittering promise of opportunity is there for those who reach for it, provided they ignore the pile of bodies that promise is built on.

Example Characters

- A jaded investigator seeking answers, but knowing the truth lies with powerful people out of your reach.
- A sewer kobold trap master, protecting your home from threats above and below with machinery and guile.
- A servant of a failed god, conjuring the essence of your master to give them another chance at divinity.

Broken Lands

Theme: Survival in an Extreme Land

Civilization is disconnected in the Broken Lands, separated by miles of brutal terrain. In some nations, these landscapes are simply wild, filled with hardships that other lands have forgotten—rushing rivers and craggy earth, where settlers face down harsh winters and wild animals to survive. In other nations, the environment is plagued by unnatural dangers, such as scattered legions of forsaken demons or metallic horrors that fell from the stars. Living is a constant battle that leaves little time for anything else, but those who manage it are usually self-sufficient and tough as nails.

This region includes Brevoy, a nation once united by a dragon-riding conqueror but now on the brink of civil war; Mendev, a crusader nation struggling against the remnants of demonic armies; Numeria, a harsh land plagued by robotic horrors from a crashed spaceship; Razmiran, an exploitive theocracy ruled by a living god; the River Kingdoms, a lawless region where kingdoms rise and fall by the year; and the Sarkoris Scar, a demon-blighted land that has recently gained a spark of hope that one day it might be restored.

Example Characters

- A battle-scarred demon slayer, veteran of a crusade against the Outer Rifts that lasted over 100 years.
- A barbarian who wields an unearthly sword, a technological trophy beyond your understanding.
- A god caller, who summons one of the Old Sarkorian gods into incarnate form to stalk the earth by your side.
- A disguised android, child of a fallen starship, tasked with finding your way in a world that doesn't understand you.
- A would-be king, determined to carve a nation from the wilderness—and if you're lucky, keep it.

Eye of Dread

Theme: Horror and War

The Eye of Dread is a land that is soaked in blood. From the earliest days after Earthfall, when the orc hordes boiled up from underground tunnels ahead of their dwarven foes, the region has been plagued by conflict and carnage. The infamous lich Tar-Baphon, known as the Whispering Tyrant, has raised undead armies here three times; he has been pushed back twice by heroes, but it remains to be seen whether he can be felled once more. Yet even the overwhelming threat of the lich may not be able to overcome the old hatreds and jingoistic warhawks that have plagued the area, as Molthune plots to conquer Nirmathas and find revenge against Oprak.

This region includes Belkzen, the home of the orc holds that recently united under threat from Tar-Baphon; the Gravelands, formerly the nation of Lastwall, which Tar-Baphon utterly destroyed a few years ago; the Eye of Terror, the island that serves as Tar-Baphon's lair; Molthune, a militaristic and jingoistic nation that has recently taken several blows to its pride; Nirmathas, a fiercely independent region in a precarious fight for its survival; Oprak, a newly founded nation for hobgoblins and other peoples often considered "monsters"; and Ustalav, a grim and haunted nation filled with ghosts, werecreatures, vampires, and other children of the night.

Example Characters

- A doomed noble scion of Ustalav, seeking an end to your family's curse before it claims your life.
- An outcast inventor, shunned for your forays into new technologies and their untapped potential.
- A crusader against undead hordes, praying your newfound camaraderie and the Crimson Oath you swore will keep you safe, or at least make your death quick and clean.
- A grim orc champion, veteran of wars against humanity, now tasked with making alliances and inroads with people you once despised.

Golden Road

Theme: Wealth and Ancient Empires

Though the deserts in this region may seem inhospitable, its rivers teem with life, including some of the oldest civilizations in the Inner Sea. The prestige of these civilizations, combined with extremely lucrative trade routes, has made the local nations wealthy and luxurious for many. Despite this stability, the land isn't short on perils—an ancient history leaves plenty of old monsters and curses, and long-entrenched evils lurk in uninhabited reaches to prey on the unwary. Keeping such old empires from falling into decline may be an even

greater challenge, and both rulers and scholars search for new ways to keep their nations relevant in a changing world.

This region includes Katapesh, a market city that made its fortune on illicit dealings; Osirion, an empire filled with ruins from its glorious past; Qadira, a distant satrapy of the eastern Kelesh Empire; Rahadoum, a nation of militant atheists who banned religion after holy wars devastated their country; and Thuvia, a small nation renowned for alchemical and technological wonders.

Example Characters

- A curse-dodging archaeologist, given special permission by the Ruby Prince to explore ancient tombs and remove their dangers.
- An atheist scientist, developing innovative medicine to heal without bowing to the demands of gods.
- A clockwork engineer, struggling to recreate the wondrous technologies of a long-extinct empire.
- A desert nomad, with knowledge of how to avoid the demons and howling monsters of the Golden Road, constantly sought by merchants as a guide.
- A student of alchemy, hoping to one day gain admittance to the Citadel of the Alchemist, and learn from the man who discovered the secret of immortality.

High Seas

Theme: Lawless Reaches and Swashbuckling Adventure

Try as they might, no nation can claim control of the seas. Fleets from powerful empires have sought to try, only to run afoul of marauding corsairs and supernatural hurricanes. Despite the sea's crucial role in travel and trade, monsters, privateers, and underwater civilizations make the oceans something close to a free-for-all—and that's just how many of its residents like it. The pirates of the Shackles are a scourge on merchants, and navies are locked in a formidable arms race to stay one step ahead of the swift raiding ships. Mysterious locales also dot the vast oceans: the twisting Mordant Spire, the assassin headquarters of Mediogalti Island, or the shattered chunks that remain of the destroyed continent of Azlant.

Example Characters

- A Red Mantis assassin, tasked by your god to carry out bloody contracts for money as a holy rite.
- An elf of the Mordant Spire, following the mysterious whispers of a deceased divinity.
- A tengu jinx eater, believed by your seafaring comrades to be able to devour misfortune—so much so they press-ganged you into service!

Impossible Lands

Theme: Powerful Magic—and its Consequences

The Impossible Lands exist, despite their common moniker, but have been dubbed as such by those in disbelief of their splendors—and in horror of their atrocities. A magical war between two immortal wizards dragged on for millennia, and the damage done by their hubris has never healed. Huge stretches of land are blighted by erratic magic and undead mutants, and plagued by hellish storms of molten glass and living weapons of war. In response to the chaos of magic gone wrong, people have developed technology to rely upon instead, though these destructive guns and cannons may prove just as ruinous as the spells they were meant to replace.

This region includes Alkenstar, a technological city that lies in a region where magic is dead; Geb, a nation ruled by a ghostly wizard and his undead subjects; Jalmeray, a colony of Vudra, filled with magic, martial disciplines, and a stained legacy; the Mana Wastes, a desert wracked by erratic magic from the wizard wars; and Nex, a nation of magical wonders that hides its rotting interior.

Example Characters

- A gun-toting mutant staging raids on caravans to acquire precious ammunition and black powder.
- A student alchemist in the glass-domed city of Oenopion, who saw the horrible fate of another apprentice and now fears for your life.
- A magical doll designed to be a simple helper construct, but who has begun to develop a mind of your own.
- A street prophet who has heard the whispers of victims that were murdered and thrown into the ooze bath that dwells beneath your city.

Mwangi Expanse

Theme: Mighty Cities and Abundant Wilds

One of the most diverse regions on Golarion, this equatorial landscape is filled with jungles, savannas, mountains, and swamps. Nestled in this wilderness are great city-states, isolated mainly due to their self-sufficiency. The Mwangi Expanse is rich in resources and danger alike, both stemming mainly from the natural world—though supernatural menace likewise lurks in the forests, from carnivorous firefly gods to demonic gorillas.

This region includes Bloodcove, a haven for pirates across the Inner Sea; Kibwe, a merchant city watched over by mysterious statues; Mzali, an ancient city under the rule of a mummified child; Nantambu, home of the oldest magical academy in the Inner Sea; Senghor, a naval powerhouse with unique ceramic ships; Usaro, a chaotic city controlled by demonic apes and monkeys; and Vidrian, a nation that recently threw off its colonial shackles.

Example Characters

- A student of the Magaambya, plucked from your village life to study at the magical college in Nantambu.
- A Vidric rebel, who wrested the freedom of your nation from foreign overlords and pirates alike.
- A warrior of the Bright Lions, seeking to overthrow the undead child-god who rules over your city.
- An astrologist of the drowned nation of Lirgen, tirelessly researching a means to end the eternal hurricane that destroyed your homeland.

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Old Cheliax

Theme: Political and Spiritual Corruption

The nation of Cheliax is Hell come to earth. In the wake of Aroden's death, a civil war between nobles saw House Thrune rise triumphant—their victory sealed by a bargain with devils. What was once one of the greatest human empires on Golarion has declined into an iron-fisted tyranny, crushing any dissent with the full force of the state. Its allies include the nation of Nidal, a land that turned itself over to the god of darkness and pain in order to survive an apocalypse. These twisted kingdoms have not gone unchallenged, however, and rebellion continues to foment in the wake of their cruelties.

This region includes Cheliax, a damned empire whose leaders have pledged themselves to Hell; Isger, a vassal of Cheliax wracked by neglect and war; Nidal, the shadowy domain of Zon-Kuthon; and Ravounel, a former vassal state that freed itself from Cheliax via a contractual loophole.

Example Characters

- A halfling rebel, using your status as an ignored underclass to spy on your masters for freedom fighters.
- A secret follower of Desna, the god of luck and dreams, preaching in Nidal while avoiding the notice of the nation's shadowy priests.
- A noble of Cheliax who signed a contract with the devil in your youth and are starting to have second thoughts.
- A native of Nidal, gifted with power over darkness from your patron god of Zon-Kuthon—whether you worship him or not.

Saga Lands

Theme: Heroic Adventure and Legacy

A sprawling frontier dotted with cities, this region demands exploration both by custom and necessity. Many people here still live nomadic lifestyles, traveling wilderness roads in lively caravans, or following herds of massive megafauna that serve as food. As often as not, one can find adventure on these journeys, as the land is riddled with curious ruins and epic monsters. The mysteries of the Saga Lands don't rest easily, as powerful spellcasters from the ancient past have returned over the last few decades, intent on reclaiming what was once theirs!

This region includes Irrisen, a frozen land conquered by the witch Baba Yaga and now ruled by her descendants; the Lands of the Linnorm Kings, a nation of fearsome warriors and raiders; New Thassilon, a pair of cities brought forward in time from thousands of years in the past; the Realm of the Mammoth Lords, where megafauna from ancient times still lives side by side with humanity; and Varisia, where strange and powerful cities dot a sprawling wilderness.

Example Characters

- An ice witch granted frost magic by a distant relation to Baba Yaga, trying to avoid attention from your cruel and powerful relatives.
- An average citizen of a long-lost empire, dragged through time by magical powers beyond your control.
- A Varisian merchant sprinting across the continent to sell your goods for high prices to southern nobles.

Shining Kingdoms

Theme: Knights, Councils, and Castles

Tales of gallant cavaliers and fire-breathing dragons dominate the cultural zeitgeist of this land—though these days, dragons are sparse on the ground, and cavaliers far more worldly and unpleasant. Though not home to the most powerful of nations, the influence of this region can't be overstated. Armies from this land have marched to face some of the direst threats the Inner Sea region has ever seen, while scholars from cities spread their ideology across the world, from rousing endorsements of democracy to bloody justice and rebellion.

This region includes Andoran, a bastion for democratic governance and freedom for all; Druma, a trade hub obsessed with material gain; the Five Kings Mountains, home to fractured kingdoms of the dwarves; Galt, a land wracked from violence and revolution; Kyonin, the illusion-cloaked homeland of the elves; and Taldor, the ossified remnants of one of the most powerful empires in the Inner Sea.

Example Characters

- A smiling government agent, seeking out enemies of the state and dealing with them as necessary.
- An elven ranger that stalks the corrupted forest of Tanglebrair, sniping any demons you encounter from your forested perches.
- A dwarven delver, exploring deep tunnels beneath the earth and risking encounters with the terrible creatures that lurk down there.

Regional Languages

These regional languages are uncommon outside the region of their genesis. A character hailing from one of the regions listed below automatically has access to that language. In the Inner Sea region, the language referred to as Common elsewhere in the rules is the same as Taldane.

TABLE 2–3: REGIONAL LANGUAGE

Language	Speakers
Hallit	Broken Lands, Eye of Dread, Saga Lands
Kelish	Golden Road
Mwangi	Mwangi Expanse, the Shackles, Thuvia, Vidrian
Osiriani	Geb, Katapesh, Mana Wastes, Nex, Osirion, Rahadoum, Thuvia
Shoanti	Hold of Belkzen, Varisia
Skald	Irrisen, Lands of the Linnorm Kings
Tien	Lands of the Linnorm Kings, Realm of the Mammoth Lords, Tian Xia
Varisian	Brevoy, the Gravelands, Nidal, Nirmathas, Ustalav, Varisia
Vudrani	Jalmeray, Katapesh, Nex, Vudra

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RELIGION

Selection of a deity is critical for clerics, but most characters pay respect to at least one deity to find a focus in life and guide their choices, especially in times of hardship or need. Some people instead worship a group of deities arranged in a pantheon, follow a non-deific religion like the Green Faith, or adhere to a specific philosophy. Note that far more deities, religions, and philosophies exist on any world, Golarion included, than those detailed below.

Deities

Anyone can worship a deity, but those who do so devoutly should take care to pursue the faith's edicts (behaviors the faith encourages) and avoid its anathemas (actions considered blasphemous, and could cause a god to revoke their blessings). Each deity below has their name and title, followed by a short description and cultural information, including the attributes for characters who have the Raised by Belief background (page 88). Following that are the benefits available to the most ardent devotees of the deities. You get these benefits only if you're a cleric of the deity or some other rule specifically gives you a devotee benefit.



Abadar

Abadar, Master of the First Vault, seeks to bring civilization to the wilds of the world, encourages adherence to the law, and promotes commerce and trade within civilization. He also encourages cooperation among ancestries.

Areas of Concern cities, law, merchants, and wealth
Edicts bring civilization to the frontiers, earn wealth through hard work and trade, follow the rule of law
Anathema engage in banditry or piracy, steal, undermine a law-abiding court
Divine Attribute Constitution or Intelligence

Devotee Benefits

Cleric Spells 1st: *illusory object*, 4th: *creation*, 7th: *planar palace*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Society
Domains cities, earth, travel, wealth
Favored Weapon crossbow



Asmodeus

Asmodeus, Prince of Darkness, delights in tempting mortals to give in to corruption. He promotes hierarchies where everyone knows their place, and he takes advantage of order for his own selfish benefit.

Areas of Concern contracts, oppression, pride, and tyranny
Edicts negotiate contracts to your best advantage, rule tyrannically and torture weaker beings, show subservience to your betters
Anathema break a contract, share power with the weak, insult Asmodeus by showing mercy to your enemies
Divine Attribute any (characters who commit themselves to Asmodeus this way have their souls bound to the Dark Prince for all eternity)

Devotee Benefits

Cleric Spells 1st: *charm*, 4th: *suggestion*, 6th: *mislead*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Deception
Domains confidence, fire, trickery, tyranny
Favored Weapon mace



Calistria

Calistria, the Savored Sting, is a mischievous and mercurial god of attraction who delights in tricking others and seeks vengeance on those who slight her. Though Calistria is most widely worshipped by elves, members of many other ancestries follow her as well.

Areas of Concern lust, revenge, and trickery
Edicts pursue your personal freedom, seek hedonistic thrills, take revenge
Anathema become too consumed by love or a need for revenge, let a slight go unanswered
Divine Attribute Dexterity or Charisma

Devotee Benefits

Cleric Spells 1st: *charm*, 3rd: *enthrall*, 6th: *mislead*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Deception
Domains pain, passion, secrecy, trickery
Favored Weapon whip



Cayden Cailean

The Accidental God ascended from mortal life on a drunken dare. Cayden, the Drunken Hero, promotes freedom and encourages others to find their own path in life. He fights for just causes and delights in the best indulgences.

Areas of Concern ale, bravery, freedom, and wine
Edicts drink, aid the oppressed, seek glory and adventure
Anathema waste alcohol, be mean or standoffish when drunk, oppress the vulnerable
Divine Attribute Constitution or Charisma

Devotee Benefits

Cleric Spells 1st: *fleet step*, 2nd: *stupefy*, 5th: *hallucination*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Athletics
Domains cities, freedom, indulgence, might
Favored Weapon rapier

SANCTIFICATION

Some deities sanctify their clerics and similarly devoted followers. This gives the follower the holy or unholy trait. The **holy trait** (page 456) indicates a powerful devotion to altruism, helping others, and battling against unholy forces like fiends and undead. The **unholy trait** (page 462), in turn, shows devotion to victimizing others, inflicting harm, and battling celestial powers. Deities that list "must choose" mandate gaining the trait and those that list "can choose" give the devotee the option to choose the trait or not. You can have the holy trait, unholy trait, or neither, but can *never* have both the holy and unholy traits.

Spells and other effects can also have these traits, making them more powerful against creatures with the opposite trait. Some spells and abilities have the **sanctified trait**. If you have the holy or unholy trait, when you use a sanctified ability you add your holy or unholy trait to it.



Desna

Desna set her sights on the heavens, placing stars in the sky to guide travelers through the darkness and dreamers through nightmares. The Song of Spheres delights in freedom and mystery, and encourages her followers to do the same.

Areas of Concern dreams, luck, stars, and travelers
Edicts aid fellow travelers, explore new places, express yourself through art and song, find what life has to offer
Anathema cause fear or despair, cast *nightmare* or use similar magic to corrupt dreams, engage in bigoted behavior
Divine Attribute Charisma or Dexterity

Devotee Benefits

Cleric Spells 1st: *sleep*, 4th: *translocate*, 5th: *dreaming potential*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Acrobatics
Domains dreams, luck, moon, travel
Favored Weapon starknife



Erastil

Long ago, Erastil was a horned god of the hunt, but his worship evolved to focus on rural communities. Old Deadeye desires nothing more than peaceful lives for his followers, calling them to arms only when that pastoral existence is threatened.

Areas of Concern family, farming, hunting, and trade
Edicts care for your home and family, fulfill your duties, keep the peace, protect the community
Anathema abandon your home in its time of need, choose yourself over your community, tarnish your reputation, tell lies
Divine Attribute Constitution or Wisdom

Devotee Benefits

Cleric Spells 1st: *sure strike*, 3rd: *wall of thorns*, 5th: *nature's pathway*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Survival
Domains earth, family, nature, wealth
Favored Weapon longbow



Gorum

Anyone who seeks glory on the battlefield calls out prayers to Our Lord in Iron. Gorum emphasizes might, encouraging his followers to seek out war and combat as the ultimate way to worship him.

Areas of Concern battle, strength, and weapons
Edicts attain victory in fair combat, push your limits, wear armor in combat
Anathema kill prisoners or surrendering foes, prevent conflict through negotiation, win a battle through underhanded tactics or indirect magic
Divine Attribute Strength or Constitution

Devotee Benefits

Cleric Spells 1st: *sure strike*, 2nd: *enlarge*, 4th: *weapon storm*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Athletics
Domains confidence, destruction, might, zeal
Favored Weapon greatsword



Gozreh

A deity of two aspects, Gozreh is the sea that encapsulates the land and the wind that moves its surface. The Wind and the Waves are popular with druids and those who seek to preserve the wilds.

Areas of Concern nature, the sea, and weather
Edicts cherish, protect, and respect nature in all its forms
Anathema bring civilization to intrude on the wild, create undead, despoil areas of natural beauty
Divine Attribute Constitution or Wisdom

Devotee Benefits

Cleric Spells 1st: *gust of wind*, 3rd: *lightning bolt*, 5th: *control water*
Divine Font *heal*
Divine Sanctification none
Divine Skill Survival
Domains air, nature, travel, water
Favored Weapon trident



Iomedae

Prior to her ascension and inheritance of many of the god of humanity's worshippers, Iomedae was a holy warrior in wars against the undead. The Inheritor upholds the values of virtue, fighting against the wicked and unjust.

Areas of Concern honor, justice, rulership, and valor
Edicts be temperate, fight for justice and honor, hold valor in your heart

Anathema abandon a companion in need, dishonor yourself, refuse a challenge from an equal
Divine Attribute Strength or Constitution

Devotee Benefits

Cleric Spells 1st: *sure strike*, 2nd: *enlarge*, 4th: *fire shield*
Divine Font *heal*
Divine Sanctification must choose holy
Divine Skill Intimidation
Domains confidence, might, truth, zeal
Favored Weapon longsword



Irori

As a mortal, Irori attained true enlightenment, allowing him to break free of the shackles of mortality and achieve divinity. As a god, he is the Master of Masters and promotes discipline and teaches that one who can master themself finds the greatest benefits the world can provide.
Areas of Concern history, knowledge, and self-perfection
Edicts be humble; help others perfect themselves; hone your body, mind, and spirit to a more perfect state; practice discipline
Anathema engage in overly unhealthy or self-destructive behaviors, destroy an important historical text, repeatedly fail to maintain self-control
Divine Attribute Intelligence or Wisdom

Devotee Benefits

Cleric Spells 1st: *jump*, 3rd: *haste*, 4th: *mountain resilience*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Athletics
Domains knowledge, might, perfection, truth
Favored Weapon fist



Lamashtu

Lamashtu, the Mother of Monsters, revels in corruption of the pure. The physical changes and nightmares left by her interventions are treated as gifts by her followers and unwelcome terrors by the outside world. There are some that find respite or even a family among Lamashtu's followers due to the faith's greater acceptance of differences.
Areas of Concern aberrance, monsters, and nightmares
Edicts bring power to outcasts and the downtrodden, indoctrinate others in Lamashtu's teachings, make the beautiful monstrous, reveal the corruption and flaws in all things
Anathema attempt to change that which makes you different, provide succor to Lamashtu's enemies
Divine Attribute Strength or Constitution

Devotee Benefits

Cleric Spells 1st: *spider sting*, 2nd: *animal form*, 4th: *nightmare*
Divine Font *harm* or *heal*
Divine Sanctification can choose unholy
Divine Skill Survival
Domains family, might, nightmares, trickery
Favored Weapon falchion



Nethys

Once a mortal master of magic, Nethys sought to unlock all the secrets of the planes, ascending to godhood as his mind truly understood the entire potential of magic. The All-Seeing Eye is a dualistic god, teaching both the destructive and protective potential of magic.
Areas of Concern magic
Edicts seek out magical power and use it
Anathema pursue mundane paths over magical ones
Divine Attribute Intelligence or Wisdom

Devotee Benefits

Cleric Spells 1st: *force barrage*, 2nd: *embed message*, 3rd: *levitate*, 4th: *flicker*, 5th: *telekinetic haul*, 6th: *wall of force*, 7th: *warp mind*, 8th: *quandary*, 9th: *detonate magic*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Arcana
Domains destruction, knowledge, magic, protection
Favored Weapon staff



Norgorber

This shadowy figure is worshipped in four aspects: Blackfingers, ally of alchemists and poisoners; the murderous Father Skinsaw; the thieving Gray Master; and the secretive Reaper of Reputation.
Areas of Concern greed, murder, poison, and secrets
Edicts keep your true identity secret, sacrifice anyone necessary, take every advantage in a fight, work from the shadows
Anathema allow your true identity to be connected to your foul dealings, share a secret freely, show mercy
Divine Attribute Dexterity or Intelligence

Devotee Benefits

Cleric Spells 1st: *illusory disguise*, 2nd: *invisibility*, 4th: *vision of death*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Stealth
Domains death, secrecy, trickery, wealth
Favored Weapon shortsword



Pharasma

Ancient and powerful beyond even most other gods, Pharasma judges the souls of all who perish from her throne in the Boneyard. Through these judgments, the Lady of Graves ensures that the natural cycle of birth and death—the River of Souls—is not disrupted.
Areas of Concern birth, death, fate, prophecy, and time
Edicts strive to understand ancient prophecies, destroy undead, lay bodies to rest
Anathema create undead, desecrate a corpse, rob a tomb
Divine Attribute Constitution or Wisdom

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Devotee Benefits

Cleric Spells 1st: *mindlink*, 3rd: *ghostly weapon*, 4th: *vision of death*
Divine Font *heal*
Divine Sanctification none
Divine Skill Medicine
Domains death, fate, healing, knowledge
Favored Weapon dagger



Rovagug

Rovagug, the Rough Beast, was long ago imprisoned within Golarion's core at the hands of many other deities working in concert, and he seeks to one day break free and wreak havoc upon the world. He is served by his spawn and those who seek the ultimate destruction of all things.

Areas of Concern destruction, disaster, and wrath
Edicts destroy all things, free Rovagug from his prison
Anathema create something new, let material ties restrain you, torture a victim or otherwise delay its destruction
Divine Attribute Strength or Constitution

Devotee Benefits

Cleric Spells 1st: *breathe fire*, 2nd: *enlarge*, 6th: *disintegrate*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Athletics
Domains air, destruction, earth, zeal
Favored Weapon greataxe



Sarenrae

Once a powerful angel and empyreal lord, Sarenrae led the charge to imprison Rovagug. The Dawnflower seeks to redeem evil where possible, burn it away with the fire of the sun when it can't be redeemed, and restore those harmed by evil's machinations.

Areas of Concern healing, honest redemption, and the sun
Edicts destroy the Spawn of Rovagug, protect allies, provide aid to the sick and wounded, seek and allow redemption
Anathema create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil
Divine Attribute Constitution or Wisdom

Devotee Benefits

Cleric Spells 1st: *breathe fire*, 3rd: *fireball*, 4th: *wall of fire*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Medicine
Domains fire, healing, sun, truth
Favored Weapon scimitar



Shelyn

Shelyn, the Eternal Rose, promotes peace and love, and she encourages her followers to create beauty in a sometimes-dark world. She seeks to one day redeem her corrupted brother, Zon-Kuthon.

Areas of Concern art, beauty, love, and music
Edicts be peaceful, choose and perfect an art, lead by example, see the beauty in all things
Anathema destroy art or allow it to be destroyed, unless saving a life or pursuing greater art; refuse to accept surrender
Divine Attribute Wisdom or Charisma

Devotee Benefits

Cleric Spells 1st: *dizzying colors*, 3rd: *enthrall*, 4th: *creation*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill select Crafting or Performance
Domains creation, family, passion, protection
Favored Weapon glaive



Torag

Although revered by many dwarves as the Father of Creation, Torag strives to protect every community where he is worshipped and is also followed by those who treasure crafting and creation.

Areas of Concern forge, protection, and strategy
Edicts be honorable and forthright, keep your word, respect the forge, serve your people
Anathema tell lies or cheat someone, intentionally create inferior works, show continued mercy to the enemies of your people when such enemies prove they are undeserving
Divine Attribute Constitution or Wisdom

Devotee Benefits

Cleric Spells 1st: *mindlink*, 3rd: *earthbind*, 4th: *creation*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Crafting
Domains creation, earth, family, protection
Favored Weapon warhammer



Urgathoa

So infatuated with the pleasures of the living world, Urgathoa escaped the clutches of death and the afterlife, becoming the first undead. The Pallid Princess now revels in the sharing of her hedonistic ways and spreading undeath.

Areas of Concern disease, gluttony, and undeath
Edicts become undead upon death, create or protect the undead, sate your appetites
Anathema deny your appetites, destroy undead, sacrifice your life
Divine Attribute Constitution or Wisdom

Devotee Benefits

Cleric Spells 1st: *goblin pox*, 2nd: *false vitality*, 7th: *mask of terror*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Intimidation
Domains indulgence, magic, might, undeath
Favored Weapon scythe

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DOMAINS

Clerics and some other devotees can gain domain spells from their deities. The following domains are used by the primary deities of Golarion. See page 113 to learn how clerics gain domain spells, and find the spells on pages 372–381.

Domain	Description
Air	You can control winds and the weather.
Ambition	You strive to keep up with and outpace the competition.
Cities	You have powers over urban environments and denizens.
Confidence	You overcome your fear and project pride.
Creation	You have divine abilities related to crafting and art.
Darkness	You operate in the darkness and take away the light.
Death	You have the power to end lives and destroy undead.
Destruction	You are a conduit for divine devastation.
Dreams	You have the power to enter and manipulate dreams.
Earth	You control soil and stone.
Family	You aid and protect your family and community more effectively.
Fate	You see and understand hidden inevitabilities.
Fire	You control flame.
Freedom	You liberate yourself and others from shackles and constraints.
Healing	Your healing magic is particularly potent.
Indulgence	You feast mightily and can shake off the effects of overindulging.
Knowledge	You receive divine insights.
Luck	You're unnaturally lucky and keep out of harm's way.
Magic	You perform the unexpected and inexplicable.
Might	Your physical power is bolstered by divine strength.
Moon	You command powers associated with the moon.
Nature	You hold power over animals and plants.
Nightmares	You fill minds with horror and dread.
Pain	You punish those who displease you with the sharp sting of pain.
Passion	You evoke passion, whether as love or lust.
Perfection	You strive to perfect your mind, body, and spirit.
Protection	You ward yourself and others.
Secrecy	You protect secrets and keep them hidden.
Sun	You harness the power of the sun and other light sources, and punish undead.
Travel	You have power over movement and journeys.
Trickery	You deceive others and cause mischief.
Truth	You pierce lies and discover the truth.
Tyranny	You wield power to rule and control others.
Undeath	Your magic carries close ties to the undead.
Water	You control water and bodies of water.
Wealth	You hold power over wealth, trade, and treasure.
Zeal	Your inner fire increases your combat prowess.



Zon-Kuthon

Once a god of art, beauty, and music, like Shelyn, the Midnight Lord returned from a sojourn in the dark spaces between the planes horribly changed. Zon-Kuthon now teaches the pleasures of pain and darkness.

Areas of Concern darkness, envy, loss, and pain
Edicts bring pain to the world, mutilate your body
Anathema create permanent or long-lasting sources of light, provide comfort to those who suffer
Divine Attributes Constitution or Wisdom

Devotee Benefits

Cleric Spells 1st: *phantom pain*, 3rd: *wall of thorns*, 5th: *umbral journey*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Intimidation
Domains ambition, darkness, destruction, pain
Favored Weapon spiked chain

Faiths and Philosophies

Of course, faith can express itself in more ways than venerating a single deity—or a deity at all. A few examples of non-deific religions and philosophies are presented below. These faiths and philosophies don't have an external godhead that offers benefits to devotees.



Atheism

While most concede that the gods exist, some do not view them as worthy of worship, and a few even deny their presence altogether.

Edicts pursue your own agenda with faith in your ability to excel
Anathema offer prayers to a deity



Green Faith

The worshippers of the Green Faith count many druids among their number. They view nature as divine and draw strength from the knowledge of their place in the natural order.

Edicts guide civilization to grow in harmony with nature, preserve areas of natural wilderness, protect endangered species
Anathema cause damage to natural settings, kill animals for reasons other than self-defense or sustenance, allow abuse of natural resources



Chapter 2: Ancestries & Backgrounds

Your character's ancestry determines which people they call their own, whether it's diverse and ambitious humans, insular but vivacious elves, traditionalist and family-focused dwarves, or any of the other folk who call Golarion home. A character's ancestry and their experiences prior to their life as an adventurer—represented by a background—might be key parts of their identity, shape how they see the world, and help them find their place in it.

A character has one ancestry and one background, both of which you select during character creation. You'll also select a number of languages for your character. Once chosen, your ancestry and background can't be changed.

This chapter is divided into four parts:

- **Ancestries** express the culture your character hails from. Within ancestries are heritages—subgroups that have unique characteristics. An ancestry provides attribute boosts (and perhaps attribute flaws), Hit Points, ancestry feats, and sometimes additional abilities.
- **Versatile heritages**, starting on page 74, are heritage options available to all ancestries for extra customization, such as a character who has a mixed ancestry or one with a more unique or unusual origin.
- **Backgrounds**, starting on page 84, describe training or environments your character experienced before becoming an adventurer. Your character's background provides attribute boosts, skill training, and a skill feat.
- **Languages**, starting on page 89, let your character communicate with the wonderful and weird people and creatures of the world.

Ancestry Entries

Each entry includes details about the ancestry and presents the rules elements described below.

Hit Points

This tells you how many Hit Points your character gains from their ancestry at 1st level. You'll add the Hit Points from your character's class (including their Constitution modifier) to this number. For more on calculating Hit Points, see Step 7: Record Class Details, on page 24.

Size

This tells you the physical size of members of the ancestry. Medium corresponds roughly to the height and weight range of a human adult, and Small is roughly half that.

Speed

This entry lists how far a member of the ancestry can move each time they spend an action (such as Stride) to do so.

Attribute Boosts & Flaws

When creating a character of this ancestry, you apply attribute boosts to increases some attribute modifiers, and possibly attribute flaws to decrease others (depending on the ancestry). For more about attribute boosts and flaws, see page 19.

Alternate Ancestry Boosts: Because of the wide variety of people within any ancestry, you can *always* choose to take two free boosts to represent your character, even if the ancestry normally has three boosts and a flaw.

Languages

This tells you the languages that members of the ancestry speak at 1st level. If your Intelligence modifier is +1 or higher, you can select more languages from a list given here. More about languages can be found on page 89.

Traits

These descriptors have no mechanical benefit, but they're important for determining how certain spells, effects, and other aspects of the game interact with your character.

Special Abilities

Any other entries in the sidebar represent abilities, senses, and other qualities all members of the ancestry manifest. These are omitted for ancestries with no special rules.

Heritages

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

Ancestry Feats

This section presents ancestry feats, which allow you to customize your character. You gain your first ancestry feat at 1st level, and you gain another at 5th level, 9th level, 13th level, and 17th level, as indicated in the class advancement table in the descriptions of each class.

Ancestry feats are organized by level. As a starting character, you can choose from only 1st-level ancestry feats, but later choices can be made from any feat of your level or lower. These feats also sometimes list prerequisites—requirements that your character must fulfill to select that feat.

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DWARF

Dwarves have a well-earned reputation as a stoic and stern people, but they also have an unbridled zeal and deeply value artisanship. To a stranger, they can seem untrusting and clannish, but to their friends and family, they are warm and caring. While trust from a dwarf is hard-won, once gained it is as strong as iron.

If you want to play a character who is as hard as nails, a stubborn and unrelenting adventurer, with a mix of rugged toughness and deep wisdom, you should play a dwarf.

You might...

- Strive to uphold your personal honor and refuse to back down
- Appreciate quality craftsmanship in all forms and insist upon it for all your gear.



Others probably...

- See you as stubborn, though whether this is an asset or a detriment changes from moment to moment.
- Recognize the deep connection you have with your family, heritage, and friends.

Physical Description

Dwarves are short and stocky, standing about a foot shorter than most humans. They have wide, compact bodies and burly frames. Dwarves of all genders pride themselves on the length of their hair and beards, which they often braid into intricate patterns, some of which represent specific clans. A long beard is a sign of maturity and honor among many dwarf clans.

Dwarves typically reach physical adulthood around the age of 25, though their traditionalist culture places more value on completing coming-of-age ceremonies unique to each clan than reaching a certain age. A typical dwarf can live to around 350 years old.

Society

Though the ancient dwarven empire fell long ago, overwhelmed by orc and goblinoid enemies, dwarves today retain many of the qualities that once propelled them to greatness: fierceness, gumption, and stubbornness in their endeavors. Dwarves live within mountain Sky Citadels dotted over the surface, which can create vast cultural divides between dwarf clans. Yet nearly all dwarven peoples share a passion for stonework, metalwork, and family.

Few dwarves are seen without their clan dagger strapped to their belt. This dagger is forged just before a dwarf's birth and is distinctive to their clan. Dwarves honor their children with names of ancestors or dwarven heroes. When introducing themselves, dwarves tend to list their family and clan, plus any number of other familial connections and honorifics.

Sample Names: Agna, Bodill, Edrukk, Grunyar, Ingra, Kotri, Morgrym, Rogar, Torra, Yangrit

Beliefs

Dwarves tend to value honor and closely follow the traditions of their clans and kingdoms. They have a strong sense of friendship and justice, though they are often very particular about who they consider a friend. They work hard and play harder—especially when strong ale is involved. Torag, god of dwarvenkind, is dwarves' primary deity, though worship of Torag's family members is also common.

Popular Edicts create art with utility, guard your community against those who would harm it, keep your clan dagger close

Popular Anathema leave an activity or promise uncompleted, forsake your family

Dwarf Heritages

Dwarves take great pride in the resilience of their bloodlines. Choose one of the following dwarven heritages at 1st level.

Ancient-Blooded Dwarf

Dwarven heroes of old could shrug off their enemies' magic, and some of that resistance manifests in you. You gain the Call on Ancient Blood reaction.

Call on Ancient Blood ↻ Trigger You attempt a saving throw against a magical effect, but you haven't rolled yet; **Effect** Your ancestors' innate resistance to magic surges before slowly ebbing down. You gain a +1 circumstance bonus to saving throws on the triggering save and other saves against magical effects until the end of this turn.

Death Warden Dwarf

Your ancestors were tomb guardians, and their power to ward off death passed on to you. If you roll a success on a saving throw against an effect that has the void trait or was created by an undead creature, you get a critical success instead.

Forge Dwarf

You have a remarkable adaptation to hot environments. This grants you fire resistance equal to half your level (minimum 1), and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

Rock Dwarf

Your ancestors lived and worked among the ancient stones of the mountains or the depths of the earth. This makes you solid as a rock when you plant your feet. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Reposition, Shove, or Trip you. This bonus also applies to saving throws against spells or effects that attempt to force you to move or knock you prone.

In addition, if any effect would force you to move 10 feet or more, you are moved only half the distance.

Strong-Blooded Dwarf

Your blood runs hearty and strong, and you can shake off toxins. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

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 dwarf, you select from among the following ancestry feats.

1st Level

Dwarven Doughtiness — Feat 1

DWARF

You are naturally calm and collected in the face of imminent danger. At the end of your turn, reduce your frightened condition by 2 instead of 1.

Dwarven Lore — Feat 1

DWARF

You eagerly absorbed the old stories and traditions of your ancestors, your gods, and your people, studying subjects and techniques passed down for generation upon generation. You gain the trained proficiency rank in Crafting and Religion. If

Hit Points

10

Size

Medium

Speed

20 feet

Attribute Boosts

Constitution
Wisdom
Free

Attribute Flaw

Charisma

Languages

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

Traits

Dwarf
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.

Clan Dagger

You get one clan dagger (page 277) for free, as it was given to you at birth. Selling this clan dagger is a terrible taboo and earns you the disdain of other dwarves.

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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 Dwarf Lore.

DWARVEN WEAPON FAMILIARITY — FEAT 1

DWARF

Your kin have instilled in you an affinity for hard-hitting weapons, and you prefer these to more elegant arms. You gain access to all uncommon weapons with the dwarf trait. You have familiarity with weapons with the dwarf trait plus the battle axe, pick, and warhammer—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.

MOUNTAIN STRATEGY — FEAT 1

DWARF

Dwarves have a long history fighting common foes, and you've mastered the ancient tactics to better face these enemies. You gain a +1 circumstance bonus to damage with weapons and unarmed attacks against creatures with the giant, goblin, hryngar, or orc trait. If your attack would deal more than one weapon die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or unarmed attack dice.

In addition, if any creature critically succeeds at an attack against you and deals damage to you, you gain your bonus to damage against that creature for 1 minute regardless of whether it has the chosen trait.

Special Your GM can add appropriate creature traits to the ancestral foes list if your character is from a community that commonly fights other types of enemies.

ROCK RUNNER — FEAT 1

DWARF

Your innate connection to stone makes you adept at moving across uneven surfaces. You can ignore difficult terrain caused by stone (such as rubble or gravel) and uneven ground made of stone and earth. In addition, when you use the Acrobatics skill to Balance on narrow surfaces or uneven ground made of stone or earth, you aren't off-guard, and when you roll a success at one of these Acrobatics checks, you get a critical success instead.

STONEMASON'S EYE — FEAT 1

DWARF

You understand the intricacies of stonework. You become trained in Crafting. If you're already trained in Crafting, you instead gain the Specialty Crafting skill feat for stonemasonry.

You also gain a +2 circumstance bonus to Perception checks to notice unusual stonework. This bonus applies to checks to discover mechanical traps made of stone or hidden within stone.

If you aren't using the Seek action or searching, the GM automatically rolls a secret check for you to notice unusual stonework anyway. This check doesn't gain your normal circumstance bonus.

UNBURDENED IRON — FEAT 1

DWARF

You've learned techniques first devised by your ancestors during their ancient wars, allowing you to comfortably wear massive suits of armor. Ignore the reduction to your Speed from any armor you wear.

In addition, any time you're taking a penalty to your Speed for some other reason (such as from the encumbered condition or from a spell), deduct 5 feet from the penalty. For example, the encumbered condition normally gives a –10-foot penalty to Speed, but this feat would reduce it to a –5-foot penalty. If your Speed is taking multiple penalties, pick only one penalty to reduce.

5TH LEVEL

BOULDER ROLL ❖❖ — FEAT 5

DWARF

Prerequisites Rock Runner

Your dwarven build allows you to push foes around, just like a mighty boulder tumbles through a subterranean cavern. Take a Step into the square of a foe that is your size or smaller, and the foe must move into the empty space directly behind it. The foe must move even if doing so places it in harm's way. The foe can attempt a Fortitude saving throw against your Athletics DC to block your Step. If the foe attempts this saving throw, it takes bludgeoning damage equal to your level plus your Strength modifier unless it critically succeeds.

If the foe can't move into an empty space (if it is surrounded by solid objects or other creatures, for example), your Boulder Roll has no effect.

DEFY THE DARKNESS — FEAT 5

DWARF

Prerequisites darkvision

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

DWARVEN REINFORCEMENT — FEAT 5

DWARF

Prerequisites expert in Crafting

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

9th Level

Echoes in Stone ◆ Feat 9

CONCENTRATE DWARF

Requirements You are standing on a stone or earthen surface.

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

Mountain's Stoutness Feat 9

DWARF

Your hardiness lets you withstand more punishment than most. Increase your maximum Hit Points by your level. When you have the dying condition, the DC of your recovery checks is equal to 9 + your dying value (instead of 10 + your dying value).

If you also have the Toughness feat, the Hit Points gained from it and this feat are cumulative, and the DC of your recovery checks is equal to 6 + your dying value.

Stone Bones ↷ Feat 9

DWARF

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

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

Stonewalker Feat 9

DWARF

You have a deep reverence for and connection to stone. You can cast *one with stone* as a 3rd-rank divine innate spell once per day.

If you have the Stonemason's Eye feat, you can attempt to find unusual stonework and stonework traps that require legendary proficiency in Perception. If you have both Stonemason's Eye and legendary proficiency in Perception, when the GM rolls a secret check for you to notice unusual stonework, you keep your bonus from Stonemason's Eye.

13th Level

March the Mines ◆◆ Feat 13

DWARF

You march through the earth and lead an ally along. You gain a burrow Speed of 15 feet when you use this activity (if you don't have a higher one), and then you either Stride twice or Burrow twice. You can choose one willing ally adjacent to you at the start of your movement to move with you. That ally ends its movement one square behind you.

Telluric Power Feat 13

DWARF

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

17th Level

Stonegate Feat 17

UNCOMMON DWARF

Prerequisites Stonewalker

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

Stonewall ↷ Feat 17

DWARF EARTH POLYMORPH

Frequency once per day

Trigger An enemy or hazard's effect hits you or you fail a Fortitude save against one.

The strength of stone overcomes you so strongly that it replaces your stout body. You become petrified until the end of the current turn. You don't take any damage from the triggering effect or any other ill effects that couldn't affect stone.



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Elf

As an ancient people, elves have seen great change and have the perspective that can come only from watching the arc of history. After leaving Golarion in ancient times, they returned to a changed land, and they still struggle to reclaim their ancestral homes. Elves value kindness, intellect, and beauty, with many elves striving to improve their manners, appearance, and culture. Their studies delve into a level of detail that most shorter-lived peoples find excessive or inefficient. Elves are often rather private people, steeped in the secrets of their groves and kinship groups. They're slow to build friendships outside their kinsfolk, as elves who spend their lives among shorter-lived peoples often become morose after watching generations of companions age and die. These elves are known as Forlorn among their fellow elves.

If you want a character who is magical, mystical, and mysterious, you should play an elf.

You might...

- Carefully curate your relationships with people with shorter lifespans.
- Adopt specialized or obscure interests simply for the sake of mastering them.

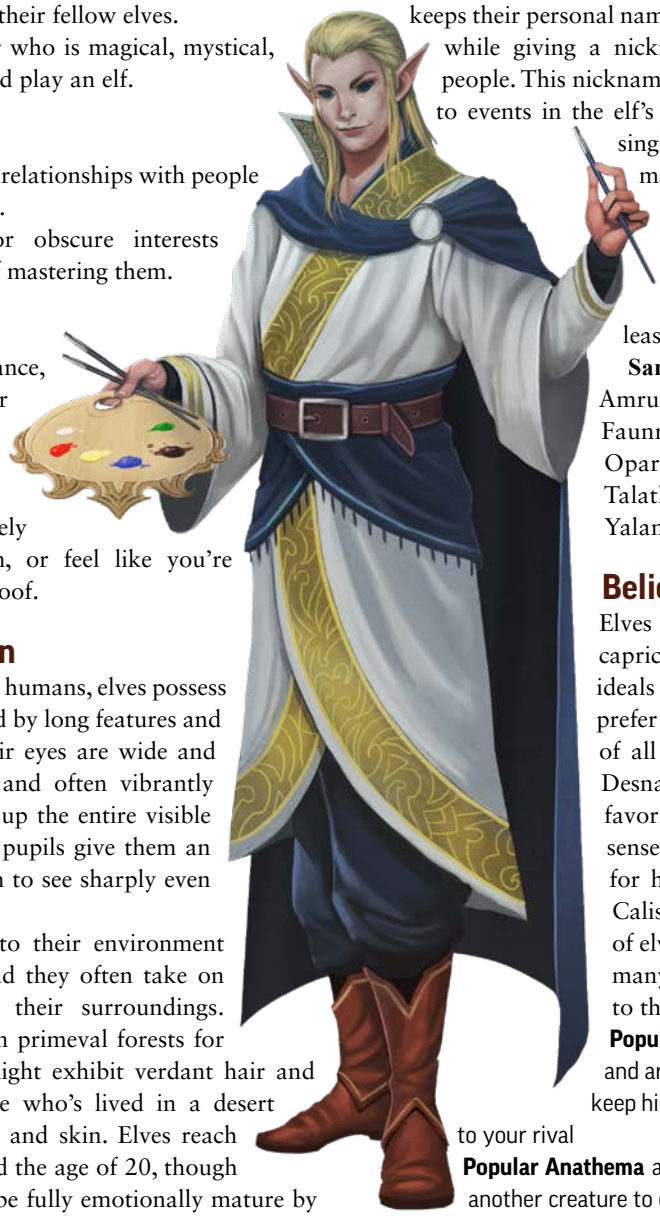
Others probably...

- Focus on your appearance, either admiring your grace or treating you as if you're physically fragile.
- Worry that you privately look down on them, or feel like you're condescending and aloof.

Physical Description

While generally taller than humans, elves possess a fragile grace, accentuated by long features and sharply pointed ears. Their eyes are wide and rounded, featuring large and often vibrantly colored pupils that make up the entire visible portion of the eye. These pupils give them an alien look and allow them to see sharply even in very little light.

Elves gradually adapt to their environment and their companions, and they often take on physical traits reflecting their surroundings. An elf who has dwelled in primeval forests for centuries, for example, might exhibit verdant hair and gnarled fingers, while one who's lived in a desert might have golden pupils and skin. Elves reach physical adulthood around the age of 20, though they aren't considered to be fully emotionally mature by other elves until closer to the passing of their first century. A typical elf can live to around 600 years old.



Society

The inborn patience and intellectual curiosity of elves make them excellent sages, philosophers, and wizards, and their societies are built upon their inherent sense of wonder and knowledge.

Elves hold deeply seated ideals of individualism, allowing each elf to explore multiple occupations before alighting on a particular pursuit or passion that suits her best. Elves bear notorious grudges against rivals, which elves call 'ilduliel,' but these antagonistic relationships can sometimes blossom into friendships over time. An elf keeps their personal name secret among their family, while giving a nickname when meeting other people. This nickname can change over time, due to events in the elf's life or even on a whim. A single elf might be known by many names by associates of different ages and regions. Elven names consist of multiple syllables and are meant to flow lyrically—at least in the Elven tongue.

Sample Names: Aerel, Amrunelara, Caladrel, Dardlara, Faunra, Heldalel, Jathal, Lanliss, Oparal, Seldlon, Soumral, Talathel, Tessara, Variel, Yalandlara, Zordlon

Beliefs

Elves are often emotional and capricious, yet they hold high ideals close to their hearts. They prefer deities who share their love of all things mystic and artistic. Desna and Shelyn are particular favorites, the former for her sense of wonder and the latter for her appreciation of artistry. Calistria is the most notorious of elven deities, as she represents many of the elven ideals taken to the extreme.

Popular Edicts find beauty in nature and art, explore things others would keep hidden, demonstrate superiority to your rival

Popular Anathema abandon your own path, force another creature to do something

Elf Heritages

Elves live long lives, have multitudes of experiences, and adapt to their environment after dwelling there for a long time. Choose one of the following elven heritages at 1st level.

Ancient Elf

In your long life, you've dabbled in many paths and many styles. A typical ancient elf is at least 100 years old, though you might be younger at the GM's discretion. Choose a class other than your own. You gain the multiclass dedication feat for that class, even though you don't meet its level prerequisite (page 215). You must still meet its other prerequisites to gain the feat.

Arctic Elf

You dwell deep in the frozen north and have gained incredible resilience against cold environments, 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).

Cavern Elf

You were born or spent many years in underground tunnels or caverns where light is scarce. You gain darkvision.

Seer Elf

You have an inborn ability to detect and understand magical phenomena. You can cast the *detect magic* cantrip as an arcane 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 Identify Magic and to Decipher Writing of a magical nature. These skill actions typically use the Arcana, Nature, Occultism, or Religion skill.

Whisper Elf

Your ears are finely tuned, able to detect even the slightest whispers of sound. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. 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. This benefit doesn't apply if you can't hear or if the creature is incapable of making sound (for example, if it's affected by a *silence* spell).

Woodland Elf

You're adapted to life in the forest, the deep jungle, or a similar environment, and you know how to climb trees and use foliage to your advantage. When Climbing trees, vines, and other foliage, 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.

You can always use the Take Cover action when you are within forest terrain to gain cover, even if you're not next to an obstacle you can Take Cover behind.

Ancestry Feats

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

HIT POINTS
6

SIZE
Medium

SPEED
30 feet

ATTRIBUTE BOOSTS
Dexterity
Intelligence
Free

ATTRIBUTE FLAW
Constitution

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

TRAITS
Elf
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.

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1st Level

Ancestral Longevity — Feat 1

ELF

Prerequisites at least 100 years old

You have accumulated a vast array of lived knowledge over the years. During your daily preparations, you can reflect upon your life experiences to gain the trained proficiency rank in one skill of your choice. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

Elven Lore — Feat 1

ELF

You've studied traditional elven arts, learning about arcane magic and the world around you. You gain the trained proficiency rank in Arcana and Nature. 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 Elf Lore.

Elven Weapon Familiarity — Feat 1

ELF

You favor bows and other elegant weapons. You gain access to all uncommon weapons with the elf trait. You have familiarity with weapons with the elf trait plus longbows, composite longbows, rapiers, shortbows, and composite shortbows—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.

Forlorn — Feat 1

ELF

Watching your friends age and die fills you with moroseness that protects you against harmful emotions. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

Nimble Elf — Feat 1

ELF

Your muscles are tightly honed. Your Speed increases by 5 feet.

Otherworldly Magic — Feat 1

ELF

Your elven magic manifests as a simple arcane spell, even if you aren't formally trained in magic. Choose one cantrip from the arcane spell list (page 304). You can cast this cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Unwavering Mien — Feat 1

ELF

Your mystic control and meditations allow you to resist external influences upon your consciousness. Whenever you are affected by a mental effect that lasts at least 2 rounds, you can reduce the duration by 1 round.

You still require natural sleep, but you treat your saving throws against effects that would cause you to fall asleep as one degree of success better. This protects only against sleep effects, not against other forms of falling unconscious.

5th Level

Ageless Patience — Feat 5

ELF

You work at a pace born from longevity that enhances your thoroughness. You can voluntarily spend twice as much time as normal on a Perception check or skill check. If you do, you gain a +2 circumstance bonus to the check and don't automatically reduce your degree of success on a natural 1 (you get a critical failure only if your result is 10 lower than the DC). For example, you could get these benefits if you spent 2 actions to Seek, which normally takes 1 action. You can get these benefits during exploration by taking twice as long exploring as normal, or in downtime by spending twice as much downtime.

The GM might determine a situation doesn't grant you a benefit if a delay would be directly counterproductive to your success, such as a tense negotiation with an impatient creature.

Ancestral Suspicion — Feat 5

ELF

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

Martial Experience — Feat 5

ELF

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

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

9th Level

Elf Step ❖ — Feat 9

ELF

You move in a graceful dance, and even your steps are broad. You Step 5 feet twice.

EXPERT LONGEVITY FEAT 9

ELF

Prerequisites Ancestral Longevity

You've continued to refine the knowledge and skills you've gained through your life. When you choose a skill in which to become trained with Ancestral Longevity, you can also choose a skill in which you are already trained and become an expert in that skill. This lasts until your Ancestral Longevity expires.

When the effects of Ancestral Longevity and Expert Longevity expire, you can retrain one of your skill increases. The skill increase you gain from this retraining must either make you trained in the skill you chose with Ancestral Longevity or make you an expert in the skill you chose with Expert Longevity.

OTHERWORLDLY ACUMEN FEAT 9

ELF

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

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

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

TREE CLIMBER FEAT 9

ELF

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

13TH LEVEL

AVENGE ALLY ❖ FEAT 13

ELF FORTUNE

Frequency once every 10 minutes

Requirements You are within 30 feet of an ally with the dying condition.

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

UNIVERSAL LONGEVITY ❖ FEAT 13

ELF

Prerequisites Ancestral Longevity

Frequency once per day

You've perfected your ability to keep up with all the skills you've learned over your long life, so you're almost never truly untrained at a skill. You reflect on your life experiences, changing the skill you selected with Ancestral Longevity (and the skill you selected with Expert Longevity if you have that feat).

17TH LEVEL

MAGIC RIDER FEAT 17

ELF

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



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GNOME

Long ago, early gnome ancestors emigrated from the First World, realm of the fey. While it's unclear why the first gnomes wandered to Golarion, this lineage manifests in modern gnomes as bizarre reasoning, eccentricity, obsessive tendencies, and what some see as naivete. Always hungry for new experiences, gnomes constantly wander both mentally and physically, attempting to stave off a terrible ailment that threatens all of their people. This affliction, known as the Bleaching, strikes gnomes who fail to dream, innovate, and take in new experiences. The Bleaching slowly drains the color—literally—from gnomes, and it plunges those affected into states of deep depression that eventually claim their lives. Very few gnomes survive this scourge, becoming deeply morose and wise survivors known as bleachlings.

If you want a character with boundless enthusiasm and an alien, fey outlook on morality and life, you should play a gnome.

You might...

- Embrace learning and hop from one area of study to another without warning.
- Speak, think, and move quickly, and lose patience with those who can't keep up.

Others probably...

- Appreciate your enthusiasm and the energy with which you approach new situations.
- Struggle to understand your motivations or adapt to your rapid changes of direction.

Physical Description

Most gnomes stand just over 3 feet in height and weigh little more than a human child. They exhibit a wide range of natural skin, hair, and eye colors. For gnomes that haven't begun the Bleaching, nearly any hair and eye color other than white is possible, with vibrant colors most frequent, while skin tones span a slightly narrower spectrum and tend toward earthy tones and pinkish hues, though occasionally green, black, or pale blue.

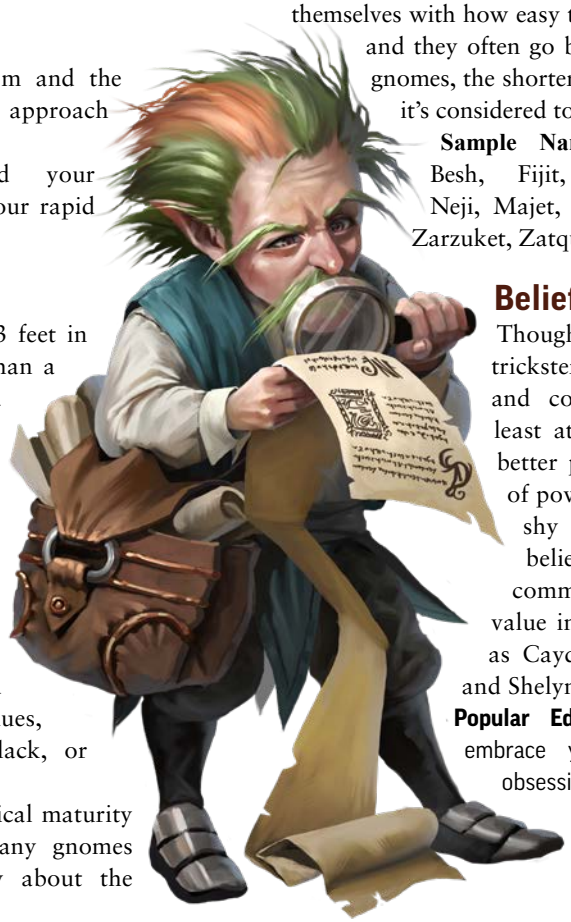
Gnomes typically reach physical maturity at the age of 18, though many gnomes maintain a childlike curiosity about the world even into adulthood. A gnome can theoretically live to any age if they can stave off the Bleaching indefinitely, but in practice gnomes rarely live longer than around 400 years.

Society

While most gnomes adopt some of the cultural practices of the region in which they live, they tend to pick and choose, adjusting their communities to fit their own fey logic. This often leads to majority gnome communities eventually consisting almost entirely of gnomes, as other people, bewildered by gnomish political decisions, choose to move elsewhere. Gnomes have little culture that they would consider entirely their own. Exceptionally few gnome kingdoms or nations exist on the surface of Golarion, and most gnomes wouldn't know what to do with such a state if they had one.

By necessity, few gnomes marry for life, instead allowing relationships to run their course before amicably moving on, the better to stave off the Bleaching with new experiences. Though gnome families tend to be small, many gnome communities raise children communally, with fluid family boundaries. Gnome names can get quite complex and polysyllabic. Gnomes rarely concern themselves with how easy their names are to pronounce, and they often go by shorter nicknames. Among gnomes, the shorter the name, the more feminine it's considered to be.

Sample Names: Abroshtor, Bastargre, Besh, Fijit, Halungalom, Krolmnite, Neji, Majet, Pai, Poshment, Queck, Trig, Zarzuket, Zatqualmie



Beliefs

Though gnomes are impulsive tricksters with inscrutable motives and confusing methods, many at least attempt to make the world a better place. They are prone to fits of powerful emotion and are rarely shy about helping those they believe deserve it. Gnomes most commonly worship deities that value individuality and nature, such as Cayden Cailean, Desna, Gozreh, and Shelyn.

Popular Edicts seek new experiences, embrace your inspiration, move from obsession to obsession

Popular Anathema slow down to explain yourself, deprive someone of all stimulation

Gnome Heritages

As a diverse collection of oddballs, gnome heritages aren't often determined by geography, but usually by some peculiarity of magic. Choose one of the following gnome heritages at 1st level.

Chameleon Gnome

The color of your hair and skin is mutable, possibly due to latent magic from First World influences or lingering illusion effects. You can slowly change the vibrancy and the exact color, and the coloration can be different across your body, allowing you to create patterns or other colorful designs. It takes a single action for minor localized shifts and up to an hour for dramatic shifts throughout your body. While you're asleep, the colors shift on their own in tune with your dreams, giving you an unusual coloration each morning. 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 single action to make minor localized shifts designed to help you blend into your surroundings. This grants you a +2 circumstance bonus to Stealth checks until your surroundings shift in coloration or pattern.

Fey-touched Gnome

The blood of the fey flows through your veins, saturating you with their magic and making you truly one of them. You gain the fey trait, in addition to the gnome and humanoid traits. Choose one cantrip from the primal spell list (page 311). You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by meditating to realign yourself with the First World; this is a 10-minute activity that has the concentrate trait.

Sensate Gnome

You see all colors as brighter, hear all sounds as richer, and especially smell all scents with incredible detail. You gain a special sense: imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature (as explained on page 434). 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 whenever you're trying to locate an undetected creature that is within the range of your scent.

Umbral Gnome

Whether from a connection to dark or shadowy fey, from the underground gnomes known as drathnelar, or from another source, you can see in complete darkness. You gain darkvision.

Wellspring Gnome

Some other source of magic has a greater hold on you than the primal magic of your fey lineage does. This connection might come from an occult plane or an ancient occult song; a deity, celestial, or fiend; magical effluent left behind by a mage war; or ancient rune magic.

Choose arcane, divine, or occult. You gain one cantrip from that magical tradition's spell list (pages 304–309). You can cast this spell as an innate spell at will, as a spell of your chosen tradition. A cantrip is heightened to a spell rank equal to half your level rounded up. Whenever you gain a primal innate spell from a gnome ancestry feat, change its tradition from primal to your chosen tradition.

HIT POINTS
8

SIZE
Small

SPEED
25 feet

ATTRIBUTE BOOSTS
Constitution
Charisma
Free

ATTRIBUTE FLAW
Strength

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

TRAITS
Gnome
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.

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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 level). As a gnome, you select from among the following ancestry feats.

1st Level

Animal Accomplice — Feat 1

GNOME

You build a rapport with an animal, which becomes magically bonded to you. You gain a familiar using the rules on page 212. The type of animal is up to you, but most gnomes choose animals with a burrow Speed.

Animal Elocutionist — Feat 1

GNOME

You hear animal sounds as conversations instead of unintelligent noise, and you can respond in turn. You can ask questions of, receive answers from, and use the Diplomacy skill with animals. In most cases, wild animals will give you time to make your case. You gain a +1 circumstance bonus to Make an Impression on animals.

Fey Fellowship — Feat 1

GNOME

Your enhanced fey connection (either through your blood or via prolonged contact with their kind) affords you a warmer reception from creatures of the First World as well as tools to foil their tricks or withstand their magic. You gain a +2 circumstance bonus to both Perception checks and saving throws against fey.

In addition, whenever you meet a fey creature in a social situation, you can immediately attempt a Diplomacy check to Make an Impression on that creature rather than needing to converse for 1 minute. You take a –5 penalty to the check. If you fail, you can engage in 1 minute of conversation and attempt a new check at the end of that time rather than accepting the failure or critical failure result.

First World Magic — Feat 1

GNOME

Your connection to the First World grants you a primal innate spell, much like those of the fey. Choose one cantrip from the primal spell list (page 311). You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Gnome Obsession — Feat 1

GNOME

You might have a flighty nature, but when a topic captures your attention, you dive into it headfirst. You gain the Additional Lore feat (page 252) and the Assurance feat for the chosen Lore. As gnome obsessions can come and go quickly, you can retrain Gnome Obsession to a different Lore subcategory in 1 day of downtime.

Gnome Weapon Familiarity — Feat 1

GNOME

You favor unusual weapons tied to your people, such as blades with curved and peculiar shapes. You gain access to kukris and all uncommon weapons with the gnome trait. You have familiarity with weapons with the gnome trait plus the glaive and kukri—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.

Illusion Sense — Feat 1

GNOME

Your ancestors spent their days cloaked and cradled in illusions, and as a result, sensing illusion magic is second nature to you. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions.

When you come within 10 feet of an illusion that can be disbelieved, the GM rolls a secret check for you to disbelieve it, even if you didn't spend an action to Interact with the illusion.

Razzle-Dazzle ◆ — Feat 1

GNOME

Frequency once per hour

Trigger You blind or dazzle a creature.

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

5th Level

Energized Font ◆◆ — Feat 5

GNOME

Prerequisites focus pool, at least one innate spell from a gnome heritage or ancestry feat that shares a tradition with at least one of your focus spells

Frequency once per day

You can focus your mind more quickly thanks to the magic that flows within you. You regain 1 Focus Point, up to your usual maximum.

Project Persona ◆◆ — Feat 5

CONCENTRATE GNOME ILLUSION PRIMAL VISUAL

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

9th Level

Cautious Curiosity — Feat 9

GNOME

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

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

First World Adept — Feat 9

GNOME

Prerequisites at least one primal innate spell

Over time your fey magic has grown stronger. You gain *invisibility* and *revealing light* as 2nd-rank primal innate spells. You can cast each of these primal innate spells once per day.

Life Leap ❖ — Feat 9

GNOME MOVE TELEPORTATION

Requirements You must be adjacent to a living creature.

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

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

Vivacious Conduit — Feat 9

GNOME

Your connection to the First World has grown, and its vital energy flows into you rapidly. If you rest for 10 minutes, you regain Hit Points equal to your Constitution modifier × half your level. This is a healing vitality effect and is cumulative with any healing you receive from Treat Wounds.

13th Level

Instinctive Obfuscation ↷ — Feat 13

GNOME ILLUSION VISUAL

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

Frequency once per hour

Trigger You are attacked by a foe, but they haven't rolled yet.

The magic within you manifests as a natural reaction to threats. An illusory double of you appears in your space for a brief moment. The triggering attacker must roll a DC 10 flat check; on a success, the attack targets you normally; if they fail, the attack targets the double and destroys it. The tradition of this action matches the tradition of your gnome ancestry options.

17th Level

Homeward Bound — Feat 17

UNCOMMON GNOME

Frequency twice per week

The connection between you and the First World resonates within your body stronger than it does for most gnomes, allowing you to cross the threshold between the Universe and the First World. You gain *interplanar teleport* as a primal innate spell. You can cast it twice per week. This can be used only to travel back and forth between the First World and the Universe. Due to your body's natural resonance, you can act as a locus for the spell, and you don't require a specially attuned planar key.



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GOBLIN

The convoluted histories other people cling to don't interest goblins. These small folk live in the moment, and they prefer tall tales over factual records. Goblin virtues are about being present, creative, and honest. They strive to lead fulfilled lives, rather than worrying about how their journeys will end. To tell stories, not nitpick the facts. To be small, but dream big. Many goblins enjoy simpler delights like songs, fire, and eating, and hate reading, dogs, and horses. Other goblins might have more complex pursuits, though, such as tinkering with scraps or concocting snacks and explosives from most anything.

If you want a character who is eccentric, enthusiastic, and fun-loving, you should play a goblin.

You might...

- Strive to prove that you have a place among other civilized peoples, perhaps even to yourself.
- Lighten the heavy emotional burdens others carry (and amuse yourself) with antics and pranks.

Others probably...

- Work to ensure you don't accidentally (or intentionally) set too many things on fire.
- Wonder how you survive given your ancestry's typical gastronomic choices, reckless behavior, and love of fire.



Physical Description

Goblins are stumpy humanoids with large bodies, scrawny limbs, and massively oversized heads with large ears and beady red eyes. Their skin ranges from green to gray to blue, and they often bear scars, boils, and rashes. Goblins average 3 feet tall. Most are bald, with little or no body hair. Their jagged teeth fall out and regrow constantly, and their fast metabolism means they eat constantly and nap frequently. Mutations are also more common among goblins than other peoples, and goblins usually view particularly salient mutations as a sign of power or fortune.

Goblins reach adolescence by the age of 3 and adulthood 4 or 5 years later. Goblins can live 50 years or more, but without anyone to protect them from each other or themselves, few live past 20 years of age.

Society

Goblins tend to flock to strong leaders, forming small tribes. These tribes rarely number more than a hundred, though the larger a tribe is, the more diligent the leader must be to keep order—a notoriously difficult task. Play and creativity matter more to goblins than productivity or study, and their encampments erupt with songs and laughter.

Goblins bond closely with their allies, fiercely protecting those companions who have protected them or offered a sympathetic ear. Goblins tend to assume for their own protection that members of taller ancestries, which goblins often refer to colloquially as "longshanks," won't treat them kindly. Learning to trust longshanks is difficult for a goblin, and it's been only in recent years that such a partnership has even been an option. Goblins keep their names simple. A good name should be easy to pronounce, short enough to shout without getting winded, and taste good to say. The namer often picks a word that rhymes with something they like so that writing songs is easier.

Sample Names: Ak, Bokker, Frum, Guzmuk, Krobby, Loohi, Mazmord, Neeka, Omgot, Ranzak, Rickle, Tup, Wakla, Yonk, Zibini

Beliefs

Even the most well-intentioned goblins have trouble following the rules, meaning goblin adventurers are often unsure whether they're on the right side of the law. Organized worship likewise confounds goblins,

and most of them would rather pick their own deities, choosing powerful monsters, natural wonders, or anything else they find fascinating—sometimes even attributing deific status to fellow goblins of note. Goblins who spend time around people of other ancestries might adopt some of their beliefs, though, and many goblin adventurers adopt the worship of Cayden Cailean.

Popular Edicts invent songs for every occasion, turn trash into your treasures, solve problems with fire

Popular Anathema trust a dog or horse, learn to read

Goblin Heritages

Goblins, especially those of different tribes, have all sorts of physiological differences, which they often discover only through hazardous "experiments." Choose one of the following goblin heritages at 1st level.

Charhide Goblin

Your ancestors have always had a connection to fire and a thicker skin, which allows you to resist burning. You gain fire resistance equal to half your level minimum 1). You can also recover from being on fire more easily. Your flat check to remove persistent fire damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

Irongut Goblin

You can subsist on food that most folks would consider spoiled. You can keep yourself fed with poor meals in a settlement as long as garbage is readily available, without using the Subsist downtime activity. You can eat and drink things when you are sickened.

You gain a +2 circumstance bonus to saving throws against afflictions, against gaining the sickened condition, and to remove the sickened condition. When you roll a success on a Fortitude save affected by this bonus, you get a critical success instead. All these benefits apply only when the affliction or condition resulted from something you ingested.

Razortooth Goblin

Your family's teeth are formidable weapons. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits.

Snow Goblin

You are acclimated to living in frigid lands and have skin ranging from sky blue to navy in color, as well as blue fur. 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).

Unbreakable Goblin

You're able to bounce back from injuries easily due to an exceptionally thick skull, cartilaginous bones, or some other mixed blessing. You gain 10 Hit Points from your ancestry instead of 6. When you fall, reduce the falling damage you take as though you had fallen half the distance.

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 goblin, you can select from the following ancestry feats.

Hit Points
6

Size
Small

Speed
25 feet

Attribute Boosts
Dexterity
Charisma
Free

Attribute Flaw
Wisdom

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

Traits
Goblin
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

Burn It! Feat 1

GOBLIN

Fire fascinates you. Your spells and alchemical items that deal fire damage gain a status bonus to damage equal to half the spell's rank or one-quarter the item's level (minimum bonus +1). You also gain a +1 status bonus to any persistent fire damage you deal.

City Scavenger Feat 1

GOBLIN

You know that the greatest treasures often look like refuse. You gain a +1 circumstance bonus to checks to Subsist, and you can use Society or Survival when you Subsist in a settlement.

When you Subsist in a city, you also gather valuable junk that silly longshanks threw away. You can Earn Income using Society or Survival at the same time while you Subsist, without spending any additional days of downtime. You also gain a +1 circumstance bonus to this check.

Special If you have the irongut goblin heritage, increase the bonuses to +2.

Goblin Lore Feat 1

GOBLIN

You've picked up skills and tales from your goblin community. You gain the trained proficiency rank in Nature 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 Goblin Lore.

Goblin Scuttle ↷ Feat 1

GOBLIN

Trigger An ally ends a move action adjacent to you.

You take advantage of your ally's movement to adjust your position. You Step.

Goblin Song ❖ Feat 1

GOBLIN

You sing annoying goblin songs, distracting your foes with silly and repetitive lyrics. Attempt a Performance check against the Will DC of a single enemy within 30 feet. This has all the usual traits and restrictions of a Performance check to sing (page 243).

You can affect up to two targets within range if you have expert proficiency in Performance, four if you have master proficiency, and eight if you have legendary proficiency.

Critical Success The target takes a –1 status penalty to Perception checks and Will saves for 1 minute.

Success The target takes a –1 status penalty to Perception checks and Will saves for 1 round.

Critical Failure The target is temporarily immune to Goblin Song for 1 hour.

Goblin Weapon Familiarity Feat 1

GOBLIN

Others might look upon them with disdain, but you know that the weapons of your people are as effective as they are sharp. You gain access to all uncommon weapons with the goblin trait. You have familiarity with weapons with the goblin 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.

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

Junk Tinker Feat 1

GOBLIN

You can make useful tools out of even twisted or rusted scraps. When using the Crafting skill to Craft, you can make level 0 items, including weapons and armor, out of junk. This reduces the Price to one-quarter the usual amount but always results in a shoddy item. Shoddy items normally give a penalty, but you don't take this penalty when using shoddy items you made (nor does the worse check penalty of shoddy armor you made apply to you).

You can also incorporate junk to save money while you Craft any item. This grants you a discount on the item as if you had spent 1 additional day working to reduce the cost, but the item is obviously made of junk. At the GM's discretion, this might affect the item's resale value depending on the buyer's tastes.

Rough Rider Feat 1

GOBLIN

You are especially good at riding traditional goblin mounts. You gain the Ride feat, even if you don't meet the prerequisites. You gain a +1 circumstance bonus to Nature checks to use Command an Animal on a goblin dog or wolf mount.

If you gain a wolf as an animal companion, it gains the mount special ability (and if you gain an ability that grants you an animal companion with the mount special ability, you can choose a wolf).

Very Sneaky Feat 1

GOBLIN

Taller folk rarely pay attention to the shadows at their feet, and you take full advantage of this. 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.

5th Level

Kneecap ❖ Feat 5

GOBLIN

You deliver a punishing blow to an enemy's knee, shin, or other vulnerable anatomy within your reach. Make a melee Strike with a melee weapons or melee unarmed attack. This attack doesn't deal damage. On a hit, the target takes a –10-foot status

penalty to its Speed (or a –15-foot status penalty on a critical hit). The penalty lasts for 1 round. This penalty applies only if the target has a land Speed and depends on legs or other targetable appendages to use its land Speed. As with all penalties to Speed, this can't reduce a creature's Speed below 5 feet.

LOUD SINGER — FEAT 5

GOBLIN

Prerequisites Goblin Song

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

VANDAL — FEAT 5

GOBLIN

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

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

9TH LEVEL

CAVE CLIMBER — FEAT 9

GOBLIN

After years of clambering through caverns, you can climb easily anywhere you go. You gain a climb Speed of 10 feet.

CLING ◆ — FEAT 9

GOBLIN

Requirements Your last action was a successful Strike and you have a free hand.

You hang onto a foe to harry them into submission. If your target moves while you're hanging onto it, you can choose to move with the target. The target is released if you choose not to move with it, at the start of your next turn, or if the target Escapes. Attempts to Escape from a Cling are made against your Acrobatics DC and follow the rules on page 416, but they end the Cling instead of the conditions normally ended by the Escape action.

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

SKITTERING SCUTTLE — FEAT 9

GOBLIN

Prerequisites Goblin Scuttle

You can scuttle farther and faster when maneuvering alongside allies. When you use Goblin Scuttle, you can Stride up to half your Speed instead of Stepping.

13TH LEVEL

VERY, VERY SNEAKY — FEAT 13

GOBLIN

Prerequisites Very Sneaky

You can move up to your Speed when you use the Sneak action, and you no longer need to have cover or greater cover or be concealed to Hide or Sneak.

17TH LEVEL

RECKLESS ABANDON ◆ — FEAT 17

FORTUNE GOBLIN

Frequency once per day

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

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



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HALFLING

Claiming no place as their own, halflings control few settlements larger than villages. Instead, they frequently live among humans within larger cities, carving out small communities alongside taller folk. Optimistic, cheerful, and driven by powerful wanderlust, halflings make up for their short stature with an abundance of bravado. At once excitable and easygoing, halflings are the best kind of opportunists, and their passions favor joy over violence. While their curiosity sometimes drives them toward adventure, halflings also carry strong ties to house and home.

If you want to play a character who must contend with these opposing drives toward adventure and comfort, you should play a halfling.

You might...

- Get along well with a wide variety of people and enjoy meeting new friends.
- Find it difficult to resist indulging your curiosity, even when you know it's going to lead to trouble.



Others probably...

- Appreciate your ability to always find a silver lining or something to laugh about, no matter how dire the situation.
- Think you bring good luck with you.

Physical Description

Halflings are short humanoids who look vaguely like smaller humans. They rarely grow to be more than 3 feet in height. Halfling proportions vary, with some looking like shorter adult humans with slightly larger heads and others having proportions closer to those of a human child.

Most halflings prefer to walk barefoot rather than wear shoes, and those who do so develop roughly calloused soles on their feet over time. Tufts of thick, often-curly hair warm the tops of their broad, tanned feet. Halfling skin tones tend toward rich, tawny shades like amber or oak, and their hair color ranges from a light golden blond to raven black.

Halflings reach physical adulthood around the age of 20. A typical halfling can live to be around 150 years old.

Society

Despite their jovial and friendly nature, halflings don't usually tend to congregate. They have few cultural centers in the Inner Sea region, and they instead tend to weave themselves throughout the societies of the world. Halflings eke out whatever living they can manage, many performing menial labor or holding simple service jobs. Some halflings reject city life, instead turning to the open road and traveling from place to place in search of fortune and fame. These nomadic halflings often travel in small groups, sharing hardships and simple pleasures among close friends and family. Halfling names are usually two to three syllables, with a gentle sound that avoids hard consonants. Preferring their names to sound humble, halflings see overly long or complex names as a sign of arrogance for their people. However, they understand that elves and humans might have longer names to suit their own aesthetics.

Sample Names: Anafa, Antal, Bellis, Boram, Etune, Filiu, Jamir, Kaleb, Linna, Marra, Miro, Rillka, Sistra, Sumak, Yamyra

Beliefs

Halflings are loyal to their friends and their family, but they aren't afraid to do what needs to be done in order to survive. Wherever halflings go, they seamlessly blend into the society they find themselves in, adapting to the culture and beliefs of the predominant ancestry around them and adding their uniquely halfling twists, creating a blend of cultural diffusion that enriches both cultures. Halflings favor gods that either grant luck, like Desna, or encourage

guile, like Norgorber, and many appreciate Cayden Cailean's role as a liberator, as well as any religions common among other ancestries around them.

Popular Edicts share good meals with friends and strangers alike, stand up to bullies and oppressors, stay beneath the taller folk's notice

Popular Anathema take your luck for granted

Halfling Heritages

Living all across the land, halflings of different heritages might appear in regions far from where their ancestors lived. Choose one of the following halfling heritages at 1st level.

Gutsy Halfling

Your family line is known for keeping a level head and staving off fear when the chips were down. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

Hillock Halfling

Accustomed to a calm life in the hills, your people find rest and relaxation especially replenishing, particularly when indulging in creature comforts. When you regain Hit Points overnight, add your level to the Hit Points regained. When anyone uses the Medicine skill to Treat your Wounds, you can eat a snack to add your level to the Hit Points you regain from their treatment.

Jinxed Halfling (Uncommon)

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

Jinx ❖❖ (curse, occult) **Frequency** once per day; **Effect** You can curse another creature with clumsiness. This curse has a range of 30 feet, and you must be able to see your target. The target gets a Will saving throw against your class DC or spell DC, whichever is higher.

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

Failure The target is clumsy 1 for 1 minute.

Critical Failure The target is clumsy 2 for 1 minute.

Nomadic Halfling

Your ancestors have traveled from place to place for generations, never content to settle down. You gain two additional languages of your choice, chosen from among the common and uncommon languages available to you, and every time you take the Multilingual feat, you gain another new language.

Twilight Halfling

Your ancestors performed many secret acts under the concealing cover of dusk, whether for good or ill, and over time they developed the ability to see in twilight beyond even the usual keen sight of halflings. You gain low-light vision.

Wildwood Halfling

You hail from deep within a jungle or forest, and you've learned how to use your small size to wriggle through undergrowth and other obstacles. You ignore any difficult terrain caused by plants and fungi, such as bushes, vines, and undergrowth.

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 halfling, you select from among the following ancestry feats.

Hit Points
6

Size
Small

Speed
25 feet

Attribute Boosts
Dexterity
Wisdom
Free

Attribute Flaw
Strength

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

Traits
Halfling
Humanoid

Keen Eyes
Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. 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.

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1ST LEVEL

DISTRACTING SHADOWS FEAT 1

HALFLING

You have learned to remain hidden by using larger folk as a distraction to avoid drawing attention to yourself. You can use creatures that are at least one size larger than you (usually Medium or larger) as cover for the Hide and Sneak actions, though you still can't use such creatures as cover for other uses, such as the Take Cover action.

FOLKSY PATTER FEAT 1

HALFLING

You are adept at disguising coded messages as folksy idioms. Using slang, jokes, halfling loanwords, and the like, you convey a simple message consisting of three basic words (such as "Danger assassin flee" or "Meet me moonrise"). Your intended listener can attempt a DC 20 Perception check to discern the message. This DC is reduced by 5 if the listener is a halfling or has Folksy Patter, or by 10 if both apply. Eavesdroppers can also attempt a Perception check against your Deception DC to discern your meaning. Any bonuses or penalties to Perception checks to Sense Motive apply to checks to understand Folksy Patter.

HALFLING LORE FEAT 1

HALFLING

You've dutifully learned how to keep your balance and how to stick to the shadows where it's safe, important skills passed down through generations of halfling tradition. 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 Halfling Lore.

HALFLING LUCK ◆ FEAT 1

FORTUNE HALFLING

Frequency once per day

Trigger You fail a skill check or saving throw.

Your happy-go-lucky nature makes it seem like misfortune avoids you, and to an extent, that might even be true. You can reroll the triggering check, but you must use the new result, even if it's worse.

HALFLING WEAPON FAMILIARITY FEAT 1

HALFLING

You favor traditional halfling weapons, so you've learned how to use them more effectively. You gain access to all uncommon weapons with the halfling trait. You have familiarity with weapons with the halfling trait plus the sling and shortsword—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.

PRAIRIE RIDER FEAT 1

HALFLING

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

SURE FEET FEAT 1

HALFLING

Whether keeping your balance or climbing, your feet easily find purchase. If you roll a success on an Acrobatics check to Balance or an Athletics check to Climb, you get a critical success instead. You're not off-guard when you attempt to Balance or Climb.

TITAN SLINGER FEAT 1

HALFLING

You have learned how to use your sling to fell enormous creatures. When you hit on an attack with a weapon of the sling group against a Large or larger creature, increase the size of the weapon damage die by one step (details on increasing weapon damage die sizes can be found on page 276).

UNFETTERED HALFLING FEAT 1

HALFLING

You were either pressed into indentured servitude or shackled in a prison, but you've since escaped and have trained to ensure you'll never be caught again. Whenever you roll a success on a check to Escape or a saving throw against an effect that would impose the grabbed, immobilized, or restrained condition on you, you get a critical success instead. Whenever a creature rolls a failure on a check to Grapple you, it gets a critical failure instead.

WATCHFUL HALFLING FEAT 1

HALFLING

You pay close attention to the people around you, allowing you to more easily notice when they act out of character. You gain a +2 circumstance bonus to Perception checks when using the Sense Motive basic action to notice enchanted or possessed characters. If you aren't actively using Sense Motive on an enchanted or possessed character, the GM rolls a secret check, without your usual circumstance bonus, for you to potentially notice the enchantment or possession anyway.

In addition to using it for skill checks, you can use the Aid basic action to grant a bonus to another creature's saving throw or other check to overcome enchantment or possession. As usual for Aid, you need to prepare by using an action on your turn to encourage the creature to fight against the effect.

5TH LEVEL

CULTURAL ADAPTABILITY FEAT 5

HALFLING

During your adventures, you've honed your ability to adapt to the culture of the predominant ancestry around you. You

gain the Adopted Ancestry general feat, and you also gain one 1st-level ancestry feat from the ancestry you chose for the Adopted Ancestry feat.

STEP LIVELY ↷ FEAT 5

HALFLING

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

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

9TH LEVEL

DANCE UNDERFOOT FEAT 9

HALFLING

Prerequisites Step Lively

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

GUIDING LUCK FEAT 9

HALFLING

Prerequisites Halfling Luck

Your luck guides you to look the right way and aim your blows unerringly. You can use Halfling Luck twice per day: once in response to its normal trigger, and once when you fail a Perception check or attack roll instead of the normal trigger.

IRREPRESSIBLE FEAT 9

HALFLING

You are easily able to ward off attempts to play on your fears and emotions. When you roll a success on a saving throw against an emotion effect, you get a critical success instead. If your heritage is gutsy halfling, when you roll a critical failure on a saving throw against an emotion effect, you get a failure instead.

UNHAMPERED PASSAGE FEAT 9

HALFLING

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

13TH LEVEL

CEASELESS SHADOWS FEAT 13

HALFLING

Prerequisites Distracting Shadows

You excel at going unnoticed, especially among a crowd. You no longer need to have cover or be concealed to Hide or Sneak. If you would have lesser cover from a creature, you gain standard cover instead and can Take Cover; if you would have standard cover from a creature, you gain greater cover instead.

TOPPLING DANCE FEAT 13

HALFLING

Prerequisites Dance Underfoot

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

17TH LEVEL

SHADOW SELF FEAT 17

HALFLING

Prerequisites legendary Stealth

Frequency once per hour

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

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



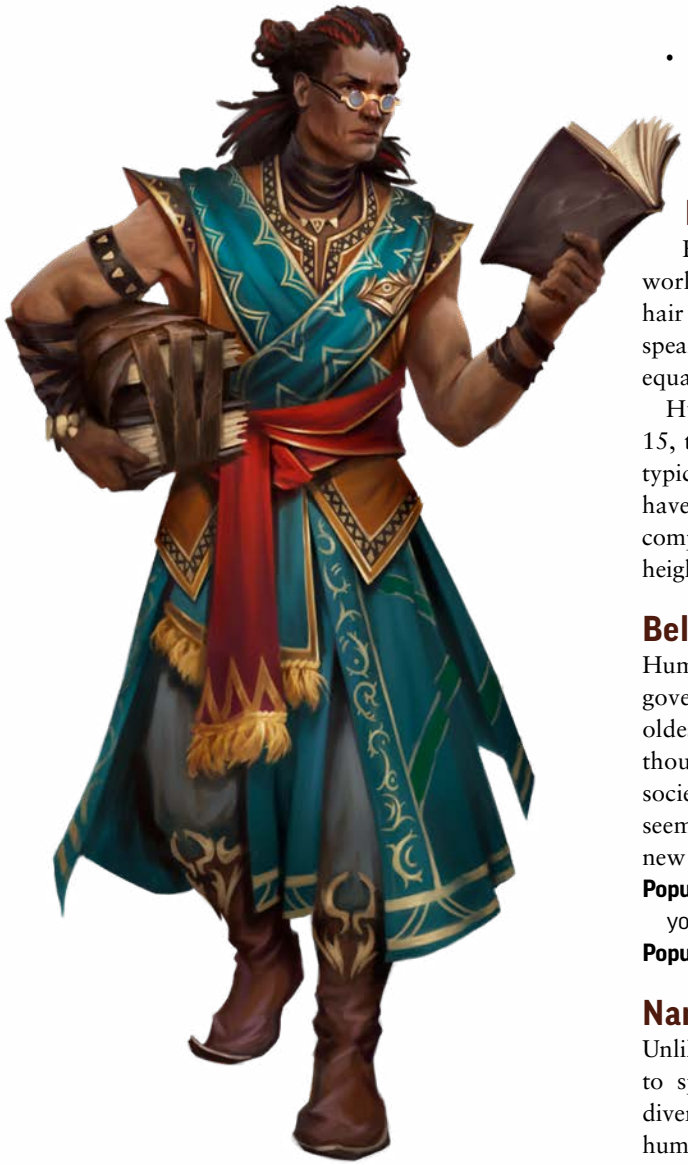
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HUMAN

As unpredictable and varied as any of Golarion's peoples, humans have exceptional drive and the capacity to endure and expand. Though many civilizations thrived before humanity rose to prominence, humans have built some of the greatest and the most terrible societies throughout the course of history, and today they are the most populous people in the realms around the Inner Sea.

Humans' ambition, versatility, and exceptional potential have led to their status as the world's predominant ancestry. Their empires and nations are vast, sprawling things, and their citizens carve names for themselves with the strength of their sword arms and the power of their spells. Humanity is diverse and tumultuous, running the gamut from nomadic to imperial, sinister to saintly. Many of them venture forth to explore, to map the expanse of the multiverse, to search for long-lost treasure, or to lead mighty armies to conquer their neighbors—for no better reason than because they can.

If you want a character who can be just about anything, you should play a human.



You might...

- Strive to achieve greatness, either in your own right or on behalf of a cause.
- Seek to understand your purpose in the world.
- Cherish your relationships with family and friends.

Others probably...

- Respect your flexibility, your adaptability, and—in most cases—your open-mindedness.
- Distrust your intentions, fearing you seek only power or wealth.
- Aren't sure what to expect from you and are hesitant to assume your intentions.

Physical Description

Humans' physical characteristics are as varied as the world's climes. Humans have a wide variety of skin and hair colors, body types, and facial features. Generally speaking, their skin has a darker hue the closer to the equator they or their ancestors lived.

Humans reach physical adulthood around the age of 15, though mental maturity occurs a few years later. A typical human can live to be around 90 years old. Humans have exceptionally mutable physical characteristics compared to other ancestries, with greater variance in height, weight, and other physical parameters.

Beliefs

Human variety also manifests in terms of their governments, attitudes, and social norms. Though the oldest of human cultures can trace their shared histories thousands of years into the past, when compared to the societies of the elves or dwarves, human civilizations seem in a state of constant flux as empires fragment and new kingdoms subsume the old.

Popular Edicts explore the world, strive for greatness, devote yourself to a moral outlook

Popular Anathema waste what little time you have

Names

Unlike many ancestral cultures, which generally cleave to specific traditions and shared histories, humanity's diversity has resulted in a near-infinite set of names. The humans of northern tribes have different names than

those dwelling in southern nation-states. Humans throughout much of the world speak Common (though some continents on Golarion have their own regional common languages), yet their names are as varied as their beliefs and appearances.

Ethnicities

A variety of human ethnic groups populates the continents within Golarion's Inner Sea region and in the lands beyond it. Human characters can be of any ethnicity, regardless of what lands they call home. Some examples of Golarion's ethnicities are presented below.

Characters of human ethnicities in the Inner Sea region speak Common (also known as Taldane), and some ethnicities grant access to an uncommon regional language (page 89).

- Garundi span the nations along the southern shores of the Inner Sea.
- Keleshites trace their origins to the Keleshite Empire in the eastern deserts.
- Kellids live among the mountains and steppes of northern Avistan.
- Mwangi are spread across the vast continent of Garund.
- Shoanti make their homes in the harsh badlands of the Storval Plateau.
- Taldans occupy much of Avistan thanks to a fallen empire.
- Tians originally come from the far-off continent of Tian Xia.
- Ulfens reside in coastal towns of western Avistan.
- Varisians historically favored a nomadic life of roving caravans.

Human Heritages

Unlike other ancestries, humans don't have significant physiological differences defined by their lineage. Instead, their heritages reveal their potential as a people and may reflect the traditional skills of their numerous ethnicities. Choose one of the following human heritages at 1st level.

Skilled Human

Your ingenuity allows you to train in a wide variety of skills. You become trained in one skill of your choice. At 5th level, you become an expert in the chosen skill.

Versatile Human

Humanity's versatility and ambition have fueled its ascendance to be the most common ancestry in most nations throughout the world. Select a general feat of your choice for which you meet the prerequisites (as with your ancestry feat, you can select this general feat at any point during character creation).

Human 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 human, you choose from among the following ancestry feats.

1st Level

Adapted Cantrip — **Feat 1**

HUMAN

Prerequisites spellcasting class feature

Through study of multiple magical traditions, you've altered a spell to suit your spellcasting style. Choose one cantrip from a magical tradition other than your own. If you prepare spells, you can choose this spell when you prepare your cantrips, in addition to your other options. If you have a spell repertoire, replace one of your cantrips known with the chosen spell. You can cast this cantrip as a spell of your class's tradition.

HIT POINTS
8

SIZE
Medium

SPEED
25 feet

ATTRIBUTE BOOSTS
Two free attribute boosts

LANGUAGES
Common
Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

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If you swap or retrain this cantrip later, you can choose its replacement from the same alternate tradition or a different one.

COOPERATIVE NATURE FEAT 1

HUMAN

The short human life span lends perspective and has taught you from a young age to set aside differences and work with others to achieve greatness. You gain a +4 circumstance bonus on checks to Aid.

GENERAL TRAINING FEAT 1

HUMAN

Your adaptability manifests in your mastery of a range of useful abilities. You gain a 1st-level general feat. You must meet the feat's prerequisites, but if you select this feat during character creation, you can select the feat later in the process in order to determine which prerequisites you meet.

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

HAUGHTY OBSTINACY FEAT 1

HUMAN

Your powerful ego makes it harder for others to order you around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

NATURAL AMBITION FEAT 1

HUMAN

You were raised to be ambitious and always reach for the stars, leading you to progress quickly in your chosen field. You gain a 1st-level class feat for your class. You must meet the prerequisites, but you can select the feat later in the character creation process in order to determine which prerequisites you meet.

NATURAL SKILL FEAT 1

HUMAN

Your ingenuity allows you to learn a wide variety of skills. You gain the trained proficiency rank in two skills of your choice.

UNCONVENTIONAL WEAPONRY FEAT 1

HUMAN

You've familiarized yourself with a particular weapon, potentially from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as dwarf, goblin, or orc) or that is common in another culture. You gain access to that weapon, and for the purpose of proficiency, you treat it as a simple weapon.

If you are trained in all martial weapons, you can instead choose an uncommon advanced weapon that has an ancestry's trait or is common in another culture. You gain access to that weapon and have familiarity with that weapon. For the purpose of proficiency, you treat it as a martial weapon.

5TH LEVEL

ADAPTIVE ADEPT FEAT 5

HUMAN

Prerequisites Adapted Cantrip, can cast 3rd-rank spells

You've continued adapting your magic to blend your class's tradition with your adapted tradition. Choose a cantrip or 1st-rank spell from the same magical tradition as your cantrip from Adapted Cantrip. You gain that spell, adding it to your spell options just like the cantrip from Adapted Cantrip. You can cast this spell as a spell of your class's magical tradition. If you choose a 1st-rank spell, you don't gain access to the heightened versions of that spell, meaning you can't prepare them if you prepare spells and you can't learn them or select the spell as a signature spell if you have a spell repertoire.

CLEVER IMPROVISER FEAT 5

HUMAN

You've learned how to handle situations when you're out of your depth. You gain the Untrained Improvisation general feat. In addition, you can attempt skill actions that normally require you to be trained, even if you are untrained.

SENSE ALLIES FEAT 5

HUMAN

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

9TH LEVEL

COOPERATIVE SOUL FEAT 9

HUMAN

You have developed a soul-deep bond with your comrades and maintain an even greater degree of cooperation with them. If you are at least an expert in the skill you are Aiding, when you roll a failure or critical failure to Aid a skill check, you get a success instead.

GROUP AID FEAT 9

HUMAN

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

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

HARDY TRAVELER FEAT 9

HUMAN

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

INCREDIBLE IMPROVISATION ◆ FEAT 9

HUMAN

Frequency once per day

Trigger You attempt a check using a skill you're untrained in.

A stroke of brilliance gives you a major advantage with a skill despite your inexperience. Gain a +4 circumstance bonus to the triggering skill check.

MULTITALENTED FEAT 9

HUMAN

You've learned to split your focus between multiple classes with ease. You gain a 2nd-level multiclass dedication feat (for more about multiclass archetypes, see page 215), even if you normally couldn't take another dedication feat until you take more feats from your current archetype.

If you have the aiuvarin versatile heritage (page 82), you don't need to meet the feat's ability modifier prerequisites.

13TH LEVEL

ADVANCED GENERAL TRAINING FEAT 13

HUMAN

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

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

BOUNCE BACK ◆ FEAT 13

HUMAN

Frequency once per day

Trigger You lose the dying condition.

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

STUBBORN PERSISTENCE FEAT 13

HUMAN

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

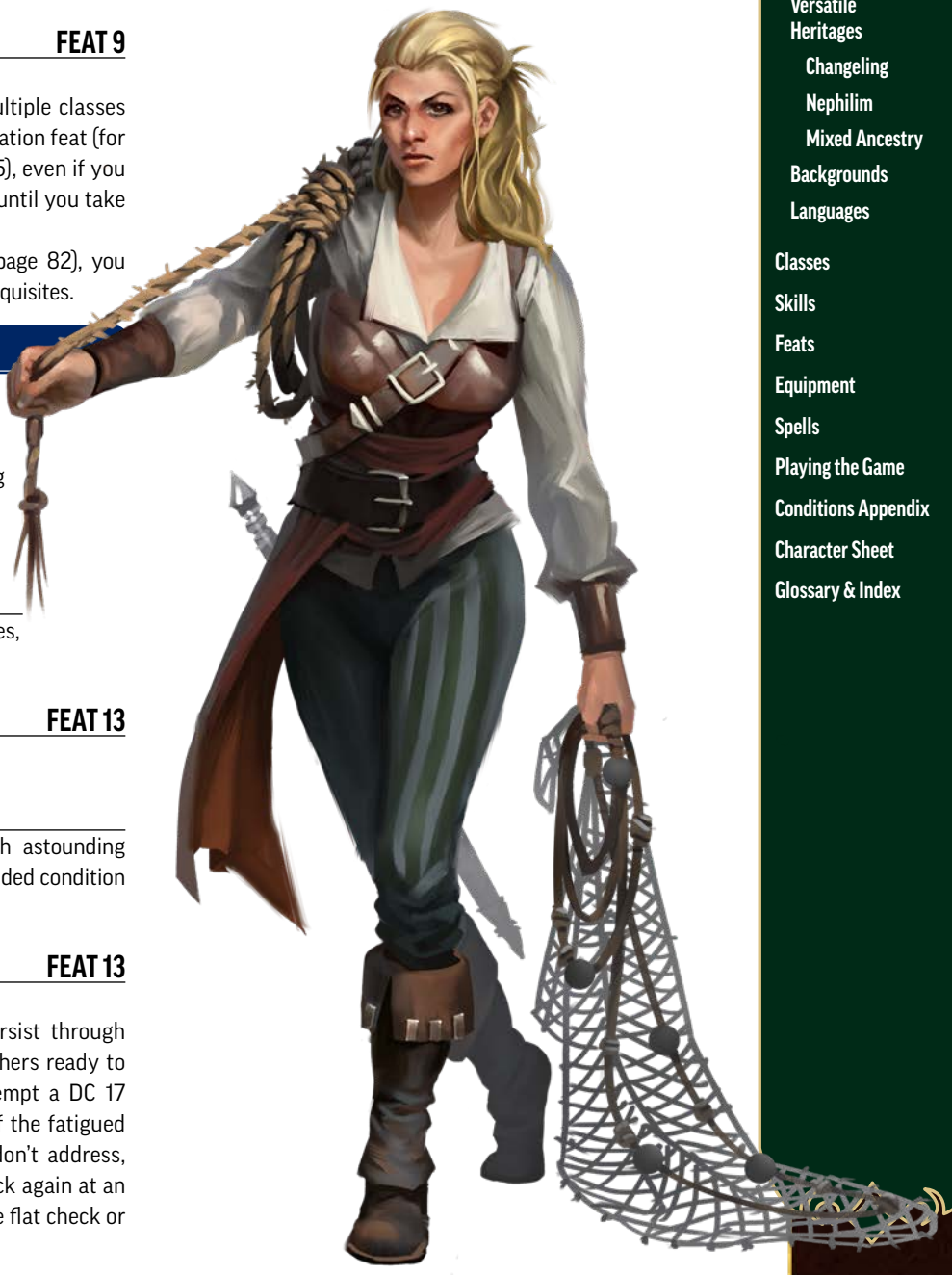
17TH LEVEL

HEROIC PRESENCE ◆◆ FEAT 17

EMOTION HUMAN MENTAL

Frequency once per day

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



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LESHY

Leshies are immortal spirits of nature temporarily granted physical forms. As guardians and emissaries of the environment, leshies are "born" when a skilled druid or other master of primal magic conducts a ritual to create a suitable vessel, and then a spirit chooses that vessel to be their temporary home. Leshies are self-sufficient from the moment the ritual ends, though it isn't uncommon for leshies to maintain lifelong bonds with their creators. Many leshies relish the opportunity to interact with the physical world. While most leshy spirits are ancient, they rarely recall past lifetimes and see their new life as a chance to experience the wonders of the world once more.

If you want to play a character who is curious and connected to nature, you should play a leshy.



You might...

- Act as a traveling agent for natural guardians who are unable to leave their territories.
- Encourage civilizations to cooperate with nature and build their cities in ecologically friendly ways.

Others probably...

- Think you are a curiosity due to your spiritual origins.
- Assume you know only about nature and are unfamiliar with civilization and society.

Physical Description

Leshies are as varied as the material used to create their vessels, usually appearing as a bizarre mishmash of various plants or fungi. Their bodies are vaguely humanoid in shape, with numerous characteristics of the plant or fungus from which they were made. A typical leshy is about 3 feet tall. Leshies begin their lives as adults and don't age.

Society

To most leshies, the concept of family is not a matter of birth, but rather determined by bonds of loyalty and friendship. Leshies are dedicated allies, but they have little tolerance for those who would despoil nature. As much as they are happy to accept someone who earns their trust into their family, they expect family members to look out for them and their natural wards in return.

Leshies are grouped into categories akin to ethnicities, but these are not connected to physical features; rather, they represent broad categories of characteristics of their spirits. Certain spirits are more likely to gravitate toward particular physical bodies, though this predisposition is far from absolute. Leshies' genders are determined by the spirits that inhabit their bodies. Some leshies are exclusively male or female, while many consider themselves both. Others, particularly fungus leshies, tend toward far more complex expressions of gender, or eschew the concept entirely. Leshies choose and change their names multiple times throughout their lives.

Sample Names: Scarlet in Summer, Verdant Taleweaver, Lurking Hunter, Masterful Sun Drinker, Noon Sky Evening Song, Snowy Pine Branch, Cascading Rapids

Beliefs

Leshies' beliefs generally focus on the natural world. Those with a philosophical bent lean toward the Green Faith, and Gozreh is the most popular deity among faithful leshies. Some leshies also venerate green men, powerful spirits of nature.

Popular Edicts experience the physical world, form a family through loyalty and trust, protect parts of nature you embody

Popular Anathema embrace unnatural magic or influences

Leshy Heritages

A leshy's heritage represents the benefits they gain from their body. Choose one of the following leshy heritages at 1st level.

Cactus Leshy

Spines cover your body. You gain a spine unarmed attack that deals 1d6 piercing damage. Your spines are in the brawling group and have the finesse and unarmed traits.

Fruit Leshy

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

Fungus Leshy

Your body was made from fungi that grows in the shade of caves and trees, and you are at home in dark caverns and warrens. You gain darkvision. You lose the plant trait and gain the fungus trait.

Gourd Leshy

You have a large gourd for a skull, and since you don't have a physical brain, you can use the space inside your head. You can store a collection of up to 1 Bulk of objects within your head. The DC of checks to Steal objects from inside your head increases by 4. Additionally, if you store only one object within your head, you can draw it effortlessly into your hand as part of another action to use the object. Drawing the item grants this other action the manipulate trait.

Leaf Leshy

Your body is made mostly from natural foliage, and like a leaf tumbling from a tree, you land from falls with particular grace. You take no damage from falling, regardless of the distance you fall.

Lotus Leshy

You effortlessly float on the surface of water. You can walk on the surface of still water and other non-damaging liquids, moving at half your normal Speed. You can also attempt to Balance to move across the surface of flowing water, using the DC of a Swim check to move through the water. When you do this, you can't move faster than half your Speed, and if you fail or critically fail, you fall into the water rather than the normal effects.

Root Leshy

Your body is made from hardy roots that attach you firmly to the ground. You gain 10 Hit Points from your ancestry instead of 8. You can go without sunlight for 2 weeks before you begin to starve. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Reposition, Shove, or Trip you. This bonus also applies to saving throws against spells or effects that attempt to move you or knock you prone.

Seaweed Leshy

Your body is made from woven seaweed, and you're just as comfortable underwater as on land. You gain a swim Speed of 20 feet, and you can always breathe underwater. However, your land Speed is reduced by 5 feet (to 20 feet for most seaweed leshies).

HIT POINTS

8

SIZE

Small

SPEED

25 feet

ATTRIBUTE BOOSTS

Constitution
Wisdom
Free

ATTRIBUTE FLAW

Intelligence

LANGUAGES

Common
Fey
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Elven, Gnomish, Goblin, Halfling, Sakvroth, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Leshy
Plant

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.

PLANT NOURISHMENT

You gain nourishment in the same way that the plants or fungi that match your body type normally do, through some combination of photosynthesis, absorbing minerals with your roots, or scavenging decaying matter. You typically do not need to pay for food. If you normally rely on photosynthesis and go without sunlight for 1 week, you begin to starve. You can derive nourishment from specially formulated bottles of sunlight instead of natural sunlight, but these bottles cost 10 times as much as standard rations (or 40 sp).

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Vine Leshy

Your prehensile vines grant you unmatched skill at climbing. You do not need to have any hands free to Climb. Additionally, if you roll a success on an Athletics check to Climb, you get a critical success instead.

Leshy 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 leshy, you select from among the following ancestry feats.

1st Level

Grasping Reach — Feat 1

LESHY

You can extend a tangle of vines or tendrils to support your arms and extend your reach. When you wield a melee weapon that requires two hands, doesn't have reach, and deals at least 1d6 damage, you can change between a typical two-handed grip and an extended two-handed grasp using an Interact action. Weapons wielded in your extended grasp gain reach of 10 feet. This grasp is less stable and powerful than a typical grip, reducing the weapon's damage die by 1 step.

Harmlessly Cute — Feat 1

LESHY

Your size and demeanor make it easy for you to convince others that you mean no harm. You gain the Shameless Request skill feat as a bonus feat. Additionally, you gain a +1 circumstance bonus to initiative checks when you roll Deception for initiative.

Leshy Lore — Feat 1

LESHY

You deeply understand your people's cultural traditions and innate strengths. You gain the trained proficiency rank in Nature 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 Leshy Lore.

Leshy Superstition ↷ — Feat 1

LESHY

Trigger You attempt a saving throw against a spell or magical effect, but haven't rolled yet.

You notice spirits that inhabit objects, learning which bring good fortune and which are unlucky. You focus on the power of a lucky object, granting you a +1 circumstance bonus to your saving throw against the triggering effect.

Seedpod — Feat 1

LESHY

Your body produces a nearly endless supply of hard seedpods. You gain a seedpod ranged unarmed attack with a range increment of 30 feet that deals 1d4 bludgeoning damage. On a critical hit, a seedpod bursts, issuing forth a tangle of vegetation that imposes a –10-foot circumstance penalty on the target's Speed until the start of your next turn. Seedpods do not add critical specialization effects.

Shadow of the Wilds — Feat 1

LESHY

It's difficult to notice your passage through wild areas. As long as you're not in an urban environment, you're always considered to be Covering Tracks, even if you chose a different activity in exploration mode.

Undaunted — Feat 1

LESHY

Your spirit has endured many challenges over its long existence. You gain a +1 circumstance bonus to saves against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

5th Level

Anchoring Roots — Feat 5

LESHY

Small roots sprout from your feet, steadying you as you move. You gain the Steady Balance skill feat, even if you aren't trained in Acrobatics, and you can use the Anchor action.

Anchor ❖ **Requirements** You're on a solid surface; **Effect** You send your roots into or across the ground, making it harder for you to stumble. Until you move, you gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Reposition, Shove, or Trip you (or a +4 circumstance bonus if you're a root leshy). This bonus also applies to saving throws against spells or effects that attempt to move you or knock you prone. If an effect forces you to move, you move only half the normal distance, as some of the effort goes to tearing loose the roots.

Leshy Glide ❖ — Feat 5

LESHY

Prerequisites leaf leshy heritage or Cat Fall skill feat

Using your own leaves, you can control your descent. You glide slowly toward the ground, 5 feet down 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.

Ritual Reversion ❖❖ — Feat 5

LESHY POLYMORPH PRIMAL

You can temporarily revert to a less conspicuous form without diminishing your senses. You take the form of an ordinary specimen of the type of plant or fungus that most closely resembles you, reverting to your body's appearance just before your spirit joined with it. This otherwise has the effects of *one with plants*, except that your size remains Small.

SPEAK WITH KINDRED — FEAT 5

LESHY

You have a connection with creatures that share your physiology. You can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungi. You gain a +2 circumstance bonus to Diplomacy checks with plants or fungi of your kind. Generally, fungus leshies get this bonus with mushrooms and fungi; gourd leshies with gourds, melons, and similar fruiting plants; leaf leshies with deciduous trees; and vine leshies with vines and climbing plants.

9TH LEVEL

BARK AND TENDRIL — FEAT 9

LESHY

You wield primal magic. You can cast *entangling flora* and *oaken resilience* as 2nd-rank primal innate spells once per day each.

LUCKY KEEPSAKE — FEAT 9

LESHY

Prerequisites Leshy Superstition

You have a keepsake that grants you luck. You gain a +1 circumstance bonus to saves against spells and magical effects at all times, not just when you use Leshy Superstition. If you lose the keepsake, you lose the bonus until you designate a new keepsake, typically over the course of a week.

SOLAR REJUVENATION — FEAT 9

LESHY

If you rest outdoors for 10 minutes during the day, you regain Hit Points equal to your Constitution modifier × half your level. You gain this benefit in addition to any healing from Treat Wounds. Leshies whose plant nourishment does not rely on photosynthesis require a similarly suitable environment. For example, fungus leshies need dark, damp environments and a pile of decaying plant matter.

THORNED SEEDPOD — FEAT 9

LESHY

Prerequisites Seedpod

When your seedpods strike a felling blow, they burst into viciously thorny vines. When you critically succeed at a seedpod Strike, vines twist and stab your foe, dealing 1d4 persistent piercing damage.

13TH LEVEL

CALL OF THE GREEN MAN — FEAT 13

LESHY

You can call forth nearby nature spirits to augment your body. Once per day, you can cast *plant form* as a 5th-rank primal innate spell. When you reach 17th level, you can heighten the spell to 6th rank when you cast it.

CLOAK OF POISON ◆◆ — FEAT 13

LESHY POISON

Frequency once per day

You secrete a cloak of concentrated poison that harms any who dare attack you. For 1 minute, any creature that touches you or damages you with an unarmed attack or melee weapon without the reach trait takes 3d6 poison damage.

17TH LEVEL

FLOURISH AND RUIN — FEAT 17

LESHY

You can call upon the vital essence of your spirit to restore life to your allies and call forth vines to ensnare and bludgeon your foes. You can cast *field of life* and *tangling creepers* as 6th-rank primal innate spells once per day each.

REGROWTH — FEAT 17

LESHY

Your command over your vital essence allows you or an ally to recover from grievous wounds. You can cast *regenerate* as a 7th-rank primal innate spell once per day.

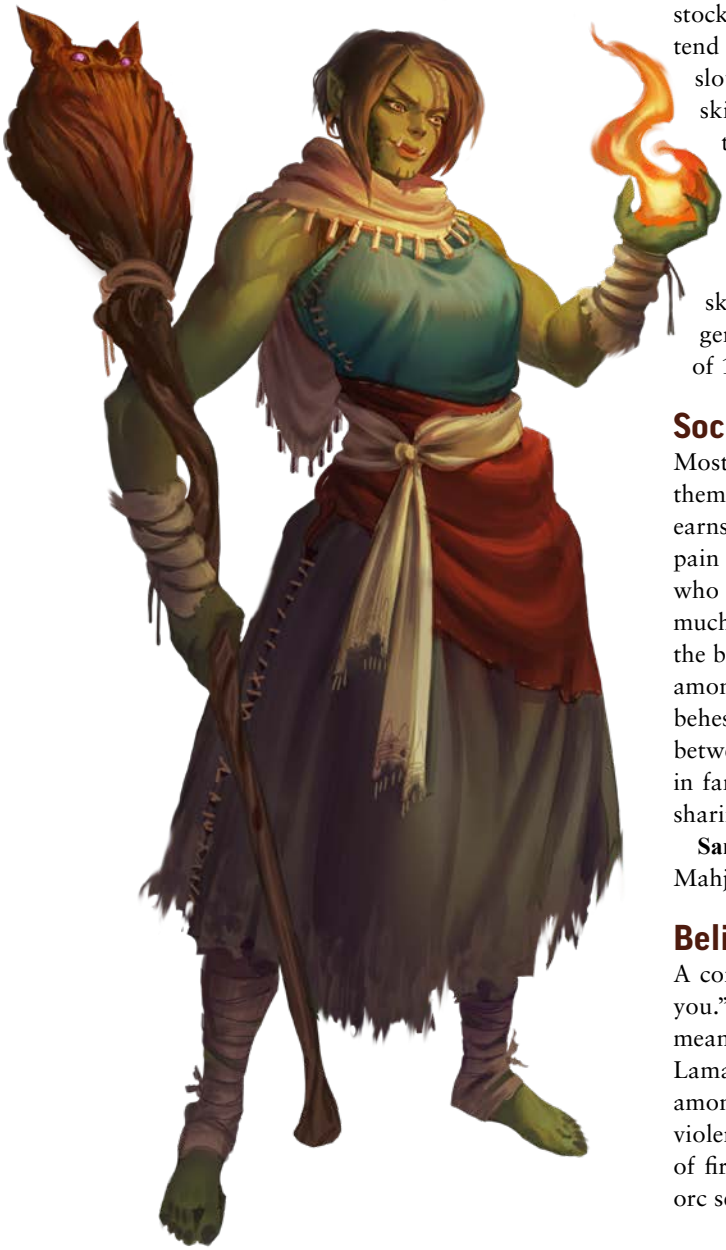


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Orc

Orcs are forged in the fires of violence and conflict, often from the moment they are born. As they live lives that are frequently cut brutally short, orcs revel in testing their strength against worthy foes, often by challenging a higher-ranking member of their community for dominance. Orcs often struggle to gain acceptance among other communities, who frequently see them as brutes. Those who earn the loyalty of an orc friend, however, soon learn that an orc's fidelity and honesty are unparalleled. Orc culture teaches that they are shaped by the challenges they survive, and the most worthy survive the most hardships. Orcs who attain both a long life and great triumphs command immense respect.

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



You might...

- Eagerly meet any chance to prove your strength in a physical contest.
- View dying in glorious combat as preferable to a mundane death from old age or illness.

Others probably...

- See you as violent or lacking in discipline.
- Admire your forthrightness and blunt honesty.

Physical Description

Orcs are tall and powerfully built, with long arms and stocky legs. Many orcs top 7 feet in height, though they tend to adopt broad, almost bow-legged stances and slouch forward at the shoulders. Orcs have rough skin, thick bones, and rock-hard muscles, making them suited to war and other physically demanding tasks. Orc skin color is typically some shade of green, though some orcs have other skin colors that reflect adaptations to their environments.

Orcs consider powerful builds, heavily scarred skin, large tusks, and tattoos attractive, regardless of gender. Orcs reach physical adulthood around the age of 17, with many orcs living to be up to 60 years old.

Society

Most orc communities—known as holds—define themselves through two things: pain and glory. Each earns respect in near equal measure, so long as the pain is borne with stoicism. An orc with many scars who walks uncomplaining with a broken leg draws as much admiration as one who wins a great victory on the battlefield. Additionally, power defines the dynamics among families and holds. Weaker orcs work at the behest of the strong, with power constantly shifting between orcs that prove their might. Orcs tend to share in familial duties, raising children as a community and sharing responsibilities among the entire hold.

Sample Names: Arkus, Durra, Grask, Grillgiss, Krugga, Mahja, Murdut, Ollak, Onyat, Thurk, Uirch, Unach

Beliefs

A common orc saying is "you are the scars that shape you." Violent, chaotic lives in violent, chaotic lands mean that most orcs tend to expect and accept violence. Lamashtu, and Rovagug are commonly worshiped among more war-minded orc communities, while less violent holds worship gods like Sarenrae, whose tenets of fire, redemption, and glory all hold some appeal to orc sensibilities.

While there are orc deities, their worship is surprisingly uncommon among orcs. Orcs believe that if a creature has a face and a name, it can be killed, and so their own deities are often targets, rather than objects of reverence. Some orc holds teach that the greatest members of the hold can earn a chance to challenge the orc deities for a place amid the pantheon.

Popular Edicts become even stronger, share knowledge you won through pain, destroy the undead

Popular Anathema accept defeat without proof of strength, reshape or reanimate a creature into something lesser

Orc Heritages

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

Badlands Orc

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

Battle-Ready Orc

You descend from a line of terrifying battlefield commanders. You become trained in Intimidation, and you gain the Intimidating Glare skill feat.

Deep Orc

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

Grave Orc

You were exposed to powerful necromantic energies that should have killed you—but you survived. Your skin is cold, clammy, and gray. You gain resistance to void damage equal to half your level (minimum 1). You also gain a +1 circumstance bonus to saving throws against effects with the death or void trait.

Hold-Scarred Orc

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

Rainfall Orc

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

Winter Orc

Your ancestors survived in cold climates. You become trained in Survival, and you treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

HIT POINTS
10

SIZE
Medium

SPEED
25 feet

ATTRIBUTE BOOSTS
Two free attribute boosts

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

TRAITS
Orc
Humanoid

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

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Orc Ancestry Feats

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

1st Level

Beast Trainer — Feat 1

ORC

You have an impressive innate ability to tame and command ferocious beasts. You become trained in the Nature skill and gain your choice of the Pet general feat or the Train Animal skill feat.

Iron Fists — Feat 1

ORC

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

Orc Ferocity — Feat 1

ORC

Frequency once per day

Trigger You would be reduced to 0 Hit Points but not immediately killed.

Fierceness in battle runs through your blood, and you refuse to fall from your injuries no matter how terrible they may be. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

Orc Lore — Feat 1

ORC

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

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

Orc Superstition — Feat 1

CONCENTRATE ORC

Trigger You attempt a saving throw against a spell or magical effect, and have not yet rolled.

You defend yourself against magic by relying on techniques derived from orc cultural superstitions. You gain a +1 circumstance bonus to your saving throw against the triggering spell or magical effect.

Hold Mark — Feat 1

ORC

You bear scars or tattoos enhanced by the mark of your community's prowess. When you select this feat, choose one of the options from the below table. You are trained in the listed skill and gain a +1 status bonus to saves against spells from the listed tradition. You gain a large brand or tattoo in the shape of the chosen emblem or a similar concept (for example, the Burning Sun could be a torch, sun, volcano, or other fiery symbol, while the Empty Hand could be a fist or claw).

Hold Mark Emblem	Skill	Tradition
Burning Sun	Diplomacy	Arcane
Death's Head	Survival	Primal
Defiled Corpse	Religion	Divine
Empty Hand	Intimidation	Occult

Orc Weapon Familiarity — Feat 1

ORC

In combat, you favor the brutal weapons that are traditional for your orc ancestors. You gain access to all uncommon weapons with the orc trait. You have familiarity with weapons with the orc trait plus the falchion and greataxe—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.

Tusks — Feat 1

ORC

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

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

5th Level

Athletic Might — Feat 5

ORC

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

Bloody Blows — Feat 5

ORC

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

Defy Death — Feat 5

ORC

Prerequisites Orc Ferocity

You're exceptionally difficult to kill. The DC of your recovery checks is equal to 9 + your dying value, or 8 + your dying value if you have the Toughness general feat. In addition, whenever someone returns you to life using magic that would normally leave you debilitated for a week (such as *raise dead* or the *resurrect* ritual), you don't suffer that condition.

SCAR-THICK SKIN FEAT 5

ORC

Glorious, storied scars cover and protect much of your body, girding you in fleshly armor that resists any wound weaker than those you have already survived. Your DC on flat checks to end persistent bleed damage is reduced from 15 to 10, or from 10 to 5 after receiving especially appropriate assistance.

9TH LEVEL

PERVASIVE SUPERSTITION FEAT 9

ORC

Prerequisites Orc Superstition

You steep yourself in superstition and practice ancient orc mental exercises for shrugging off the effects of magic. You gain a +1 circumstance bonus to saving throws against spells and magical effects at all times.

UNDYING FEROCITY FEAT 9

ORC

Prerequisites Orc Ferocity

You resist death's clutches with supernatural vigor, daring death to claim you while promising that any such attempt will surely fail. When you use Orc Ferocity, you gain temporary Hit Points equal to your level.

13TH LEVEL

INCREDIBLE FEROCITY FEAT 13

ORC

Prerequisites Orc Ferocity

Given time to collect yourself after a near-death scrape, you can rebuild your ferocity and withstand additional finishing blows. You can use Orc Ferocity with a frequency of once per hour, rather than once per day.

FEROCIOUS BEASTS FEAT 13

ORC

Prerequisites animal companion, Pet, or Bonded Animal; Orc Ferocity

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

SPELL DEVOURER FEAT 13

ORC

Prerequisites Orc Superstition

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

17TH LEVEL

RAMPAGING FEROCITY ◆ FEAT 17

ORC

Prerequisites Orc Ferocity

Trigger You use Orc Ferocity.

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



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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.

The most common of these by far are the aiuvarin and dromaar versatile heritages, usually born to a human parent on one side and either an elf or orc parent on the other. 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—called versatile heritages—are likewise shared by many ancestries.



NEPHILIM

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

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

Unlimited Possibilities!

Though a character can have only one heritage and one lineage feat, the possible permutations of a character's background and family tree are virtually unlimited. An aiuvarin character might still have a changeling parent whose nature is visible in the coloration of their eyes even if they don't have access to changeling ancestry feats, and a pitborn dwarf might very well have an ancestor with fey influences on their bloodline, reflected with a fey muse or patron gained through their class alongside their ancestral fiendishness.

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 hag that birthed a changeling character, or the type of extraplanar entity that influenced a nephilim'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.

In This Book

This book includes the rules for three kinds of versatile heritages.

Changeling

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

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

Planar Scions: Nephilim

Life is present everywhere across the planes of the Multiverse, and the intermingling of mortals from the Universe with extraplanar energy is no rare thing. Whether their origins are from a direct physical relationship between a mortal and an extraplanar being or from some other infusion of extraplanar energy, mortals who carry the power of another plane are known as planar scions. There are numerous types of planar scions, just as there are countless types of beings across the planes whose power might be shared with a mortal. This book focuses on nephilim, planar scions from planes strongly associated with concepts of good, evil, order, or dissolution, and presents lineages associated with fiendish and celestial beings.

Nephilim are planar scions—mortals influenced by planes beyond the Universe—whose bodies or spirits have been influenced by energies from an outer plane, often one strongly associated with mortal religions or philosophies, like Elysium or the Outer Rifts. Some nephilim are even born with seemingly contradictory influences, displaying traits of both celestials and fiends.

The angelkin, lawbringers, and musetouched lineages each represent different aspects of the celestial planes, while the grimspawn, hellspawn, and pitborn lineages represent beings with fiendish bloodlines or influences.

Mixed Ancestry Heritages

Golarion has numerous metropolises where people from a wide variety of ancestries intermingle. Moreover, adventurers of all backgrounds and ancestries often find themselves thrust together and discover that from adversity can come common ground, and even love. As a result, the world is full of people whose bloodline can be traced to at least two different ancestries. The most common examples of this are aiuvarins and dromaars, who have elf and orc ancestors respectively. While all known dromaars and aiuvarins in the Inner Sea share human as the other part of their origin, it's possible that other combinations could exist.

This section also describes how to create a custom mixed ancestry heritage when creating your own world.



AIUVARIN

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Changeling

Tales of children stolen away and replaced by monsters exist across countless cultures—but the true monsters are the hags who bring these strange children into the world, either directly as their birth parents or indirectly when strange magic from their coven rituals affects babies in nearby villages. Such a child faces no end of challenges, often beginning life as an abandoned or orphaned outsider.

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



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

You Might...

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

Others Probably...

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

Changeling (Uncommon Heritage)

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

Changeling Feats

The following feats are available to changeling characters.

Lineages

Changelings can select any of the following lineages.

BRINE MAY — FEAT 1

CHANGELING LINEAGE

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

CALLOW MAY — FEAT 1

CHANGELING LINEAGE

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

DREAM MAY — FEAT 1

CHANGELING LINEAGE

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

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

SLAG MAY — FEAT 1

CHANGELING LINEAGE

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

1ST LEVEL

CHANGELING LORE — FEAT 1

CHANGELING

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

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

HAG CLAWS — FEAT 1

CHANGELING

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

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

HAG'S SIGHT — FEAT 1

CHANGELING

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

5TH LEVEL

CALLED — FEAT 5

CHANGELING

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

MIST CHILD — FEAT 5

CHANGELING

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

9TH LEVEL

ACCURSED CLAWS — FEAT 9

CHANGELING

Prerequisites claw unarmed attack

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

OCCULT RESISTANCE — FEAT 9

CHANGELING

Prerequisites expert in Occultism

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

13TH LEVEL

HAG MAGIC — FEAT 13

CHANGELING

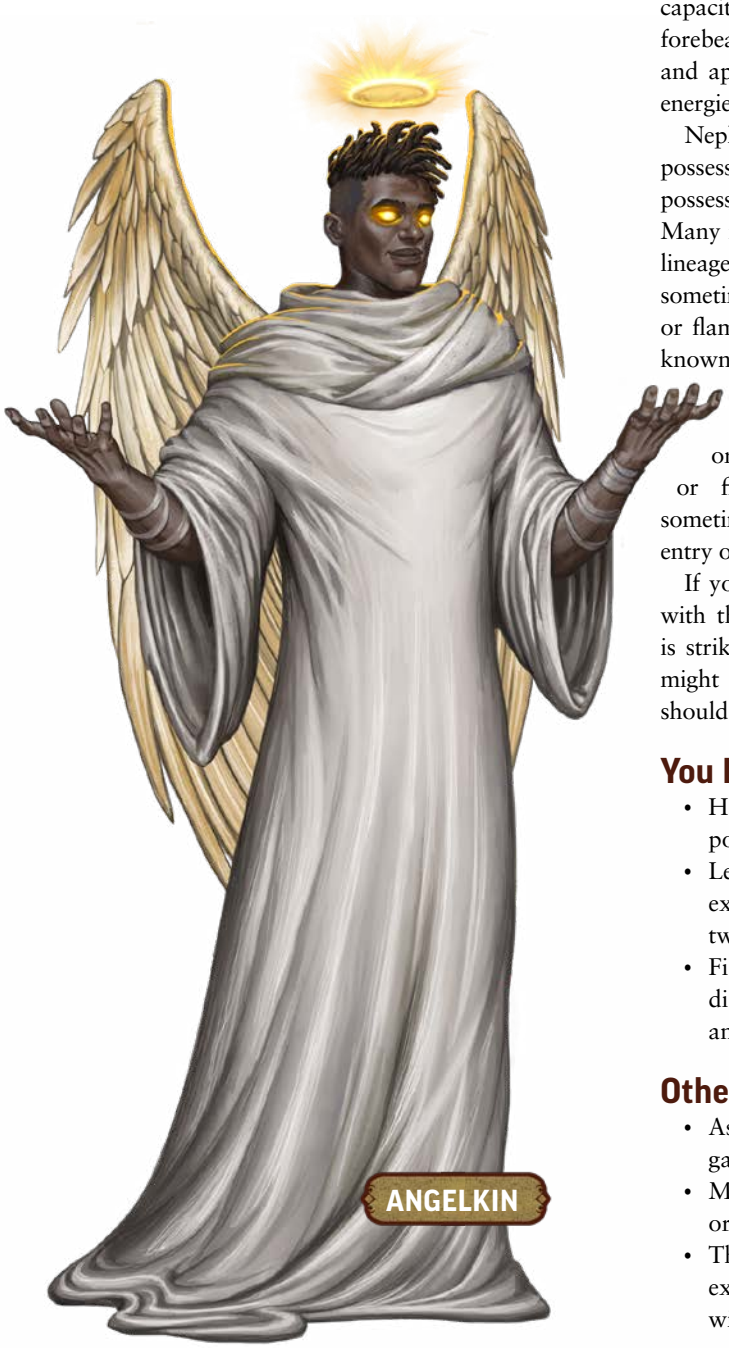
Through your heritage, you can replicate a hag's magic. Choose one common spell of 4th rank or lower from those available to a coven, including the spells contributed to a coven by a hag of your mother's type. You can cast this spell once per day as a 4th-rank occult innate spell.

Spells available to all covens are *augury*, *charm*, *clairaudience*, *clairvoyance*, *dream message*, and *illusory disguise*. The eligible spells granted by the most prominent types of hag are: **Cuckoo Hag** *nightmare*, *spellwrack*; **Iron Hag** *earthbind*, *spellwrack*; **Sea Hag** *humanoid form*, *mariner's curse*, *water walk*; **Sweet Hag** *charm*, *honeyed words*, *outcast's curse*

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Nephilim

Countless legends tell of mortal dealings with immortal beings, and of the children born from those encounters. These children, known as planar scions, are mortals who inherit the supernatural essence of another plane, which manifests through their distinctive physical features and otherworldly powers. This section presents rules for nephilim, planar scions who can trace their extraplanar heritage back to celestials, fiends, monitors, and other entities who often become involved in the religious affairs of mortals.



A faithful priest of Erastil is visited by an angel in his youth, and many years later he fathers a child with the head of an elk and a birthmark shaped like Erastil's religious symbol, a bow and arrow. A powerful sorceress prevents an incursion from the Outer Rifts, but a sliver of demonic power infuses the child she carries, who is born with fangs and a pair of tiny horns. A planar caravan travels the Multiverse until its ranks are filled with children who possess devilish hooves and angelic halos. These children, known as nephilim, possess the ambition and capacity for growth and change inherent in their mortal forebears, while also possessing some portion of the power and appearance of an immortal entity or entities whose energies influenced their bloodline.

Nephilim are difficult to categorize by nature. Some possess both demonic and angelic traits, while others possess abilities that defy the neat categories of scholars. Many nephilim do have traits that strongly point to their lineage, though. Nephilim who carry the power of archons, sometimes known as lawbringers, may display golden eyes or flaming auras, while nephilim descended from devils, known as hellspawn, may have red skin and hooved feet. While the term nephilim broadly describes these individuals, some cultures use the name empyrean or cambion to refer to nephilim with celestial influence or fiendish influence respectively. Other nephilim sometimes earn the names of aphorite or ganzi, though this entry only focuses on empyreans and cambions.

If you want a character who is supernaturally infused with the power of the Outer Planes, whose appearance is striking and notable, and whose personal connections might extend beyond the bounds of the Universe, you should play a nephilim.

You Might...

- Have a strong sense of self-confidence due to the power or influence of your extraplanar heritage.
- Lean into or rebel against your perceived extraplanar nature, embracing angelic goodness or twisting demonic rage towards better ends.
- Find that building relationships with others is difficult, but treasure those who value you for who, and not what, you are.

Others Probably...

- Assume you've faced numerous challenges or gained unfair advantages due to your heritage.
- Mistake you for an agent of a holy or unholy organization.
- Think you have associations with powerful extraplanar creatures, potentially trying to bargain with you for power of their own.

Nephilim (Uncommon Heritage)

Your nature is influenced by celestials, fiends, or monitors. This manifests as a combination of features that belie your heritage, such as golden eyes, a halo, horns, or a tail. You gain the nephilim trait, in addition to the traits from your ancestry. You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from nephilim feats and feats from your ancestry whenever you gain an ancestry feat.

Nephilim Feats

The following feats are available to nephilim characters.

Lineages

Nephilim can select any of the following lineages.

ANGELKIN FEAT 1

LINEAGE NEPHILIM

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

GRIMSPAWN FEAT 1

LINEAGE NEPHILIM

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

HELLSPAWN FEAT 1

LINEAGE NEPHILIM

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

LAWBRINGER FEAT 1

LINEAGE NEPHILIM

You trace your lineage to archons, guardians of the seven-tiered mountain of Heaven and nurturers of law and virtue within mortals. You gain a +1 circumstance bonus to saves against emotion effects, and if you roll a success on a save against an emotion effect, you get a critical success instead.

MUSETOUCHED FEAT 1

LINEAGE NEPHILIM

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

PITBORN FEAT 1

LINEAGE NEPHILIM

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

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



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1ST LEVEL

BESTIAL MANIFESTATION FEAT 1

NEPHILIM

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

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

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

HALO FEAT 1

NEPHILIM

You have a halo of light and goodness that sheds light with the effects of a divine *light* cantrip. A cantrip is heightened to a spell rank equal to half your level rounded up. You can Sustain to suppress or reestablish the halo.

NEPHILIM EYES FEAT 1

NEPHILIM

Prerequisites low-light vision

Your eyes can see through darkness with visual acuity akin to that possessed by most extraplanar beings. You gain darkvision.

NEPHILIM LORE FEAT 1

NEPHILIM

You know the secrets of the Multiverse. You gain the trained proficiency rank in either Diplomacy or Intimidation, and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for a Lore subcategory of a plane to which you trace your lineage.

NIMBLE HOOVES FEAT 1

NEPHILIM

You possess hooves, ankle wings, or some other feature that hastens your movement. Your Speed increases by 5 feet.

Special The Speed increase from this feat isn't cumulative with any Speed increase from other ancestry feats.

5TH LEVEL

BLESSED BLOOD FEAT 5

NEPHILIM

Your spilled blood is sanctified, with effects similar to those of *holy water* (*GM Core* 268). Whenever a fiend, undead, or creature with a weakness to holy drinks your blood or deals piercing or slashing damage to you with jaws, fangs, or a similar attack, that creature takes 1d6 spirit damage with the holy trait. You gain a +4 circumstance bonus to Crafting checks to Craft *holy water* using your blood as one of the ingredients.

EXTRAPLANAR SUPPLICATION FEAT 5

NEPHILIM

You call upon divine power to place a benediction upon your allies or a malediction upon your foes. Choose either *bless* or *bane*. You can cast the chosen spell once per day as a 1st-rank divine innate spell.

NEPHILIM RESISTANCE FEAT 5

NEPHILIM

You resist energy like your extraplanar predecessors. Choose one of the following energy damage types: acid, cold, electricity, fire, or sonic. You gain resistance 5 to that damage type.

The damage type typically matches an extraplanar entity associated with your bloodline. For instance, an angelkin might choose resistance to cold, while a hellspawn might choose resistance to fire.

SCION OF MANY PLANES FEAT 5

NEPHILIM

The long and complicated history of your bloodline manifests in your ability to draw power from more planar sources than most other nephilim. Choose one nephilim lineage feat that you do not already possess; you gain that feat and all of its benefits, even if you already took a lineage feat at 1st level.

SKILLFUL TAIL FEAT 5

NEPHILIM

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

9TH LEVEL

CELESTIAL MAGIC FEAT 9

NEPHILIM

Prerequisites Angelkin, Lawbringer, Musetouched, or another lineage feat associated with celestials

You possess celestial magic. Choose two of the following spells: *clear mind, everlight, humanoid form, revealing light, share life,* or *sure footing.* You can use each of the chosen spells once per day as 2nd-rank divine innate spells.

Angelkin typically take *clear mind* and *humanoid form*, lawbringers typically have *everlight* and *share life*, and musetouched typically have *revealing light* and *sure footing*.

DIVINE COUNTERMEASURES FEAT 9

NEPHILIM

You've studied your extraplanar heritage with the intent of

better defending yourself, whether against creatures aligned with or opposed to your extraplanar lineage, and you've found that your techniques are equally powerful against celestials, fiends, and other divine entities. You gain a +1 circumstance bonus to all saving throws against divine effects.

DIVINE WINGS ◆◆ FEAT 9

DIVINE MORPH NEPHILIM

Frequency once per day

With effort, you can call forth magical wings from your back, similar in appearance to those of your extraplanar forebear, whether they be elegantly feathered wings or ominous bat wings. These wings remain for 10 minutes. You gain a fly Speed equal to your Speed while you've manifested your wings.

FIENDISH MAGIC FEAT 9

NEPHILIM

Prerequisites Grimspawn, Pitborn, or Hellspawn

You possess fiendish magic. Choose two of the following spells: *disguise magic*, *false vitality*, *invisibility*, *see the unseen*, *shatter*, or *paranoia*. You can use each of the chosen spells once per day as 2nd-rank divine innate spells.

Grimspawn typically take *false vitality* and *see the unseen*, pitborn typically take *paranoia* and *shatter*, and hellspawn typically take *invisibility* and *disguise*.

13TH LEVEL

CELESTIAL MERCY FEAT 13

NEPHILIM

Prerequisites Angelkin, Lawbringer, Musetouched, or another lineage feat associated with celestials

Your celestial powers allow you to remove lesser afflictions with ease. You can cast *cleanse affliction* twice per day as a 4th-rank divine innate spell.

SLIP SIDEWAYS FEAT 13

NEPHILIM

Prerequisites Grimspawn, Pitborn, or Hellspawn, or another lineage feat associated with fiends or the Maelstrom

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

SUMMON NEPHILIM KIN FEAT 13

NEPHILIM

Prerequisites any nephilim lineage feat

You have a connection to the Outer Planes, allowing you to summon a divine ally. Choose either *summon celestial*, *summon fiend*, or another 5th-rank spell capable of summoning an extraplanar creature appropriate to your lineage. Once per day, you can cast the chosen spell as a 5th-rank divine innate spell, but the creature summoned must be from the same category as your own lineage, such as a creature with the angel trait if you are an angelkin.

17TH LEVEL

DIVINE DECLARATION FEAT 17

NEPHILIM

You can call forth a holy or unholy word from the realms beyond to punish your foes. Once per day, you can cast *divine decree* as a 7th-rank divine innate spell.

ETERNAL WINGS FEAT 17

NEPHILIM

Prerequisites Divine Wings

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



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MIXED ANCESTRY

You can choose a mixed ancestry to represent having two ancestral lines for your character. This doesn't preclude having more than two ancestries in your genealogy, but you'll need to work with your GM if you want to have more than two reflected in the rules. The possible combinations of ancestries are immeasurable, though most people in the Inner Sea region are familiar with only aiuvarins and dromaars, as those are the most common people of mixed ancestry they encounter.

Custom Mixed Heritage: You can work with your GM to create a mixed heritage for an ancestry other than elf or orc. A custom mixed-ancestry heritage is an uncommon heritage. Choose an ancestry to tie to the heritage. You gain any traits of that ancestry and a new trait for your combined ancestry, similar to how the aiuvarin heritage below grants the "elf" and "aiuvarin" traits. You also gain low-light vision if the ancestry tied to the heritage has low-light vision or darkvision. The heritage lets you select ancestry feats for the chosen ancestry in addition to those from your base ancestry. The aiuvarin and dromaar heritages both have special feats, but a custom heritage will need you to work with your GM to create or adapt some.



Aiuvarin

Elves' children with people of other ancestries, and the children of their children, are called "aiuvarin", an elven word that refers to a poem about leaves that fall too quickly to the ground. The most familiar aiuvarins in Golarion are born to an elf and a human, or to two aiuvarins. Those born of these unions are commonly referred to as "half-elves." The life of an aiuvarin can be difficult, often marked by a struggle to fit in. Aiuvarins don't have their own homeland on Golarion, nor are populations of aiuvarins particularly tied to one another since they often have very disparate traditions from their parents' ancestries. Instead, they often attempt to find acceptance in their parents' cultures or settlements.

Aiuvarins often have pointed ears and can be lanky, along with manifesting traits from their non-elven ancestors. They lack the almost-alien eyes of their elf parents, and their work to find a place for themselves in communities where they're often out of sync with the dominant culture leads many to become artists or entertainers. Despite this innate socialization, many aiuvarins have difficulty forming lasting bonds with either of their parents' people due to the distance they feel from both communities as a whole.

Aiuvarins gain some, but not all, of their elven parent's longevity, and those with a human parent often live for around 150 years. This causes some of them to fear friendship and romance with humans, knowing that they'll likely outlive their companions.

You Might...

- Keep to yourself and find it difficult to form close bonds with others.
- Strongly embrace or reject one side or the other of your parentage.
- Identify strongly with and relate to other people with mixed ancestries.

Others Probably...

- Find you more approachable than elves.
- See you primarily through the lens of your elven heritage.
- Downplay the challenges of being caught between cultures.

Aiuvarin (Heritage)

You have elves, or possibly other aiuvarins, in your family tree. You have pointed ears and other telltale signs of elf heritage. You gain the elf trait, the aiuvarin trait, and low-light vision. In addition, when you gain an ancestry feat, you can choose from aiuvarin and elf feats in addition to those from your ancestry.

Aiuvarin Feats

In addition to feats from the elf ancestry (page 46), the following feats are available to aiuvarin characters.

1ST LEVEL

EARNED GLORY **FEAT 1**

AIUVARIN

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

You gain the Impressive Performance feat (page 256). When you attempt a Performance check to Make an Impression on an elf, if you roll a critical failure, you get a failure instead.

ELF ATAVISM **FEAT 1**

AIUVARIN

Your elven blood runs particularly strong, granting you features far more elven than those of a typical aiuvarin. You may also have been raised among elves, steeped in your elven ancestors'

heritage. You gain the benefits of the elf heritage of your elven parent or ancestors. You typically can't select a heritage that depends on or improves an elven feature you don't have. For example, you couldn't take the Ancient Elf heritage (page 47) unless your non-elf ancestry also has a lifespan measured in multiple centuries. In these cases, at the GM's discretion, you might gain a different benefit.

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

INSPIRE IMITATION FEAT 5

AIUVARIN

Your actions inspire your allies to great achievements. Whenever you critically succeed at a skill check, you automatically qualify to use the Aid reaction when attempting to help an ally using the same skill, even without spending an action to prepare to do so.

SUPERNATURAL CHARM FEAT 5

AIUVARIN

The elven magic in your blood manifests as a force you can use to become more appealing or alluring. You can cast 1st-rank *charm* as an arcane innate spell once per day.



Dromaars

As the orcs of Belkzen have become a critical vanguard in the war against the Whispering Tyrant, sometimes fighting alongside allies of other ancestries, children with a mix of orc heritage and that of another ancestry (typically human) have grown in number. Many of these "half-orcs" refer to themselves as "dromaars," an orcish word referring to those drummers whose music sends the hordes marching to war, seeing themselves as heralds of a new age for orcs in the Inner Sea region. Some intolerant humanoids see orcs as more akin to monsters than people, hating and fearing them simply due to their lineage. This can push dromaars to the margins of society, where some find work in manual labor, as mercenaries, or in crime. Many who can't stand the indignities heaped on them in human society find a home among their orc kin or trek into the wilderness.

Some humans assume dromaars are less intelligent or uncivilized, and dromaars rarely find acceptance among societies with many such folk. To an orc hold, a dromaar is often considered a valuable addition, making up for anything they might lack in physical strength with gifts inherited from their other ancestral line. While some dromaars struggle to claim a name for themselves in the unforgiving hierarchies of orc holds, others may find that orcish society is far more tolerant and can create opportunities to rise high.

A dromaar with a human parent can typically live to around 70 years old.

You Might...

- Ignore, embrace, or actively counter the common stereotypes about dromaars.
- Make the most of your size and strength, either physically or socially.
- Keep your distance from people of most other ancestries, in case they unfairly reject you due to your orc ancestors.

Others Probably...

- Assume you enjoy and excel at fighting but aren't inclined toward magical or intellectual pursuits.
- Pity you for the tragic circumstances they assume were involved in your birth.
  - Get out of your way and back down rather than face your anger.

Dromaar (Heritage)

Orcish strength emboldens your bloodline. You have a green tinge to your skin and other indicators of orc heritage. You gain the orc trait, the dromaar trait, and low-light vision. When you gain an ancestry feat, you can choose from dromaar and orc feats in addition to those from your ancestry.

Dromaar Feats

In addition to feats from the orc ancestry (page 70), the following feats are available to dromaar characters.

1ST LEVEL

MONSTROUS PEACEMAKER FEAT 1

DROMAAR

Your dual human and orc nature has given you a unique perspective, allowing you to bridge the gap between humans and the many intelligent creatures in the world that humans consider monsters. You gain a +1 circumstance bonus to Diplomacy checks against non-humanoid intelligent creatures and against humanoids that are marginalized in human society (at the GM's discretion, but typically at least including giants, goblins, kobolds, and orcs). You also gain this bonus on Perception checks to Sense the Motives of such creatures.

ORC SIGHT FEAT 1

DROMAAR

Prerequisites low-light vision

Your orc blood grants you the keen vision of your forebears. 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.

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BACKGROUNDS

Backgrounds allow you to customize your character based on their life before adventuring. This is the next step in their life story after their ancestry, which reflects the circumstances of their birth. Your character's background can help you learn or portray more about their personality while also suggesting what sorts of things they're likely to know. Consider what events set your character on their path to the life of an adventurer and how those circumstances relate to their background.

At 1st level, when you create your character, you gain a background of your choice. This decision is permanent; you can't change it at later levels. Each background listed here grants two boosts, a skill feat, and the trained proficiency rank in two skills, one of which is a Lore skill. If you gain the trained proficiency rank in a skill from your background and would then gain the trained proficiency rank in the same skill from your class at 1st level, you instead become trained in another skill of your choice.

Lore skills represent deep knowledge of a specific subject and are described on page 240. If a Lore skill involves a choice (for instance, a choice of terrain), explain your preference to the GM, who has the final say on whether it's acceptable or not. If you'd like some suggestions, the Common Lore Subcategories sidebar on page 240 lists a number of Lore skills that are suitable for most campaigns.

Skill feats expand the functions of your skills and appear in Chapter 5: Feats.

ACOLYTE BACKGROUND

You spent your early days in a religious monastery or cloister. You may have traveled out into the world to spread the message of your religion or because you cast away the teachings of your faith, but deep down, you'll always carry within you the lessons you learned.

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

You're trained in the Religion skill and the Scribing Lore skill. You gain the Student of the Canon skill feat.

ACROBAT BACKGROUND

In a circus or on the streets, you earned your pay by performing as an acrobat. You might have turned to adventuring when the money dried up, or simply decided to put your skills to better use.

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 Circus Lore skill. You gain the Steady Balance skill feat.

ANIMAL WHISPERER BACKGROUND

You have always felt a connection to animals, and it was only a small leap to learn to train them. As you travel, you continuously encounter different creatures, befriending them along the way.

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

You're trained in the Nature skill and a Lore skill related to one terrain inhabited by animals you like (such as Plains Lore or Swamp Lore). You gain the Train Animal skill feat.

ARTISAN BACKGROUND

As an apprentice, you practiced a particular form of building or crafting, developing a specialized skill. You might have been a blacksmith's apprentice toiling over the forge for countless hours, a young tailor sewing garments of all kinds, or a shipwright shaping the hulls of ships.

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

You're trained in the Crafting skill and the Guild Lore skill. You gain the Specialty Crafting skill feat.

ARTIST BACKGROUND

Your art is your greatest passion, whatever form it takes. Adventuring might help you find inspiration, or simply be a way to survive until you become a world-famous artist.

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

You're trained in the Crafting skill and the Art Lore skill. You gain the Specialty Crafting skill feat.

BANDIT BACKGROUND

Your past includes no small amount of rural banditry, robbing travelers on the road and scraping by. Whether your robbery was sanctioned by a local noble or you did so of your own accord, you eventually got caught up in the adventuring life.

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

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

BARKEEP BACKGROUND

You have five specialties: hefting barrels, drinking, polishing steins, drinking, and drinking. You worked in a bar, where you learned how to hold your liquor and rowdily socialize.

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

You're trained in the Diplomacy skill and the Alcohol Lore skill. You gain the Hobnobber skill feat.



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BARRISTER BACKGROUND

Piles of legal manuals, stern teachers, and experience in the courtroom have instructed you in legal matters. You're capable of mounting a prosecution or defense in court, and you tend to keep abreast of local laws, as you never know when you might need to know them on short notice.

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

You're trained in the Diplomacy skill and the Legal Lore skill. You gain the Group Impression skill feat.

BOUNTY HUNTER BACKGROUND

Bringing in lawbreakers lined your pockets. Maybe you had an altruistic motive and sought to bring in criminals to make the streets safer, or maybe the coin was motivation enough. Your techniques for hunting down criminals transfer easily to the life of an adventurer.

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

You're trained in the Survival skill and the Legal Lore skill. You gain the Experienced Tracker skill feat.

CHARLATAN BACKGROUND

You traveled from place to place, peddling false fortunes and snake oil in one town, while pretending to be royalty in exile to seduce a wealthy heir in the next. Becoming an adventurer might be your next big scam or an attempt to put your talents to use for a greater cause. Perhaps it's a bit of both, as you realize that after pretending to be a hero, you've become the mask.

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

You're trained in the Deception skill and the Underworld Lore skill. You gain the Charming Liar skill feat.

COOK BACKGROUND

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

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

You're trained in the Survival skill, and the Cooking Lore skill. You gain the Seasoned skill feat.

CRIMINAL BACKGROUND

As an unscrupulous independent or as a member of an underworld organization, you lived a life of crime. You might have become an adventurer to seek redemption, to escape the law, or simply to get access to bigger and better loot.

Choose two attribute boosts. One must be to Dexterity or



Intelligence, and one is a free attribute boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

CULTIST BACKGROUND

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

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

You're trained in the Occultism skill, and a Lore skill related to your deity or cult. You gain the Schooled in Secrets skill feat.

DETECTIVE BACKGROUND

You solved crimes as a police inspector or took jobs for wealthy clients as a private investigator. You might have become an adventurer as part of your next big mystery, but likely it was due to the consequences or aftermath of a prior case.

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 Underworld Lore skill. You gain the Streetwise skill feat.

EMISSARY BACKGROUND

As a diplomat or messenger, you traveled to lands far and wide. Communicating with new people and forming alliances were your stock and trade.

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

You're trained in the Society skill and a Lore skill related to one city you've visited often. You gain the Multilingual skill feat.

ENTERTAINER BACKGROUND

Through an education in the arts or sheer dogged practice, you learned to entertain crowds. You might have been an actor, a dancer, a musician, a street magician, or any other sort of performer.

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

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

FARMHAND BACKGROUND

With a strong back and an understanding of seasonal cycles, you tilled the land and tended crops. Your farm could have been razed by invaders, you could have lost the family tying you to the land, or you might have simply tired of the drudgery, but at some point, you became an adventurer.

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

You're trained in the Athletics skill and the Farming Lore skill. You gain the Assurance skill feat with Athletics.

FIELD MEDIC BACKGROUND

In the chaotic rush of battle, you learned to adapt to rapidly changing conditions as you administered to battle casualties. You patched up soldiers, guards, or other combatants, and learned a fair amount about the logistics of war.

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

You're trained in the Medicine skill and the Warfare Lore skill. You gain the Battle Medicine skill feat.

FORTUNE TELLER BACKGROUND

The strands of fate are clear to you, as you have learned many traditional forms by which laypeople can divine the future. You might have used these skills to guide your community, or simply to make money. But even the slightest peek into these practices connects you to the occult mysteries of the universe.

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

You're trained in the Occultism skill and the Fortune-Telling Lore skill. You gain the Oddity Identification skill feat.

GAMBLER BACKGROUND

The thrill of the win drew you into games of chance. This might have been a lucrative sideline that paled in comparison to the real risks of adventuring, or you might have fallen on hard times due to your gambling and pursued adventuring as a way out of a spiral.

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

You're trained in the Deception skill and the Games Lore skill. You gain the Lie to Me skill feat.

GLADIATOR BACKGROUND

The bloody games of the arena taught you the art of combat. Before you attained true fame, you departed—or escaped—the arena to explore the world. Your skill at drawing both blood and a crowd's attention pay off in a new adventuring life.

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

You're trained in the Performance skill and the Gladiatorial Lore skill. You gain the Impressive Performance skill feat.

GUARD BACKGROUND

You served in the guard, out of either patriotism or the need for coin. Either way, you know how to get a difficult suspect to talk. However you left the guard, you might think of adventuring as a way to use your skills on a wider stage.

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 Legal Lore or Warfare Lore skill. You gain the Quick Coercion skill feat.

HERBALIST BACKGROUND

As a formally trained apothecary or a rural practitioner of folk medicine, you learned the healing properties of various herbs.

You're adept at collecting the right natural cures in all sorts of environments and preparing them properly.

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 Herbalism Lore skill. You gain the Natural Medicine skill feat.

HERMIT BACKGROUND

In an isolated place—like a cave, remote oasis, or secluded mansion—you lived a life of solitude. Adventuring might be a welcome reprieve from solitude or an unwanted change, but in either case, you're likely still rough around the edges.

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

You're trained in the Nature or Occultism skill, plus a Lore skill related to the terrain you lived in as a hermit (such as Cave Lore or Desert Lore). You gain the Dubious Knowledge skill feat.

HUNTER BACKGROUND

You stalked and took down animals and other creatures of the wild. Skinning animals, harvesting their flesh, and cooking them were also part of your training, all of which can give you useful resources while you adventure.

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

You're trained in the Survival skill and the Tanning Lore skill. You gain the Survey Wildlife skill feat.

LABORER BACKGROUND

You've spent years performing arduous physical labor. It was a difficult life, but you somehow survived. You may have embraced adventuring as an easier method to make your way in the world, or you might adventure under someone else's command.

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 the Labor Lore skill. You gain the Hefty Hauler skill feat.

MARTIAL DISCIPLE BACKGROUND

You dedicated yourself to intense training and rigorous study to become a great warrior. The school you attended might have been a traditionalist monastery, an elite military academy, or the local branch of a prestigious mercenary organization.

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

You're trained in your choice of the Acrobatics or Athletics skill. You gain a skill feat: Cat Fall if you chose Acrobatics or Quick Jump if you chose Athletics. You're also trained in the Warfare Lore skill.

MERCHANT BACKGROUND

In a dusty shop, market stall, or merchant caravan, you bartered wares for coin and trade goods. The skills you picked up still apply in the adventuring life, in which a good deal on a suit of armor could prevent your death.

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

You're trained in the Diplomacy skill and the Mercantile Lore skill. You gain the Bargain Hunter skill feat.

MINER BACKGROUND

You earned a living wrenching precious minerals from the lightless depths of the earth. Adventuring might have seemed lucrative or glamorous compared to this backbreaking labor—and if you have to head back underground, this time you plan to do so armed with a real weapon instead of a miner's pick.

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

You're trained in the Survival skill and the Mining Lore skill. You gain the Terrain Expertise skill feat with underground terrain.

NOBLE BACKGROUND

To the common folk, the life of a noble seems one of idyllic luxury, but growing up as a noble or member of the aspiring gentry, you know the reality: a noble's lot is obligation and intrigue. Whether you seek to escape your duties by adventuring or to better your station, you have traded silks and pageantry for an adventurer's life.

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

You're trained in the Society skill and your choice of the Genealogy Lore or Heraldry Lore skill. You gain the Courtly Graces skill feat.



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NOMAD BACKGROUND

Traveling far and wide, you picked up basic tactics for surviving on the road and in unknown lands, getting by with few supplies and even fewer comforts. As an adventurer, you travel still, often into even more dangerous places.

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

You're trained in the Survival skill and a Lore skill related to one terrain you traveled in (such as Desert Lore or Swamp Lore). You gain the Assurance skill feat with Survival.

PRISONER BACKGROUND

You have been imprisoned or punished for crimes (whether you were guilty or not). Now that your sentence has ended or you've escaped, you take full advantage of the newfound freedom of your adventuring life.

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

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

RAISED BY BELIEF BACKGROUND

Whether in a monastery, a religious household, or just as part of your everyday life, your upbringing was steeped in the traditions of a particular deity (page 35). You might remain committed or you may have turned from your childhood creed, but your skills are still founded in your devotion.

Choose two attribute boosts. One must be to an attribute specified in your deity's Divine Attribute and the other is a free attribute boost.

You're trained in the deity's listed Divine Skill and gain the Assurance feat with that skill. You are also trained in a Lore skill related to your deity (Abadar Lore, for example).

SAILOR BACKGROUND

You heard the call of the sea from a young age. Perhaps you signed onto a merchant's vessel, joined the navy, or even fell in with a crew of pirates and scalawags.

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

You're trained in the Athletics skill and the Sailing Lore skill. You gain the Underwater Marauder skill feat.

SCHOLAR BACKGROUND

You have a knack for learning and sequestered yourself from the outside world to learn all you could. You read about so many wondrous places and things in your books, always dreaming about one day seeing the real things. Eventually, that curiosity led you to leave your studies and become an adventurer.

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

You're trained in your choice of the Arcana, Nature, Occultism, or Religion skill, and gain the Assurance skill feat in your chosen skill. You're also trained in the Academia Lore skill.

SCOUT BACKGROUND

You called the wilderness home as you found trails and guided travelers. Your wanderlust could have called you to the adventuring life, or perhaps you served as a scout for soldiers and found you liked battle.

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

You're trained in the Survival skill and a Lore skill related to one terrain you scouted in (such as Forest Lore or Cavern Lore). You gain the Forager skill feat.

STREET URCHIN BACKGROUND

You eked out a living by picking pockets on the streets of a major city, never knowing where you'd find your next meal. While some adventure for the glory, you do so to survive.

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

You're trained in Thievery and a Lore skill for the city you lived in as a street urchin (such as Absalom Lore or Magnimar Lore). You gain the Pickpocket skill feat.

TEACHER BACKGROUND

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

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

You're trained in your choice of either the Performance or Society skill, as well as the Academia Lore skill. You gain the Experienced Professional skill feat.

TINKER BACKGROUND

Creating all sorts of minor inventions scratches your itch for problem-solving. Your engineering skills take a particularly creative bent, and no one knows what you'll come up with next. It might be a genius device with tremendous potential or it might explode.

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

You're trained in the Crafting skill and the Engineering Lore skill. You gain the Specialty Crafting skill feat.

WARRIOR BACKGROUND

In your younger days, you waded into battle as a mercenary, a warrior defending a nomadic people, or a member of a militia or army. You might have wanted to break away from the regimented structure of these forces, or you could have always been as independent a warrior as you are now.

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

You're trained in the Intimidation skill and the Warfare Lore skill. You gain the Intimidating Glare skill feat.

Languages

The people of the Inner Sea region speak dozens of different languages, along with hundreds of dialects and regional variations. While a character can generally get by with Taldane, also known as Common, knowing another language is vital in some regions. Being able to speak these tongues can help you with negotiation, spying on enemies, or just conducting simple commerce. Languages also afford you the chance to contextualize your character in the world and give meaning to your other character choices.

Your ancestry entry states which languages you know at 1st level. Typically, this means you can both speak and read these languages. Having a positive Intelligence modifier grants a number of additional languages equal to your Intelligence modifier. You can choose these languages from the list presented in your character's ancestry entry and from those available from your region or ethnicity. Ask your GM if there's a language you want to select that isn't on these lists.

The languages presented here are grouped according to how common they are throughout the Inner Sea region. Languages that are common are regularly encountered around the Inner Sea, even among those who aren't native speakers. Languages that are uncommon (see the Uncommon Languages table and Regional Languages) are most frequently spoken by native speakers, but they are also spoken by certain scholars and others interested in the associated cultures.

Many uncommon languages are spoken by natives of other planes who rarely appear near the Inner Sea unless summoned. Mortals learning these languages might spend a lifetime without meeting a native speaker.

It is possible for your character to learn languages later in their adventuring career. Selecting the Multilingual feat, for example, grants a character two new languages chosen from those listed below. If your Intelligence changes later on, you also adjust your number of languages accordingly. Other abilities and effects might grant access to common or uncommon languages, as detailed in their descriptions. Rare or secret languages can only be discovered through play.

Common Languages

Language	Speakers
Common	Humans, dwarves, elves, halflings, and other common ancestries
Draconic	Dragons, reptilian humanoids
Dwarven	Dwarves
Elven	Elves, half-elves
Fey	Fey, centaurs, plant and fungus creatures
Gnomish	Gnomes
Goblin	Goblins, hobgoblins, bugbears
Halfling	Halflings
Jotun	Giants, ogres, trolls, cyclopes
Orcish	Orcs, half-orcs
Sakvroth	Subterranean civilizations, serpentfolk

Uncommon Languages

Language	Speakers
Aklo	Evil fey, otherworldly monsters
Chthonian	Demons
Diabolic	Devils
Empyrean	Angels and other celestials
Kholo	The hyena-like kholos
Necril	Ghouls, intelligent undead
Petran	Earth elemental creatures
Pyric	Fire elemental creatures
Shadowtongue	Nidalese, Netherworld creatures
Sussuran	Air elemental creatures, flying creatures
Thalassic	Aquatic creatures, water elemental creatures

Regional Languages

Regional languages depend on the game world you're playing in. Chapter 1: Introduction lists the regional languages of the Pathfinder world and where they're spoken (page 34).

Regional languages are uncommon, but characters from that region have access to choose them at character creation. For characters with less exposure to the region or language, check with your GM to make sure speaking that language makes sense for your character.

Most characters learn the Common language. This is the most widely used language in the region where the campaign takes place. In the Inner Sea region of Golarion, the Common tongue is Taldane, for example. Characters with Common might face a language barrier if they travel somewhere with a different Common language.

Sign Language

The language entry for most characters lists languages they use to communicate in spoken words. However, you might know the signed languages associated with the languages you know, or how to read lips. You can learn these by taking the Sign Language or Read Lips skill feats, or both. If you are creating a character who is deaf, hard of hearing, or unable to speak, discuss with your GM whether it makes sense for your character to know sign languages or lip reading. If so, your GM might allow you to select one of these feats for free (even if you don't meet the prerequisites) to represent your character concept.

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CHAPTER 3: CLASSES

Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained wizard who can rattle off complex formulas for magic items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered witch whose gesticulating fingers pulse with power granted through dealings with a mysterious patron. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a school where a wizard studied—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe 8 classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as how to develop them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 29 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Companions and Familiars** on page 206 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- **Archetypes** on page 215 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

Reading Class Entries

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an attribute boost to a key attribute; a number of Hit Points they receive at each level; proficiency ranks for various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

Playing the Class

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

Key Attribute

This is the attribute modifier that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this attribute in some way.

For instance, this is the attribute modifier you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key attribute is used to calculate spell DCs and similar values.

Most classes are associated with one key attribute modifier, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key attribute. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an attribute boost to their key attribute modifier, increasing that attribute modifier by 2. For more about attribute boosts, see page 19.

Hit Points

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for

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characters to rush into battle with weapons bared gain a higher number of Hit Points each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 24.

Initial Proficiencies

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 11.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry. These classes rarely use their class DC.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

Advancement Table

This table summarizes the feats, skill increases, attribute boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

Class Features

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 440).

Class Feats

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

Skill Feats

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 248. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

General Feats

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 248).

Skill Increases

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill in which they're already a master.

Attribute Boosts

At 5th level and every 5 levels thereafter, your character boosts four different attribute modifiers. This is described briefly in the class. For the full details on attribute modifiers and applying them during character creation, see page 19.

Ancestry Feats

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 240.



Bard Page 94

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.



Lem

Quick to side with the underdog, **Lem**, the halfling bard, has learned that his most powerful traits are his optimism and sense of humor.



Cleric Page 108

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.



Kyra

The human cleric **Kyra** has sworn her life and sword to Sarenrae, goddess of the sun, and her hand in marriage to the rogue Merisiel.



Druid Page 122

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury.



Lini

To experience all the wonders of nature, the gnome druid **Lini** travels with her closest friend, the snow leopard Droogami.



Fighter Page 136

With calculated daring and fearless determination, the fighter confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their blade or bow.



Valeros

Despite an earned reputation as a scofflaw, the human fighter **Valeros** is fiercely loyal to his friends and the Accidental God, Cayden Cailean.



Ranger Page 152

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.



Harsk

With keen eyes and the patience of an experienced hunter, the dwarf ranger **Harsk** finds himself most at home under the wide skies.



Rogue Page 164

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.



Merisiel

The elf rogue **Merisiel** plans carefully but ultimately finds most problems are solved by daggers.



Witch Page 178

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



Feiya

Seeking to understand the source of her magic, the human witch **Feiya** is guided by her familiar Daji more than the vague emotions of her patron.



Wizard Page 192

The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.



Ezren

The human wizard **Ezren** jumped into the study of magic late in life. He relies on this experience as much as his new arcane mastery.

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BARD

You are a master of artistry, a scholar of hidden secrets, and a captivating persuader. Using powerful performances, you influence minds and elevate souls to new levels of heroics. You might use your powers to become a charismatic leader, or perhaps you might instead be a counselor, manipulator, scholar, scoundrel, or virtuoso. While your versatility leads some to consider you a beguiling ne'er-do-well and a jack-of-all-trades, it's dangerous to dismiss you as a master of none.

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 use magical performances to alter the odds in favor of your allies. You confidently alternate between attacks, healing, and helpful spells as needed.

During social encounters...

You persuade, prevaricate, and threaten with ease.

While exploring...

You're a font of knowledge, folktales, legends, and lore that provide a deeper context and helpful reconnaissance for the group's adventure. Your spells and performances inspire your allies to greater discovery and success.

In downtime...

You can earn money and prestige with your performances, gaining a name for yourself and acquiring patrons. Eventually, tales of your talents and triumphs might attract other bards to study your techniques in a bardic college.

You might...

- Have a passion for your art so strong that you forge a spiritual connection with it.
- Take point when tact and nonviolent solutions are required.
- Follow your muse, whether it's a mysterious fey creature, philosophical concept, psychic force, or deity of art or music, and with its aid learn secret lore that few others possess.

Others probably...

- Relish the opportunity to invite you to social events, either as a performer or guest, but consider you to be something of a curiosity in their social circles.
- Underestimate you compared to other spellcasters, believing you are little more than a foppish minstrel and overlooking the subtle power of your magic.
- Respond favorably to your social charm and abilities but remain suspicious of your beguiling magic.

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
Trained in Reflex
Expert in Will

SKILLS
Trained in Occultism
Trained in Performance
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

SPELLS
Trained in spell attack modifier
Trained in spell DC

CLASS DC
Trained in bard class DC

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Bard Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, bard spellcasting, initial proficiencies, spell repertoire, composition spells, muse
2	Bard feat, skill feat
3	2nd-rank spells, general feat, reflex expertise, signature spells, skill increase
4	Bard feat, skill feat
5	3rd-rank spells, attribute boosts, ancestry feat, skill increase
6	Bard feat, skill feat
7	4th-rank spells, expert spellcaster, general feat, skill increase
8	Bard feat, skill feat
9	5th-rank spells, ancestry feat, fortitude expertise, performer's heart, skill increase
10	Attribute boosts, bard feat, skill feat
11	6th-rank spells, bard weapon expertise, general feat, skill increase, vigilant senses
12	Bard feat, skill feat
13	7th-rank spells, ancestry feat, light armor expertise, skill increase, weapon specialization
14	Bard feat, skill feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Bard feat, skill feat
17	9th-rank spells, ancestry feat, greater performer's heart, skill increase
18	Bard feat, skill feat
19	General feat, legendary spellcaster, magnum opus, skill increase
20	Attribute boosts, bard feat, skill feat

Class Features

You gain these abilities as a bard. Abilities gained at higher levels list the requisite levels 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. These are described in Chapter 2.

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.

Bard Spellcasting

You draw upon magic from esoteric knowledge. You are a spellcaster and can cast spells of the occult tradition using the Cast a Spell activity (see Casting Spells on page 299).

As a bard, when you cast spells, your incantations might be musical riffs or clever limericks, your gestures might incorporate dance and dramatic pantomiming, and you might accompany your spellcasting by playing a musical instrument.

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 a bard, your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the Bard Spells per Day table on page 97.

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. Details on calculating these statistics appear on page 403.

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 (page 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 bard spell slot you have. For example, as a 1st-level bard, your cantrips are 1st-rank spells, and as a 5th-level bard, your cantrips are 3rd-rank spells.

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.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank occult spells of your choice and five occult cantrips of your choice. You choose these from the common spells from the occult list (page 309) or from other occult 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.

BARD SPELLS PER DAY

Your Rank	Cantrips	Spell Rank 1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	–	–	–	–	–	–	–	–	–
2	5	3	–	–	–	–	–	–	–	–	–
3	5	3	2	–	–	–	–	–	–	–	–
4	5	3	3	–	–	–	–	–	–	–	–
5	5	3	3	2	–	–	–	–	–	–	–
6	5	3	3	3	–	–	–	–	–	–	–
7	5	3	3	3	2	–	–	–	–	–	–
8	5	3	3	3	3	–	–	–	–	–	–
9	5	3	3	3	3	2	–	–	–	–	–
10	5	3	3	3	3	3	–	–	–	–	–
11	5	3	3	3	3	3	2	–	–	–	–
12	5	3	3	3	3	3	3	–	–	–	–
13	5	3	3	3	3	3	3	2	–	–	–
14	5	3	3	3	3	3	3	3	–	–	–
15	5	3	3	3	3	3	3	3	2	–	–
16	5	3	3	3	3	3	3	3	3	–	–
17	5	3	3	3	3	3	3	3	3	2	–
18	5	3	3	3	3	3	3	3	3	3	–
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

* The magnum opus class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

Each time you get a spell slot (see the Bard 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 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.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

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 (page 440).

Composition Spells

You can infuse your performances with magic to create unique effects called compositions. Compositions are a special type of spell that often require you to use the Performance skill when casting them. Composition 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 to perform, write a new composition, or otherwise engage your muse.

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. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 298.

You learn the *counter performance* composition spell (page 370), protecting against auditory and visual effects.

Composition Cantrips

Composition cantrips are special composition spells that don't cost Focus Points, so you can use them as often as you like. Composition cantrips are in addition to the cantrips you choose with bard spellcasting. Unlike other cantrips, you can't swap out composition cantrips gained from bard feats at a later level, unless you swap out the specific feat via retraining (page 440).

You learn the *courageous anthem* composition cantrip (page 370), which boosts your allies' attacks, damage, and defense against fear.

Muses

As a bard, you select one muse at 1st level. This muse leads you to great things and might be someone you know, a supernatural creature, location, deity, philosophy, or captivating mystery. Depending on the type of inspiration you receive, your 1st-level muse grants you a specific 1st-level bard feat and adds a spell to your repertoire.

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In addition to this, each muse opens the door to many later bard feats. If one type of inspiration is not enough to represent your muse, consider the Multifarious Muse feat (page 101).

Enigma

Your muse is a mystery, driving you to uncover the hidden secrets of life and the multiverse. These muses can be people you cannot fully grasp, texts layered deeply with symbolism, or emotional paradoxes that underline a lifetime's work. If your muse is an otherworldly creature, it might be a mysterious aeon or an occult dragon; if a deity, it might be Irori or Nethys. Art inspired by an enigma muse could be cryptic, eerie, or laden with speculation and conspiracy.

As a bard with the enigma muse, you support your allies by providing knowledge alongside inspiration and occult support.

Muse Feat Bardic Lore
Muse Spell *sure strike* (page 361)



Maestro

Your muse constantly inspires you to greater heights of artistic prowess. For many bards, a teacher or rival fills this role, although some set their sights higher and attempt to surpass great composers of the past or blaze a new trail entirely. If your muse is a supernatural creature, it might be one who loves to perform, such as a choral angel or a lyrakien azata; if a deity, it might be Shelyn. Art inspired by a maestro muse is precise and inventive, a formalist achievement.

As a bard with a maestro muse, you are an inspiration to your allies and confident of your musical and oratorical abilities.

Muse Feat Lingering Composition
Muse Spell *soothe* (page 357)

Polymath

Your muse is a jack of all trades, flitting between skills and pursuits. Some bards are constantly moved by new muses or draw their inspiration from an idealized being, whether it's based on a real person or purely philosophical. If your muse is a single creature, it might be an eclectic creature like a fey or one who's learned a lot over a long lifespan; if a deity, it might be Desna or Calistria. Art inspired by a polymath muse is restless, with each composition exhibiting new techniques and an ever-evolving style.

As a bard with a polymath muse, you are interested in a wide array of topics but rarely dedicated to any one, and you rarely make up your mind—you want to try everything.

Muse Feat Versatile Performance
Muse Spell *phantasmal minion* (page 349)

Warrior

The battlefield is your stage, the clang of steel, your song. Your muse has seen countless battles, whether reveling in combat or resigned to its necessity. An individual soldier or general might inspire you, but so might a battlefield or weapon with a particularly profound history. If your muse is a creature, it might be an otherworldly soldier, such as an archon or devil soldier. If it's a deity, it might be Gorum. Art inspired by a warrior muse is triumphant and strident, often detailing epic battles.

As a bard with a warrior muse, you train for battle in addition to performance, and you prepare your allies for the dangers of combat. You might even wade into the thick of things with them.

Muse Feat Martial Performance
Muse Spell *fear* (page 331)

Bard Feats 2nd

At 2nd level and every even-numbered level, you gain a bard class feat. These begin on page 100.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a

skill feat. Skill feats can be found in Chapter 4 and have the skill trait. 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. General feats are listed in Chapter 5.

Reflex Expertise 3rd

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

Signature Spells 3rd

Experience allows 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 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 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. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Expert Spellcaster 7th

Your magical techniques grow stronger. Your proficiency ranks for spell attack modifiers and spell DCs increase to expert.

Fortitude Expertise 9th

Your physique has grown hardy in your adventures. Your proficiency rank for Fortitude saves increases to expert.

Performer's Heart 9th

The greatest performances require an understanding of your own mind and flawless concentration. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

KEY TERMS

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

Composition: To cast a composition cantrip or focus spell, you use a type of Performance (page 243). If the spell requires an auditory performance, you might recite a poem, sing a song, or perform a dramatic monologue. If the spell requires a visual performance, you might dance or pantomime. You can cast only one composition spell each turn, and you can have only one active at a time. If you cast a new composition spell, any ongoing effects from your previous composition spell end immediately.

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.

Bard Weapon Expertise 11th

You have become thoroughly adept with bardic weapons. Your proficiency rank for martial weapons, simple weapons, and unarmed attacks increases to expert. When you critically succeed at an attack roll using one of these weapons or an unarmed attack while one of your compositions is active, you apply the critical specialization effect for that weapon or unarmed attack.

Perception Mastery 11th

You've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

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 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're an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

Master Spellcaster 15th

You pluck the threads of magic like the strings of a harp. Your proficiency ranks for spell attack modifiers and spell DCs increase to master.

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BARD FEATS BY NAME

Feat	Level
Accompany	8
All in my Head	18
Allegro	14
Annotate Composition	10
Assured Knowledge	6
Bardic Lore	1
Call and Response	8
Cantrip Expansion	2
Combat Reading	4
Courageous Advance	4
Courageous Assault	10
Courageous Onslaught	16
Deep Lore	18
Defensive Coordination	6
Directed Audience	2
Dirge of Doom	6
Discordant Voice	18
Earworm	14
Eclectic Polymath	12
Eclectic Skill	8
Educate Allies	6
Effortless Concentration	16
Emotional Push	2
Enigma's Knowledge	12
Esoteric Polymath	2
Eternal Composition	18
Fatal Aria	20
Fortissimo Composition	8
Harmonize	6
House of Imaginary Walls	10
Hymn of Healing	1
Impossible Polymath	18
In Tune	4
Inspirational Focus	12
Know-It-All	8
Lingering Composition	1
Loremaster's Etude	2
Martial Performance	1
Melodious Spell	4
Multifarious Muse	2
Ode to Ouroboros	10
Perfect Encore	20
Pied Piping	20
Quickened Casting	10
Rallying Anthem	4
Reach Spell	1
Reflexive Courage	8
Resounding Finale	16
Reverberate	12
Ritual Researcher	4
Shared Assault	12
Song of Marching	6
Song of Strength	2
Soothing Ballad	14
Soulsight	8
Steady Spellcasting	6
Studious Capacity	16
Symphony of the Muse	20
Symphony of the Unfettered Heart	10
Triple Time	4
Triumphant Inspiration	14
True Hypercognition	14
Ultimate Polymath	20
Unusual Composition	10
Uplifting Overture	2
Versatile Performance	1
Versatile Signature	4
Vigorous Anthem	14
Well-Versed	1

Greater Performer's Heart 17th

Your performances warp the mind and cause emotions to flower, and understanding how to do this also forges an incomparable understanding of your own mind. Your proficiency rank for Will saves increases to legendary. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against an effect that deals damage, you take half damage.

Magnum Opus 19th

You have tuned your spellcasting to the highest caliber. Add two common 10th-rank occult spells to your repertoire. You gain a single 10th-rank spell slot you can use to cast these spells using bard spellcasting. Unlike other spell slots, 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 don't gain more 10th-rank spells as you level up, but you can take the Perfect Encore feat (page 107) to gain a second slot.

Legendary Spellcaster 19th

Your command of magic is the stuff of legends. Your proficiency ranks for spell attack modifiers and spell DCs increase to legendary.

Bard Feats

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

1st Level

Bardic Lore Feat 1

BARD

Prerequisites enigma muse

Your studies make you informed on every subject. You are trained in Bardic Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you have legendary proficiency in Occultism, you gain expert proficiency in

Bardic Lore, but you can't increase your proficiency rank in Bardic Lore by any other means.

HYMN OF HEALING FEAT 1

BARD

You learn the *hymn of healing* composition spell (page 370), which imbues your music with rich melodies that help your allies recover from harm.

LINGERING COMPOSITION FEAT 1

BARD

Prerequisites maestro muse

By adding a flourish, you make your compositions last longer. You learn the *lingering composition* focus spell (page 371).

MARTIAL PERFORMANCE FEAT 1

BARD

Prerequisites warrior muse

Your muse has taught you how to handle a wider variety of weapons than most bards, empowering you to effortlessly blend your performance into combat tools. When you have a *courageous anthem* composition cantrip active, and you damage an enemy with a Strike, the spell's duration is extended by 1 round. You can extend an individual casting only once in this way.

If you gain the *rallying anthem* or *song of strength* composition cantrips, you can apply this benefit to those cantrips as well.

REACH SPELL ❖ FEAT 1

BARD CONCENTRATE SPELLSHAPE

You can extend your spells' range. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

VERSATILE PERFORMANCE FEAT 1

BARD

Prerequisites polymath muse

You can rely on the grandeur of your performances rather than ordinary social skills. You can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. You can also use an acting Performance instead of Deception to Impersonate.

In addition, you can use your proficiency rank in Performance to meet the prerequisites of skill feats that require a particular proficiency rank in Deception, Diplomacy, or Intimidation.

WELL-VERSED FEAT 1

BARD

You're resilient to performative influences that aren't your own. You gain a +1 circumstance bonus to saving throws against effects with the auditory, illusion, linguistic, sonic, or visual traits.

2ND LEVEL

CANTRIP EXPANSION FEAT 2

BARD

Study broadens your range of simple spells. Add two additional cantrips from your spell list to your repertoire.

DIRECTED AUDIENCE FEAT 2

BARD

You can shape the area of your composition spells. Whenever you cast a composition spell whose area is an emanation, you can change the spell's area to a cone 10 feet larger, to a maximum of twice the original area. For example, you could modify a composition spell that affects a 30-foot emanation to affect a 40-foot cone, but a 5-foot emanation could only become a 10-foot cone.

EMOTIONAL PUSH ↷ FEAT 2

BARD CONCENTRATE

Trigger An enemy you're aware of fails its save against an emotion spell.

You prepare to take advantage of your enemy's sudden change in emotions. The target is off-guard against your next attack before the end of your next turn.

ESOTERIC POLYMATH FEAT 2

BARD

Prerequisites polymath muse

You keep a book of occult spells, similar to a wizard's spellbook, and can use its spells to supplement your spell repertoire. Add all the spells in your repertoire to this book for free. You can use the Occultism skill to Learn Spells (page 230) and add them to your spellbook by paying the appropriate cost.

During your daily preparations, choose any one spell from your book of occult spells. If that spell is already in your spell repertoire, you can treat it as an additional signature spell that day. If it isn't in your repertoire, treat it as though it were until your next daily preparations.

LOREMASTER'S ETUDE FEAT 2

BARD FORTUNE

Prerequisites enigma muse

You magically unlock memories, making them easier to recall. You learn the *loremaster's etude* composition spell (page 371).

MULTIFARIOUS MUSE FEAT 2

BARD

Your muse doesn't fall into a single label. Choose a type of muse other than that of your own. You gain a 1st-level feat that requires that muse, and your muse is now also a muse of that type, allowing you to take feats with the other muse as a prerequisite. You don't gain any of the other effects of the muse you chose.

Special You can take this feat multiple times. Each time you do, you must choose a different type of muse other than that of your own.

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Sample Bard

DANCER

Through myriad styles of dance, you inspire your allies and channel otherworldly magic.

Attributes

Make Charisma highest, followed by Dexterity. Add to Constitution for more health and to Intelligence for skills.

Skills

Acrobatics, Athletics, Diplomacy, Medicine, Occultism, Performance

Muse

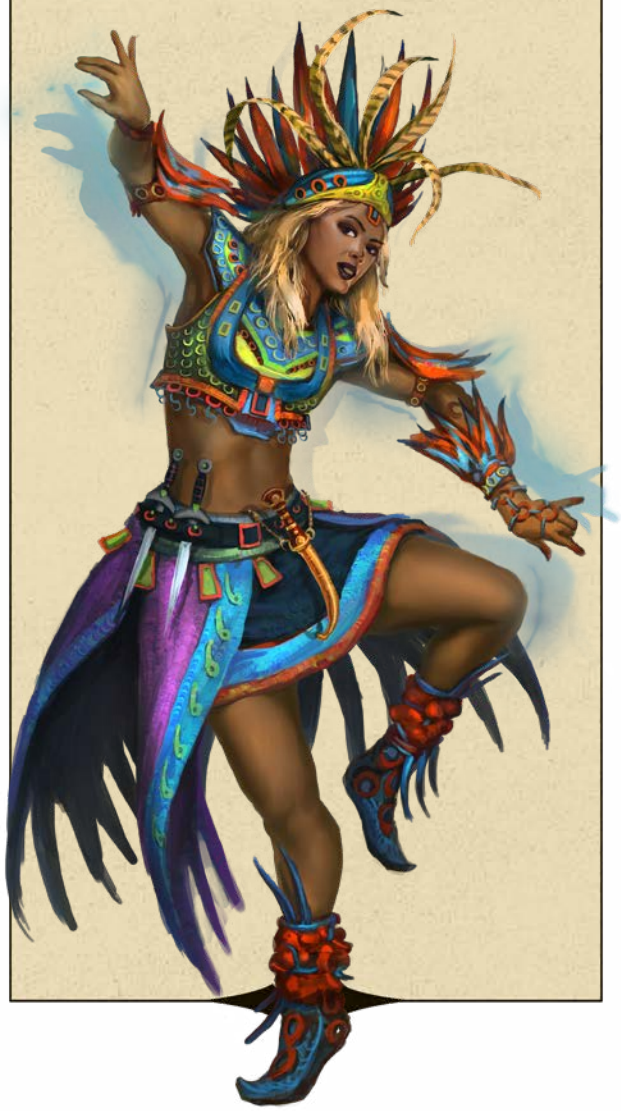
Maestro

Higher-Level Feats

Uplifting Overture (2nd), Triple Time (4th), Allegro (14th)

Spell Repertoire

1st *dizzying colors*, *illusory disguise*, *soothe*; **Cantrips** *detect magic*, *figment*, *light*, *read aura*, *telekinetic hand*



SONG OF STRENGTH — FEAT 2

BARD

Prerequisites warrior muse

Your performances inspire strength in your allies to aid them at physical tasks. You learn the *song of strength* composition cantrip (page 371).

UPLIFTING OVERTURE — FEAT 2

BARD

Prerequisites maestro muse

You learn the *uplifting overture* composition cantrip (page 372), which aids your allies' skills with the inspiring nature of your performance.

4TH LEVEL

COMBAT READING ❖ — FEAT 4

BARD SECRET

You use a performer's cold reading techniques, aura reading, and other tricks to discover your foe's strengths and weaknesses. The GM rolls a secret Occultism check for you against the Deception or Stealth DC (whichever is higher) of an enemy of your choice who is not concealed from you, hidden from you, or undetected by you, and who is engaged in combat. The GM might apply a penalty for the distance between you and the enemy. The enemy is then temporarily immune to your Combat Reading for 1 day.

Critical Success The GM chooses and tells you two of the following pieces of information about the enemy: which of the enemy's weaknesses is highest, which of the enemy's saving throws has the lowest modifier, one immunity the enemy has, or which of the enemy's resistances is highest. In the event of a tie, the GM should pick one at random.

Success The GM chooses one piece of information from the above list to tell you about the enemy.

Critical Failure The GM gives you false information (the GM makes up the information).

COURAGEOUS ADVANCE ❖ — FEAT 4

AUDITORY BARD CONCENTRATE SPELLSHAPE

Prerequisites warrior muse

With a rousing call, you exhort an ally to advance. If your next action is to cast the *courageous anthem* composition cantrip, one ally of your choice who gains a status bonus from the spell can immediately use their reaction to Stride.

IN TUNE ❖ — FEAT 4

BARD CONCENTRATE SPELLSHAPE

Prerequisites maestro muse

You attune your great skill in performing to another, granting them a small measure of your skill as though anyone could do it. If your next action is casting a composition spell with an emanation area, its area spreads from a willing ally of your choice within 60 feet instead of you.

If you have Directed Audience, you can have that cone originate from the ally instead.

MELODIOUS SPELL ❖ FEAT 4

BARD CONCENTRATE SPELLSHAPE

You subtly weave your spellcasting into a performance. If the next action you use is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away your spellcasting. The trait hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

As part of using Melodious Spell, you can choose to Create a Diversion, Demoralize, Perform, or Request. If you do so, the spell you cast must have the auditory, emotion, sonic, or visual trait to gain the subtle trait.

RALLYING ANTHEM FEAT 4

BARD

You learn the *rallying anthem* composition cantrip (page 371), which protects you and allies.

RITUAL RESEARCHER FEAT 4

UNCOMMON BARD

Prerequisites enigma muse, expert in Occultism

Careful research into the art of rituals has made you better at performing them. You gain a +2 circumstance bonus to all primary and secondary checks you attempt as part of casting a ritual.

TRIPLE TIME FEAT 4

BARD

You learn the *triple time* composition cantrip (page 372), which speeds up you and your allies for a round.

VERSATILE SIGNATURE FEAT 4

BARD

Prerequisites polymath muse

While most bards are known for certain signature performances and spells, you're always tweaking your available repertoire. When you make your daily preparations, you can change one of your signature spells to a different spell of that rank from your repertoire.

6TH LEVEL

ASSURED KNOWLEDGE FEAT 6

BARD FORTUNE

Prerequisites enigma muse

You can procure information with confidence. Whenever you Recall Knowledge using any skill (including Bardic Lore), you can forgo rolling your check to instead receive a result of 10 + your proficiency bonus (don't apply any other bonuses, penalties, or modifiers).

As long as you are an expert in a skill, you meet the prerequisites for the Automatic Knowledge skill feat (page 252) for that skill, even if you don't have the Assurance feat for that skill.

DEFENSIVE COORDINATION ❖ FEAT 6

AUDITORY BARD CONCENTRATE SPELLSHAPE

Prerequisites warrior muse, Rallying Anthem

Like the storied heroes who persist in the face of overwhelming odds, you and your allies will hold the line. If your next action is to cast the *rallying anthem* composition cantrip, you can Raise a Shield, and one ally of your choice who gains a status bonus from the spell can immediately use their reaction to Raise a Shield.

DIRGE OF DOOM FEAT 6

BARD

You learn the *dirge of doom* composition cantrip (page 370), which frightens your enemies and keeps them from fully recovering from their fear.

EDUCATE ALLIES ↷ FEAT 6

BARD CONCENTRATE

Prerequisites Well-Versed

Trigger An ally benefiting from one of your composition spells is subject to an effect with the auditory, illusion, linguistic, sonic, or visual trait.

You tweak the properties of your composition spell to convey a bit of your defensive knowledge. All allies affected by your composition spell gain your +1 circumstance bonus from Well-Versed until the start of your next turn. Teaching your allies also bolsters your own skills; your personal circumstance bonus from Well-Versed also increases to +2 until the start of your next turn.

HARMONIZE ❖ FEAT 6

BARD CONCENTRATE MANIPULATE SPELLSHAPE

Prerequisites maestro muse

You can perform multiple compositions simultaneously, typically by performing in multiple ways at the same time, using special vocal techniques to double your voice, or creating occult magic that replicates your song or speech. If your next action is to cast a composition, it becomes a harmonized composition. Unlike a normal composition, a harmonized composition doesn't end if you cast another composition, and you can cast another composition on the same turn as a harmonized one. Casting another harmonized composition ends any harmonized composition you already have in effect.

SONG OF MARCHING FEAT 6

BARD

You learn the *song of marching* composition cantrip (page 371), which enables you and your allies to cross vast distances without strain.

STEADY SPELLCASTING FEAT 6

BARD

You don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

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8TH LEVEL

ACCOMPANY ↻ FEAT 8

BARD CONCENTRATE MANIPULATE

Trigger An ally within 30 feet Casts a Spell.

You use your performance to supplement an ally's spellcasting, providing magical energy for their spell in their stead. Attempt a Performance check, using a very high DC for the ally's level (*GM Core* 53), and either spend a Focus Point (if the triggering spell is a focus spell) or expend a spell slot at least 1 rank higher than the triggering spell. If you succeed at your Performance check, your ally's spell doesn't cost the Focus Point or spell slot that ally would normally need to spend.

CALL AND RESPONSE ◆ FEAT 8

AUDITORY BARD CONCENTRATE SPELLSHAPE

Your composition takes the form of a call-and-response chant that lets your allies continue the effect without you. If your next action is to cast a composition cantrip with a duration of 1 round, it becomes a call. While the spell is active, one ally of your choice affected by the spell can respond to your call as a single action that has the auditory and concentrate traits to extend the spell's duration by 1 round. Only one ally can respond to a given call, and responding to the ally's response has no additional effect.

ECLECTIC SKILL FEAT 8

BARD

Prerequisites polymath muse, master in Occultism

Your broad experiences translate to a range of skills. Your proficiency bonus to untrained skill checks is equal to your level. You can attempt any skill check that normally requires you to be trained, even if you are untrained. If you have legendary proficiency in Occultism, you can attempt any skill check that normally requires you to have expert proficiency, even if untrained or trained.

FORTISSIMO COMPOSITION FEAT 8

BARD

Prerequisites maestro muse

Your anthems grow louder and more potent, bolstered by your muse's power. You learn the *fortissimo composition* spellshape focus spell (page 370).

KNOW-IT-ALL FEAT 8

BARD

Prerequisites enigma muse

When you succeed at a check to Recall Knowledge, 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).

REFLEXIVE COURAGE ↷ FEAT 8

AUDITORY BARD CONCENTRATE

Prerequisites warrior muse

Trigger A creature within your reach uses an auditory effect, manipulate action, or move action; makes a ranged attack; or leaves a square during its move action.

Requirements You are affected by *courageous anthem*.

You bellow a ferocious call to arms, inspiring yourself to lash out at a foe. Make a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the action is disrupted.

SOULSIGHT FEAT 8

BARD

Your muse has opened your senses to the world beyond. You gain spiritsense as an imprecise sense with a range of 60 feet. Spiritsense enables you to sense the spirits of creatures, including living creatures, most non-mindless undead, and haunts within the listed range. As with your hearing and other imprecise senses, you still need to Seek to locate an undetected creature.

As spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells such as *project image* or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects, and like most senses, it doesn't penetrate through solid objects.

10TH LEVEL

ANNOTATE COMPOSITION FEAT 10

BARD EXPLORATION LINGUISTIC

By putting composition to paper, you can create a source of stirring words or song that others can read and understand. You spend 10 minutes and 1 Focus Point to transpose a composition spell on a special scroll that you or another creature can later activate. This composition spell must take a single action to cast. If the chosen composition spell requires a Performance check as part of the casting, the GM rolls this check as a secret check when you annotate your score.

If you have *fortissimo composition* or *lingering composition*, you can also use one of those spells to modify the annotated composition, provided the annotated composition can benefit from the modification. The GM rolls the secret Performance check. If you do, you spend an additional Focus Point, even if the secret check fails.

Any creature that can read the language you used when annotating your composition can Activate the Item by spending a single action, which has the concentrate trait. This produces the effects of the composition as though the activating creature had Cast the Spell.

A composition you create this way loses its power the next time you make your daily preparations. While the composition is in your possession, you can render it inert using a single action that has the concentrate trait. You can't regain the Focus Points you spent to create the annotated composition until it is activated or loses its magic.

COURAGEOUS ASSAULT ◆ FEAT 10

AUDITORY BARD CONCENTRATE SPELLSHAPE

Prerequisites warrior muse

With a mighty shout, you can stir an ally to attack. If your next action is to cast the *courageous anthem* composition cantrip, one ally of your choice who gains a status bonus from the spell can immediately use their reaction to make a melee Strike.

HOUSE OF IMAGINARY WALLS FEAT 10

BARD

You erect an imaginary barrier others believe to be real. You learn the *house of imaginary walls* composition cantrip (page 370).

ODE TO OUROBOROS FEAT 10

BARD

You learn the *ode to ouroboros* composition spell (page 371), which enables you to temporarily spare your allies from death.

QUICKENED CASTING ◆ FEAT 10

BARD CONCENTRATE SPELLSHAPE

Frequency once per day

If your next action is to cast a bard cantrip or a bard spell that is at least 2 ranks lower than the highest-rank bard spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

SYMPHONY OF THE UNFETTERED HEART FEAT 10

BARD

You learn the *symphony of the unfettered heart* composition spell (page 371), which enables you to protect an ally against incapacitating conditions.

UNUSUAL COMPOSITION ◆ FEAT 10

BARD CONCENTRATE MANIPULATE SPELLSHAPE

Prerequisites polymath muse

You can translate the emotion and power of a composition to other mediums. If your next action is to cast a composition spell that is auditory or visual, you can have it affect creatures who can witness it with any sense, not just those the traits indicate, even including special senses like tremorsense. You can choose to exclude any senses you choose.

12TH LEVEL

ECLECTIC POLYMATH FEAT 12

BARD

Prerequisites Esoteric Polymath

Your flexible mind can quickly shift from one spell to another. If you add a spell to your repertoire during your daily preparations using Esoteric Polymath, when you prepare again, you can choose to keep the new spell from Esoteric Polymath in your repertoire and instead lose access to another spell of the same rank in your repertoire.

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ENIGMA'S KNOWLEDGE FEAT 12

BARD

Prerequisites Assured Knowledge

Your muse whispers knowledge to you at all the right times. You gain the benefits of the Automatic Knowledge skill feat with any skill you can use to Recall Knowledge. As per the special clause in the Automatic Knowledge feat, you can still only use Automatic Knowledge once per round.

INSPIRATIONAL FOCUS FEAT 12

BARD

Your connection to your muse has granted you unusual focus. Whenever you Refocus, completely refill your focus pool.

REVERBERATE ↻ FEAT 12

BARD

Trigger A creature or hazard would deal sonic damage to you.

You can manipulate the acoustics around you to deflect sonic damage back at its source. Attempt a Performance check against the Will DC of the creature or Fortitude DC of a hazard. If the damage came from a spell, use the creature's spell DC if it's lower.

Critical Success You reduce the triggering damage by an amount up to four times your level. The creature takes sonic damage equal to the amount of damage you reduced in this way.

Success As critical success, but you reduce the triggering damage by an amount up to twice your level.

SHARED ASSAULT FEAT 12

BARD

Prerequisites Courageous Assault

In the triumph of battle, you can share the glory with another ally. When the ally you chose for Courageous Assault critically succeeds at the Strike granted by that action, another ally affected by your *courageous anthem* composition spell can immediately use a reaction to make a melee Strike. This effect doesn't continue to a third ally, even if the second ally also critically succeeds.

14TH LEVEL

ALLEGRO FEAT 14

BARD

You can quicken your allies with a fast-paced performance. You learn the *allegro* composition cantrip (page 370).

EARWORM FEAT 14

BARD EXPLORATION

By endlessly repeating a motif, you implant a memorable song that repeats over and over again in your allies' heads, preparing them to respond to it later. Choose a composition cantrip and spend 10 minutes repeating a melody, chant, speech, series of motions, or a similar performance that embodies that cantrip. This activity gains the traits appropriate to the type of performance. You implant the earworm within all allies who can see or hear you (as appropriate for the type of performance) for the entire activity.

Once you've created the earworm, you can attempt a Performance check as a free action to activate it. This check uses the highest Will DC of the earworm's targets present at the time of activation. On a success, you cast the cantrip on all allies who learned the earworm and can perceive your performance; on a failure, the earworm is corrupted and lost. Because it is based on the earlier repetitions, you can't use further free actions like *lingering composition* or *fortissimo composition* to modify the activated earworm. Allies forget the earworm after it is activated, if you spend 10 minutes to implant another earworm, or during your next daily preparations, whichever comes first.

SOOTHING BALLAD FEAT 14

BARD

You soothe your allies' wounds with the power of performance. You learn the *soothing ballad* composition spell (page 371).

TRIUMPHANT INSPIRATION ◆ FEAT 14

BARD

Prerequisites warrior muse

Trigger You critically hit a foe with a melee weapon Strike or a melee unarmed attack.

With a triumphant shout, you inspire your allies. You cast a composition cantrip you know that normally takes a single action to cast.

TRUE HYPERCOGNITION ◆ FEAT 14

BARD

Prerequisites enigma muse

Your mind works at an incredible pace. 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.

VIGOROUS ANTHEM ◆ FEAT 14

AUDITORY BARD CONCENTRATE SPELLSHAPE

You instill magical vigor in your allies when you inspire them to attack. If your next action is to cast the *courageous anthem* composition cantrip, you and all affected allies gain temporary HP equal to 3 + your Charisma modifier that last for 1 minute.

16TH LEVEL

COURAGEOUS ONSLAUGHT ◆ FEAT 16

AUDITORY BARD CONCENTRATE SPELLSHAPE

Prerequisites Courageous Advance, Courageous Assault

You use your performance to orchestrate an onslaught against your enemies. If your next action is to cast the *courageous anthem* composition cantrip, one ally of your choice who gains a status bonus from the spell can immediately use their reaction to Stride and then make a melee Strike.

EFFORTLESS CONCENTRATION ◆ FEAT 16

BARD

Trigger Your turn begins.

You can maintain a spell with hardly a thought. You immediately gain the effects of the Sustain action, allowing you to extend the duration of one of your active bard spells.

RESOUNDING FINALE ↷ FEAT 16

BARD CONCENTRATE

Prerequisites maestro muse

Trigger You or an ally benefiting from your composition spell would take sonic damage.

You bring your performance to a sudden, dramatic finish, drowning out other sounds. Your composition spell ends immediately, and all allies that had been benefiting from the spell's effects gain sonic resistance against the triggering damage equal to twice the composition spell's rank.

STUDIOUS CAPACITY FEAT 16

BARD

Prerequisites enigma muse, legendary in Occultism

Your continued study of occult magic has increased your magical capacity, allowing you to cast spells even when it seems impossible. You can cast one spell each day even after you've run out of spell slots of the appropriate spell rank, but you can't use this ability to cast a spell of your highest spell rank.

18TH LEVEL

ALL IN MY HEAD ↷ FEAT 18

BARD ILLUSION MENTAL

Trigger You would take damage from a Strike or spell that doesn't have the death trait or otherwise cause instant death (such as *disintegrate*).

Using your occult connections and incredible powers of persuasion, you convince yourself that the triggering damage is a figment of your imagination. The damage changes from its usual damage type to mental damage, and the damaging effect gains the nonlethal trait. You can't use this reaction if you are immune to mental effects or mental damage.

DEEP LORE FEAT 18

BARD

Prerequisites enigma muse, legendary in Occultism

Your repertoire is vast, containing far more spells than usual. Add one spell to your repertoire of each spell rank you can cast.

DISCORDANT VOICE FEAT 18

BARD SONIC

Prerequisites *courageous anthem*

Your *courageous anthem* lets loose a discordant shriek that imbues your allies' attacks with powerful sonic reverberations. While your allies are affected by your *courageous anthem*, their weapon Strikes and unarmed attacks deal an additional 1d6 sonic damage.

ETERNAL COMPOSITION FEAT 18

BARD

Prerequisites maestro muse

The world is a stage upon which you are always playing. You are permanently quickened; you can use your extra action only to cast a composition cantrip that requires 1 action to cast. While in exploration mode, you can declare that you are performing an eligible composition cantrip while using any exploration tactic. Even before your first turn in a combat encounter, that cantrip is active as if you had cast it on your previous turn.

IMPOSSIBLE POLYMATH FEAT 18

BARD

Prerequisites trained in Arcana, Nature, or Religion; Esoteric Polymath

Your esoteric formulas are so unusual that they allow you to dabble in magic from diverse traditions that other bards don't understand. As long as you're trained in Arcana, you can add arcane spells to your book from Esoteric Polymath; as long as you're trained in Nature, you can add primal spells to your book; and as long as you are trained in Religion, you can add divine spells to your book.

Like your other spells in your book, you can add one of these spells from another tradition to your repertoire as an occult spell each day using Esoteric Polymath, but you can't retain any spells from another tradition when you prepare again, even if you have Eclectic Polymath.

20TH LEVEL

FATAL ARIA FEAT 20

BARD

Your songs overwhelm the target with unbearable emotion, potentially striking them dead on the spot. You learn the *fatal aria* composition spell (page 370).

PERFECT ENCORE FEAT 20

BARD

Prerequisites magnum opus

You develop another incredible creation. You gain an additional 10th-rank spell slot.

PIED PIPING FEAT 20

BARD

You learn the *pied piping* composition spell (page 371), which enables you to control the actions of weak-minded individuals.

SYMPHONY OF THE MUSE FEAT 20

BARD

Prerequisites Harmonize

You have learned how to weave countless performances together into a solo symphony with multitudinous effects. You are no longer limited to a single composition each turn or a single composition at a time; when you use a new composition, all previous compositions' effects continue for their remaining duration.

ULTIMATE POLYMATH FEAT 20

BARD

Prerequisites polymath muse

You can flexibly cast all of your spells, granting a dizzying array of possible options. All of the spells in your repertoire are signature spells for you.

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CLERIC

Deities work their will upon the world in infinite ways, and you serve as one of their most stalwart mortal servants. Blessed with divine magic, you live the ideals of your faith, adorn yourself with the symbols of your church, and train diligently to wield your deity's favored weapon. Your spells might protect and heal your allies, or they might punish foes and enemies of your faith, as your deity wills. Yours is a life of devotion, spreading the teachings of your faith through both word and deed.

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

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...

If you're a warpriest, you balance between casting spells and attacking with weapons—typically the favored weapon of your deity. If you're a cloistered cleric, you primarily cast spells. Most of your spells can boost, protect, or heal your allies. Depending on your deity, you get extra spells to heal your allies or harm your enemies.

During social encounters...

You might make diplomatic overtures or deliver impressive speeches, but the direction you choose is often heavily influenced by your god's edicts. Because you're wise, you also pick up on falsehoods others tell.

While exploring...

You detect nearby magic and interpret any religious writing you come across. You might also concentrate on a protective spell for your allies in case of attack. After a battle or hazard, you might heal anyone who was hurt using magic or medicine.

In downtime...

You might perform services at a temple, travel to spread the word of your deity, craft holy items, research scripture, celebrate holy days, or even found a new temple.

You might...

- Visit the temples and holy places sacred to your faith and have an immediate affinity with other worshippers of your deity.
- Know the teachings of your religion's holy texts and how they apply to a dilemma.
- Cooperate with your allies, provided they don't ask you to go against divine will.

Others probably...

- Find your devotion impressive, even if they don't share your faith or understand it.
- Expect you to heal their wounds, along with more complex afflictions like diseases and even curses.
- Rely on you to interact with other religious figures, including divine servants like celestials and fiends.

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 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 the favored weapon of your deity. If your deity's favored weapon is uncommon, you also gain access to that weapon.
Trained in unarmed attacks

DEFENSES
Untrained in all armor, though your doctrine might alter this
Trained in unarmored defense

SPELLS
Trained in spell attack modifier
Trained in spell DC

CLASS DC
Trained in cleric class DC

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Cleric Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, deity, cleric spellcasting, divine font, doctrine
2	Cleric feat, skill feat
3	2nd-rank spells, general feat, second doctrine, skill increase
4	Cleric feat, skill feat
5	3rd-rank spells, attribute boosts, ancestry feat, perception expertise, skill increase
6	Cleric feat, skill feat
7	4th-rank spells, general feat, skill increase, third doctrine
8	Cleric feat, skill feat
9	5th-rank spells, ancestry feat, resolute faith, skill increase
10	Attribute boosts, cleric feat, skill feat
11	6th-rank spells, fourth doctrine, general feat, lightning reflexes, skill increase
12	Cleric feat, skill feat
13	7th-rank spells, ancestry feat, divine defense, skill increase, weapon specialization
14	Cleric feat, skill feat
15	8th-rank spells, attribute boosts, fifth doctrine, general feat, skill increase
16	Cleric feat, skill feat
17	9th-rank spells, ancestry feat, skill increase
18	Cleric feat, skill feat
19	Final doctrine, general feat, miraculous spell, skill increase
20	Attribute boosts, cleric feat, skill feat

Class Features

You gain these abilities as a cleric. Abilities gained at higher levels list requisite levels next to their 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. These are described in Chapter 2.

Attribute Boosts

In addition to the boost to Wisdom 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.

Deity

As a cleric, you are a mortal servitor of a deity you revere above all others. The most common deities in Pathfinder appear on pages 35–39, along with their edicts, areas of concern, and the benefits you get for being a cleric of that deity. Your deity grants you the trained proficiency rank in one skill and with the deity's favored weapon. If the favored weapon is uncommon, you also get access to that weapon.

Your deity also adds spells to your spell list. You can prepare these just like you can any spell on the divine spell list once you can prepare spells of their rank as a cleric. Any of these spells that aren't normally on the divine list are still divine spells if you prepare them this way.

Sanctification

Depending on your deity, their sanctification can make you holy or unholy. This gives you the holy or unholy trait, which commits you to one side of a struggle over the souls of the planes and may be referenced in other abilities. If you "can be" holy or unholy according to your deity, you make that choice, and if you "must be" holy or unholy you gain the trait automatically. If you gain the opposing trait in some way, you lose the previous trait until you complete an *atone* ritual (page 390).

Anathema

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.

Casting spells with the unholy trait is almost always anathema to deities who don't allow unholy sanctification, and casting holy spells is likewise anathema to those who don't allow holy sanctification. Similarly, casting spells that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, casting a spell to create 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 divine font and all cleric spellcasting. These abilities can be regained only if you repent by conducting an *atone* ritual (page 390).

Cleric Spellcasting

Your deity bestows on you the power to cast divine spells. You are a spellcaster, and you can cast spells of the divine tradition using the Cast a Spell activity (page 299). As a cleric, your chants generally invoke your deity and their powerful servants by name or title, while your gestures are followed by sacred symbols or other representations of your deity.

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CLERIC SPELLS PER DAY

Your Level	Cantrips	Spell Rank 1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2*	–	–	–	–	–	–	–	–	–
2	5	3*	–	–	–	–	–	–	–	–	–
3	5	3	2*	–	–	–	–	–	–	–	–
4	5	3	3*	–	–	–	–	–	–	–	–
5	5	3	3	2*	–	–	–	–	–	–	–
6	5	3	3	3*	–	–	–	–	–	–	–
7	5	3	3	3	2*	–	–	–	–	–	–
8	5	3	3	3	3*	–	–	–	–	–	–
9	5	3	3	3	3	2*	–	–	–	–	–
10	5	3	3	3	3	3*	–	–	–	–	–
11	5	3	3	3	3	3	2*	–	–	–	–
12	5	3	3	3	3	3	3*	–	–	–	–
13	5	3	3	3	3	3	3	2*	–	–	–
14	5	3	3	3	3	3	3	3*	–	–	–
15	5	3	3	3	3	3	3	3	2*	–	–
16	5	3	3	3	3	3	3	3	3*	–	–
17	5	3	3	3	3	3	3	3	3	2*	–
18	5	3	3	3	3	3	3	3	3	3*	–
19	5	3	3	3	3	3	3	3	3	3	1*†
20	5	3	3	3	3	3	3	3	3	3	1*†

* Your divine font gives you additional *heal* or *harm* spells of this rank. The number is 4 at 1st level, 5 at 5th level, and 6 at 15th level.
† The miraculous spell class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

At 1st level, you can prepare two 1st-rank spells and five cantrips each morning from the common spells on the divine spell list (page 307) or from other divine spells to which you gain access and learn via Learn a Spell. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare each day is called your spell slots.

As you increase in level as a cleric, the number of spells you can prepare each day increases, as does the highest rank of spell you can cast, as shown in Cleric Spells per Day table above.

Some of your spells require you to attempt a spell attack to see how effective they are or for your enemies to roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Wisdom, your spell attack modifier and spell DC use your Wisdom modifier. Details on calculating these statistics appear on page 403.

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. Many spells have specific improvements when they are heightened to certain ranks.

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 cleric spell slot you have. For example, as a 1st-level cleric, your cantrips are 1st-rank spells, and as a 5th-level cleric, your cantrips are 3rd-rank spells.

Divine Font

Through your deity's blessing, you gain additional spells that channel either the life force called vitality or its counterforce, the void. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells, depending on your deity. The divine font spell your deity provides is listed in the Divine Font entry for your deity on pages 35–39; if both are listed, you can choose between *heal* or *harm*. Once you choose, you can't change your choice short of divine intervention.

Healing Font: You gain 4 additional spell slots each day at your highest rank of cleric spell slots. You can prepare only *heal* spells (page 335) in these slots. At 5th level, the number of additional slots increases to 5, and at 15th level, the total number of additional slots increases to 6.

Harmful Font: You gain 4 additional spell slots each day at your highest rank of cleric spell slots. You can prepare only *harm* spells (page 334) in these slots. At 5th level, the number of additional slots increases to 5, and at 15th level, the total number of additional slots increases to 6.

Doctrine

Even among followers of the same deity, approaches vary. At 1st level, you select cloistered cleric or warpriest and gain the benefits of its first doctrine. At 3rd level and every four levels thereafter, you gain another benefit from your doctrine.

Cloistered Cleric

You are a cleric of the cloth, focusing on divine magic and your connection to your deity's domains.

First Doctrine (1st): You gain the Domain Initiate cleric feat (page 113).

Second Doctrine (3rd): Your proficiency rank for Fortitude saves increases to expert.

Third Doctrine (7th): Your proficiency ranks for the spell attack modifier and spell DC statistics increase to expert.

Fourth Doctrine (11th): You gain expert proficiency with your deity's favored weapon, simple weapons, and unarmed attacks. When you critically succeed at an attack roll using your deity's favored weapon, you apply the weapon's critical specialization effect; you can use your spell DC in place of your class DC.

Fifth Doctrine (15th): Your proficiency ranks for the spell attack modifier and spell DC statistics increase to master.

Final Doctrine (19th): Your proficiency ranks for the spell attack modifier and spell DC statistics increase to legendary.

Warpriest

You have trained in the more militant doctrine of your church, focusing on both spells and battle.

First Doctrine (1st): You're trained in light and medium armor, and you have expert proficiency in Fortitude saves. You gain the Shield Block general feat (page 262), a reaction to reduce damage with a shield. If your deity's favored weapon is a simple weapon or an unarmed attack, you gain the Deadly Simplicity cleric feat (page 113). At 13th level, if you gain the divine defense class feature, you also gain expert proficiency in light and medium armor.

Second Doctrine (3rd): You're trained in martial weapons.

Third Doctrine (7th): You gain expert proficiency with your deity's favored weapon, martial weapons, simple weapons, and unarmed attacks. When you critically succeed at an attack roll using your deity's favored weapon, you apply the weapon's critical specialization effect; you can use your spell DC in place of your class DC.

Fourth Doctrine (11th): Your proficiency ranks for the spell attack modifier and spell DC statistics increase to expert.

Fifth Doctrine (15th): Your proficiency rank for Fortitude saves increases to master. When you roll a success at a Fortitude save, you get a critical success instead.

Final Doctrine (19th): You gain master proficiency with your deity's favored weapon, spell attack modifier, and spell DC.



Cleric Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a cleric class feat. These begin on page 113.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 4 and have the skill trait. 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. General feats are listed in Chapter 5.

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.

You can use any of these skill increases you gain at 7th level or higher to become a master in a skill in which you're already an expert, and any of these skill increases you gain at 15th level or higher 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. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Perception Expertise 5th

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

Resolute Faith 9th

Belief provides a bulwark against insidious thoughts. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Reflex Expertise 11th

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

Divine Defense 13th

Your training and your deity protect you from harm. Your proficiency rank in unarmored defense increases to expert.

Weapon Specialization 13th

You've learned how to inflict greater injuries with your 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 to 4 if you're legendary.

Miraculous Spell 19th

You're exalted by your deity and gain truly incredible spells. You gain a single 10th-rank spell slot and can prepare a spell in that slot using cleric spellcasting. Unlike with other spell slots, you can't use 10-rank slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You don't gain more 10th-rank spells as you level up, but you can take the Maker of Miracles feat (page 121) to gain a second slot.

Cleric Feats

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

KEY TERMS

You'll see the following term in many cleric class features.

Holy and Unholy: These traits mark something, like your character or a spell, that belongs to one side of the battle between celestials and fiends. Generally, fiends and undead are susceptible to holy abilities and celestials to unholy ones.

Sanctified: If you are holy or unholy, your sanctified actions and spells gain the same trait.

Spellshape: These actions tweak your spells. 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. Effects added by a spellshape action are part of the spell's effect, not of the spellshape action.

1ST LEVEL

DEADLY SIMPLICITY FEAT 1

CLERIC

Prerequisites deity with a simple or unarmed attack favored weapon, trained with your deity's favored weapon

When you are wielding your deity's favored weapon, increase the damage die size of that weapon by one step.

If your deity's favored weapon is an unarmed attack (such as a fist, if you worship Irori) and its damage die is smaller than d6, instead increase its damage die size to d6.

DIVINE CASTIGATION FEAT 1

CLERIC

Prerequisites holy or unholy trait

Your deity's grace doesn't extend to your sworn enemies. When you cast a *harm* or *heal* spell, you can add your holy or unholy trait to it. If you do, the spell deals damage to creatures with the opposing trait, even if it wouldn't normally damage them. The spell deals spirit damage when used this way. For example, if you are holy, you could add the holy trait to a *heal* spell and deal spirit damage to a fiend that has the unholy trait.

DOMAIN INITIATE FEAT 1

CLERIC

Your deity bestows a special spell related to their powers. Select one domain—a subject of particular interest to you within your religion—from your deity's list. You gain an initial domain spell for that domain, a spell unique to the domain and not available to other clerics. Each domain's theme appears on page 39 and domain spells appear on pages 372–381.

Domain 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 to pray to your deity or do service toward their causes.

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CLERIC FEATS BY NAME

Feat	Level
Advanced Domain	8
Avatar's Audience	20
Avatar's Protection	20
Cantrip Expansion	2
Castigating Weapon	10
Cast Down	6
Channel Smite	4
Channeling Block	14
Communal Healing	2
Cremate Undead	8
Deadly Simplicity	1
Defensive Recovery	12
Deity's Protection	14
Directed Channel	4
Divine Apex	18
Divine Castigation	1
Divine Infusion	4
Divine Rebuttal	6
Divine Weapon	6
Domain Focus	12
Domain Initiate	1
Ebb and Flow	14
Echoing Channel	18
Emblazon Antimagic	12
Emblazon Armament	2
Emblazon Energy	8
Eternal Bane	16
Eternal Blessing	16
Fast Channel	14
Fortunate Relief	12
Harming Hands	1
Healing Hands	1
Heroic Recovery	10
Improved Swift Banishment	18
Inviolable	18
Lasting Armament	14
Magic Hands	6
Maker of Miracles	20
Martyr	8
Miraculous Possibility	18
Panic the Dead	2
Premonition of Avoidance	1
Premonition of Clarity	14
Raise Symbol	4
Rapid Response	2
Reach Spell	1
Rebounding Smite	16
Remediate	16
Replenishment of War	10
Restorative Channel	8
Restorative Strike	4
Resurrectionist	16
Sacred Ground	4
Sanctify Armament	8
Sap Life	2
Sapping Symbol	12
Selective Energy	6
Shared Avoidance	10
Shared Clarity	18
Shared Replenishment	12
Shield of Faith	10
Spellshape Channel	20
Steady Spellcasting	6
Surging Focus	8
Swift Banishment	14
Versatile Font	2
Void Siphon	8
Warpriest's Armor	2
Zealous Rush	8

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and can't be cast using spell slots. Your focus pool can hold one Focus Point for each focus spell you have, up to 3 points. The full rules for focus spells appear on page 298.

Special You can select this feat multiple times, selecting a different domain each time and gaining its domain spell.

HARMING HANDS FEAT 1

CLERIC

Prerequisites harmful font

The mordant power of your void energy grows. When you cast *harm*, you roll d10s instead of d8s.

HEALING HANDS FEAT 1

CLERIC

Prerequisites healing font

Your vitality is even more vibrant and restorative. When you cast *heal*, you roll d10s instead of d8s.

PREMONITION OF AVOIDANCE ↻ FEAT 1

CLERIC DIVINE PREDICTION

Trigger You are about to roll a saving throw against a hazard.

Your deity grants you a moment's foresight. You gain a +2 circumstance bonus to the triggering saving throw.

REACH SPELL ◆ FEAT 1

CLERIC CONCENTRATE 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.

2ND LEVEL

CANTRIP EXPANSION FEAT 2

CLERIC

You study a wider range of simple spells. You can prepare two additional cantrips each day.



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COMMUNAL HEALING FEAT 2

CLERIC HEALING VITALITY

You're an exceptional conduit for vitality and, as you channel it through you, you can divert some to heal yourself or another creature. When you cast the *heal* spell to heal a single creature, choose another willing living creature within range of your *heal* to regain Hit Points equal to the *heal* spell's rank.

EMBLAZON ARMAMENT FEAT 2

CLERIC EXPLORATION

Carefully etching a sacred image into a physical object, you steel yourself for battle. You can spend 10 minutes emblazoning a symbol of your deity upon a weapon or shield. The symbol doesn't fade until 1 year has passed, but if you Emblazon an Armament, any symbol you previously emblazoned, and any symbol already emblazoned on that item instantly disappears.

The emblazoned item is a religious symbol of your deity in addition to its normal purpose, and it gains another benefit determined by the type of item. The benefit applies only to followers of the deity the symbol represents, but others can use the item normally

- **Shield** The shield gains a +1 status bonus to its Hardness. (This causes it to reduce more damage with the Shield Block reaction.)
- **Weapon** The wielder gains a +1 status bonus to damage rolls with the weapon.

PANIC THE DEAD FEAT 2

CLERIC EMOTION FEAR MENTAL

Vitality strikes terror in the undead. When you use a *heal* spell to damage undead, any undead that fails its saving throw is also frightened 1. If it critically failed, the creature also gains the fleeing condition until the start of your next turn. Mindless undead are not immune to this effect due to being mindless.

RAPID RESPONSE ↻ FEAT 2

CLERIC

Trigger An ally is reduced to 0 Hit Points.

You work quickly in emergencies. You Stride towards the triggering ally. You gain a +10-foot circumstance bonus to your Speed during this movement.

SAP LIFE FEAT 2

CLERIC HEALING

You draw the life force out of your enemies. When you cast a *harm* spell and damage at least one living creature, you regain Hit Points equal to the spell rank of your *harm* spell. If you aren't a living creature, you gain no benefit from this feat.

VERSATILE FONT FEAT 2

CLERIC

Prerequisites harmful font or healing font, deity that allows clerics to have both fonts



As you explore your deity's aspects, you move beyond restrictions on healing or harming. You can prepare either *harm* or *heal* in the spell slots gained from the harmful font or healing font.

WARPRIEST'S ARMOR — FEAT 2

CLERIC

Prerequisites warpriest doctrine

Your training has helped you adapt to ever-heavier armor. You are trained in heavy armor. Whenever you gain a class feature that grants you expert or greater proficiency in medium armor, you also gain that proficiency in heavy armor. You treat armor you wear of 2 Bulk or higher as though it were 1 Bulk lighter (to a minimum of 1 Bulk).

4TH LEVEL

CHANNEL SMITE ◆◆ — FEAT 4

CLERIC DIVINE

Cost Expend a *harm* or *heal* spell.

You siphon the energies of life and death through a melee attack and into your foe. Make a melee Strike. On a hit, you cast the 1-action version of the expended spell to damage the target, in addition to the normal damage from your Strike. The target automatically gets a failure on its save (or a critical failure if your Strike was a critical hit). The spell doesn't have the manipulate trait when cast this way.

The spell is expended with no effect if your Strike fails or hits a creature that isn't damaged by that energy type (such as if you hit a non-undead creature with a *heal* spell).

DIRECTED CHANNEL — FEAT 4

CLERIC

You can shape the energy you channel in a single direction. When you cast a version of *harm* or *heal* that has an area, you can make its area a 60-foot cone instead of a 30-foot emanation.

DIVINE INFUSION ◆ — FEAT 4

CLERIC CONCENTRATE SPELLSHAPE

You pour energy into the subject of your healing to empower its attacks. If the next action you use is to cast *harm* or *heal* to restore Hit Points to a single creature, the target then deals an additional 1d6 damage with its melee weapons and unarmed attacks until the end of its next turn. The damage type is void if you cast *harm* and vitality if you cast *heal*.

If the spell cast is at least 5th rank, this damage increases to 2d6, and if the spell is at least 8th rank, the damage increases to 3d6.

RAISE SYMBOL ◆ — FEAT 4

CLERIC

Requirements You are wielding a religious symbol.

You present your religious symbol emphatically. You gain a +2 circumstance bonus to saving throws until the start of your next turn. While it's raised, if you roll a success at a saving throw against a vitality or void effect, you get a critical success instead.

If the religious symbol you're raising is a shield, such as with Emblazon Armaments, you gain the effects of Raise a Shield when you use this action and the effects of this action when you Raise a Shield.

RESTORATIVE STRIKE ◆◆ — FEAT 4

CLERIC

Requirements You have a *harm* or *heal* spell you can cast.

You balance both sides of the scales, restoring yourself while striking a foe. Cast a 1-action *harm* or *heal* spell to heal yourself, expending the spell normally. It loses the manipulate trait when cast this way. Then make a melee Strike. If you make this Strike with your deity's favored weapon, you gain a +1 status bonus to the attack roll.

If the Strike hits, you can target a second willing creature to heal the same amount from the spell. This creature can be outside of the spell's range, provided it's adjacent to the enemy you hit.

SACRED GROUND — FEAT 4

CLERIC CONSECRATION DIVINE EXPLORATION

Prerequisites harmful font or healing font

Frequency once per 10 minutes

You pray continuously for 1 minute to call a subtle shadow of your deity's realm over a 30-foot burst centered on you. It lasts for 10 minutes, and a creature that remains in the area for the entire 10 minutes regains Hit Points equal to your level.

If you have a healing font, this activity has the healing and vitality traits and heals living creatures. If you have a harmful font, this activity has the healing and void traits and heals undead creatures (or other creatures with void healing). Clerics with Versatile Font can choose either or both. It can't damage creatures in any case.

6TH LEVEL

CAST DOWN ◆ — FEAT 6

CLERIC CONCENTRATE SPELLSHAPE

The sheer force of your faith can bring a foe crashing down. If the next action you use is to cast *harm* or *heal* to damage one creature, the target is knocked prone if it takes any damage from the spell. If the target critically fails its save against the spell, it also takes a –10-foot status penalty to its Speed for 1 minute.

DIVINE REBUTTAL ↩ — FEAT 6

CLERIC DIVINE

Trigger Your ally is about to roll a saving throw against a magical ability of a creature you're adjacent to.

Requirements You are wielding your deity's favored weapon.

You strive against magical threats physically and spiritually. You can Strike the adjacent creature with your deity's favored weapon. If you are holy or unholy, the Strike gains that trait. If your Strike hits, all your allies gain a +2 circumstance bonus to the triggering saving throw (or a +3 circumstance bonus on a critical hit).

DIVINE WEAPON ◆ FEAT 6

CLERIC

Frequency once per turn

Trigger You finish Casting a Spell using one of your divine spell slots on your turn.

You siphon residual spell energy into a weapon you're wielding. Until the end of your turn, the weapon deals an additional 1d4 spirit damage. If you are holy or unholy, Strikes with the weapon also gain that trait, and the additional damage increases to 2d4 against creatures of the opposing trait.

MAGIC HANDS FEAT 6

CLERIC

Prerequisites Healing Hands

The blessing of your deity heightens your healing ability, integrating magical healing with the mundane. When you succeed at a Medicine check to Treat Wounds, you can roll d10s instead of d8s for the healing and add a status bonus to the healing equal to your level.

SELECTIVE ENERGY FEAT 6

CLERIC

As you call down divine power, you can prevent some enemies from benefiting or some allies from being hurt. When you cast a version of *harm* or *heal* that has an area, you can designate up to 5 creatures in the area. They are not targeted by the spell.

STEADY SPELLCASTING FEAT 6

CLERIC

Confident in your technique, you don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

8TH LEVEL

ADVANCED DOMAIN FEAT 8

CLERIC

Prerequisites Domain Initiate

Your prayers have unlocked deeper secrets of your deity's domain. You gain an advanced domain spell from one of your domains for which you have an initial domain spell (see pages 372–381).

Special You can select this feat multiple times. Each time, you must select a different advanced domain spell..

CREMATE UNDEAD FEAT 8

CLERIC

Your overwhelming vitality sets undead alight. When you use a *heal* spell to damage undead, each undead that takes damage also takes persistent fire damage equal to the spell's rank.

EMBLAZON ENERGY FEAT 8

CLERIC

Prerequisites Emblazon Armament

With elemental forces, you make your emblazoned symbols more potent. When you Emblazon an Armament, you can choose from the following effects instead of the effects listed in that feat. These effects have the same restrictions as the base options.

- **Shield** Choose acid, cold, electricity, fire, or sonic. The wielder gains the shield's circumstance bonus to saving throws against that damage type and can use Shield Block against damage of that type. The shield also gains resistance to that damage type equal to half your level if you have a domain spell with a trait matching that type (such as *fire ray*).
- **Weapon** Choose acid, cold, electricity, fire, or sonic. The weapon deals an extra 1d4 damage of that type. Increase this extra damage to 1d6 if you have a domain spell with a trait matching that type (such as *fire ray*).

MARTYR ◆ FEAT 8

CLERIC SPELLSHAPE

You go to extreme lengths to support your allies, even when it means bringing harm to yourself. If your next action is to cast *harm* or *heal* to restore Hit Points to a single ally, you can channel your own vitality along with the spell. You lose 1d8 Hit Points per rank of the spell, which can't be reduced or mitigated in any way, and your ally regains an equal number of Hit Points.

RESTORATIVE CHANNEL FEAT 8

CLERIC

Prerequisites healing font

You can remove conditions with divine grace. You can sacrifice one *heal* spell you've prepared in your extra slots from your healing font to cast one of the following spells instead: *cleanse affliction*, *clear mind*, *sound body*, or *sure footing*. The spell is heightened to the same rank as the spell you sacrificed.

SANCTIFY ARMAMENT ◆ FEAT 8

CLERIC DIVINE

Prerequisites holy or unholy trait

You touch a weapon and bring it into concordance with your deity. For 1 round, that weapon gains your holy or unholy trait. It also deals an additional 2d6 spirit damage to creatures of the opposed trait. For example, if you are holy, the weapon would deal an extra 2d6 spirit damage to unholy creatures.

If you use Sanctify Armament again, any previous use of it expires.

SURGING FOCUS ◆ FEAT 8

CLERIC

Frequency once per day

Trigger An ally you can see falls to 0 Hit Points.

When an ally you can see falls in battle, your surge of righteous indignation allows you to draw upon untapped reserves of divine power. You instantly regain 1 Focus Point.

VOID SIPHON FEAT 8

CLERIC

The raw energy of the Void saps the essence of the living. Any living creature that critically fails its save against a *harm* spell you cast is drained 1.

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Sample Cleric

GOZREN

Following the Wind and the Waves, you protect the beauty of nature in all its forms.

Attributes

Take Wisdom for your spellcasting and Strength for attacks.

Skills

Athletics, Nature, Religion, Survival

Deity

Gozreh (divine font: *heal*)

Doctrine

Warpriest

Higher-Level Feats

Emblazon Armament (2nd), Divine Weapon (6th)

Prepared Spells

1st *gust of wind*, *runic weapon*, *heal* spells from divine font; **Cantrips** *detect magic*, *know the way*, *light*, *message*, *shield*



ZEALOUS RUSH ↷ FEAT 8

CLERIC

Trigger You cast a divine spell that takes 1 action or more to cast and that affects only you or your equipment.

You bless yourself on the move. Stride up to 10 feet. If the spell took 2 or more actions, you can Stride up to your full Speed instead.

10TH LEVEL

CASTIGATING WEAPON FEAT 10

CLERIC

Prerequisites Divine Castigation

The force of your deity's castigation strengthens your body so you can strike down the enemy and its allies. After you deal spirit damage due to Divine Castigation, your weapon or unarmed Strikes gain your holy or unholy trait and deal additional spirit damage until the end of your turn. The spirit damage is equal to the rank of *harm* or *heal* you dealt spirit damage with, and is in addition to any spirit damage the weapon already deals (such as from a *holy* rune).

HEROIC RECOVERY ❖ FEAT 10

CLERIC CONCENTRATE SPELLSHAPE

Prerequisites healing font

The restorative power of your healing invigorates the recipient. If the next action you use is to cast *heal* targeting a single living creature and the target regains Hit Points from the spell, the target also gains three bonuses until the end of its next turn: a +5-foot status bonus to its Speed, a +1 status bonus to attack rolls, and a +1 status bonus to damage rolls. In addition, if the target is prone, it can immediately Stand as a free action that doesn't trigger reactions.

REPLENISHMENT OF WAR FEAT 10

CLERIC

Prerequisites expert in your deity's favored weapon

Striking out against your enemies draws praise and protection from your deity. When you damage a creature with a Strike using your deity's favored weapon, you gain a number of temporary Hit Points equal to half your level, or equal to your level if the Strike was a critical hit. These temporary Hit Points last until the start of your next turn.

SHARED AVOIDANCE FEAT 10

CLERIC

Prerequisites Premonition of Avoidance

You can project your premonitions of danger to your allies. When you use Premonition of Avoidance, allies within 20 feet of you who are rolling the same saving throw against the same hazard also gain a +2 circumstance bonus to their saving throws.

SHIELD OF FAITH FEAT 10

CLERIC

Prerequisites Domain Initiate

Residual energy from your domain spells bolsters your defenses. When you spend a Focus Point to cast a domain spell, you gain a +1 status bonus to your AC until the start of your next turn.

12TH LEVEL

DEFENSIVE RECOVERY ❖ FEAT 12

CLERIC CONCENTRATE SPELLSHAPE

Your faith provides temporary protection in addition to healing. If the next action you use is to cast *harm* or *heal* on a single target and the target regains Hit Points from the spell, it also gains a +2 status bonus to AC and saving throws for 1 round.

DOMAIN FOCUS FEAT 12

CLERIC

Your devotion to your deity's domains grows greater, and so does the power granted to you. Whenever you Refocus, completely refill your focus pool.

EMBLAZON ANTIMAGIC FEAT 12

CLERIC

Prerequisites Emblazon Armament

Your deity's symbol protects against offensive magic. When you Emblazon an Armament, you can choose from the following effects instead of the effects listed in that feat. These effects have the same restrictions as the base options.

- **Shield** When the wielder has the shield raised, they gain the shield's circumstance bonus to saving throws against magic, and they can use Shield Block against damage from their enemies' spells.
- **Weapon** When the weapon's wielder critically hits with the weapon, they can attempt to counteract a spell on their target, using half their level, rounded up, as the counteract rank. After the attempt, the emblazoned symbol immediately disappears.

FORTUNATE RELIEF FEAT 12

CLERIC FORTUNE

Your god favors your attempts to remove afflictions and conditions. When you cast a healing spell that attempts to counteract (page 431) an effect, you can roll the counteract check twice and take the higher value.

SAPPING SYMBOL ↷ FEAT 12

CLERIC DIVINE

Prerequisites Raise Symbol

Trigger While you have your symbol raised, you are about to take damage from a melee attack.

Your religious symbol glows with sacred energy, turning the attacker's strength to weakness. Attempt a Religion check against the triggering creature's Will DC. Regardless of the result, the creature is temporarily immune for 1 minute.

Critical Success The creature is enfeebled 2 until it spends at least 1 action moving away from you.

Success As critical success, but enfeebled 1.

SHARED REPLENISHMENT FEAT 12

CLERIC

Prerequisites Replenishment of War

When your deity blesses your warlike acts, you can extend that favor to your allies. You can grant the temporary Hit Points from Replenishment of War to an ally within 10 feet instead of gaining them yourself. You can grant these temporary Hit Points to a different ally each time, meaning you might be able to grant them to multiple creatures in a single turn.

14TH LEVEL

CHANNELING BLOCK FEAT 14

CLERIC

Prerequisites Shield Block

You pour divine energy into a desperate block. When you Shield Block, you can expend a *harm* or *heal* spell. Roll 1d8 for each rank of the spell, and increase the shield's Hardness by the total for this block.

DEITY'S PROTECTION FEAT 14

CLERIC

Prerequisites Advanced Domain

When you call upon your deity's power to fulfill the promise of their domain, you gain divine protection. After you cast a domain spell, you gain resistance to all damage until the start of your next turn. The amount of resistance is equal to the rank of the domain spell you cast.

EBB AND FLOW ❖ FEAT 14

CLERIC CONCENTRATE SPELLSHAPE

Prerequisites Versatile Font

You can pull forth both vitality and the void simultaneously to harm your enemies and heal your allies. If your next action is to cast a 1-action or 2-action *heal* or *harm* spell, choose one creature in range that would be harmed by the spell, and choose another creature within range that would be healed by the spell. Your *heal* or *harm* targets both creatures.

FAST CHANNEL FEAT 14

CLERIC

Prerequisites harmful font or healing font

Divine power is always at your fingertips, swiftly responding to your call. When you cast *harm* or *heal* by spending 2 actions, you can get the effects of the 3-action version instead of the 2-action version.

You can do this with *harm* if you have harmful font or *heal* if you have healing font (or both if you have Versatile Font).

LASTING ARMAMENT FEAT 14

CLERIC

Prerequisites Sanctify Armament

When you sanctify a weapon, it remains sanctified for an extended period. The duration of Sanctify Armament is increased to 1 hour, but it still ends if you use Sanctify Armament on another weapon.

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Sample Cleric

PHARASMIN

A follower of the Lady of Graves, you respect the sanctity of both life and death.

Attributes

Prioritize Wisdom. Charisma helps you spread the word of your faith.

Skills

Diplomacy, Medicine, Occultism, Religion

Deity

Pharasma (divine font: *heal*)

Doctrine

Cloistered cleric (death domain)

Higher-Level Feats

Panic the Dead (2nd), Selective Energy (6th)

Prepared Spells

1st *fear*, *mindlink*, *heal* spells from divine font; **Cantrips** *daze*, *detect magic*, *light*, *stabilize*, *vitality lance*



PREMONITION OF CLARITY ↷ FEAT 14

CLERIC FORTUNE

Frequency once per hour

Trigger You fail a saving throw against a mental effect.

Your deity sends you a vision of faith to steel you against mental attacks. Reroll the triggering saving throw with a +2 circumstance bonus. You must use the second result, even if it's worse.

SWIFT BANISHMENT ↷ FEAT 14

CLERIC

Trigger You critically hit a creature that is not on its home plane.

Requirements You have a *banishment* spell prepared.

The force of your blow sends your victim back to its home plane. You expend a *banishment* spell you have prepared, affecting the creature you critically hit without needing to cast the spell. The creature can attempt to resist the spell as normal.

16TH LEVEL

ETERNAL BANE FEAT 16

CLERIC

Prerequisites unholy

Your life has made you a nexus for your deity's vile power. You're continuously surrounded by a *bane* spell, with a spell rank equal to half your level (rounded up). The radius is 15 feet, and you can't increase it. You can Dismiss the spell; if you do, it returns automatically after 1 minute.

ETERNAL BLESSING FEAT 16

CLERIC

Prerequisites holy

Your deeds have brought your deity's grace to you for all of eternity. You're continuously surrounded by a *bless* spell, with a spell rank equal to half your level (rounded up). The radius is 15 feet, and you can't increase it. You can Dismiss the spell; if you do, it returns automatically after 1 minute.

REBOUNDING SMITE ↷ FEAT 16

CLERIC

Prerequisites Channel Smite

Trigger You miss with your Strike during Channel Smite.

The energy from your smite persists for a moment, allowing you to pass it to a new target. Cast the 1-action version of the *harm* or *heal* spell you expended, targeting a creature other than the target of your Strike.

REMEDIATE ◆ FEAT 16

CLERIC CONCENTRATE SPELLSHAPE

Frequency once per hour

If your next action is to use your divine font to cast a 3-action *heal* or *harm* spell, you can harness the residual energy to counterbalance opposing forces. In addition to its normal effects, you use your *heal* or *harm* spell to attempt to counteract one divine effect in the spell's area.

RESURRECTIONIST FEAT 16

CLERIC

You can cause a creature you bring back from the brink of death to thrive and continue healing. When you restore Hit Points to a dying creature or bring a dead creature back to life and restore Hit Points to it, you grant that creature fast healing 5 for 1 minute. This fast healing ends if the creature is knocked unconscious.

18TH LEVEL

DIVINE APEX FEAT 18

CLERIC

You can pour divine power into an item, letting the wearer exceed their limits. When you complete your daily preparations, you can touch one worn magical item that doesn't have the apex trait. It gains the apex trait until your next preparations (*GM Core* 270), and you choose one of your deity's divine attributes (page 35). The item increases that attribute modifier by 1 or to +4, whichever is higher. A character can benefit from only one apex item at a time, as normal.

ECHOING CHANNEL ❖ FEAT 18

CLERIC CONCENTRATE SPELLSHAPE

When you pull forth vitality or void energy, you also create a smaller pocket of that energy. If the next action you use is to cast a 2-action *harm* or *heal* to heal or damage a single creature, choose one additional creature in range. Target that creature with a 1-action version of the same spell. This spell is the same rank as the 2-action *harm* or *heal* you cast and doesn't cost another spell slot.

IMPROVED SWIFT BANISHMENT FEAT 18

CLERIC

Prerequisites Swift Banishment

You easily banish creatures with your weapon. You can use Swift Banishment as long as you have a spell slot of 5th rank or higher remaining, even if you don't have *banishment* prepared. You must sacrifice a prepared spell of 5th rank or higher, and the *banishment* effect you create is heightened to the rank of that spell. The target takes a –2 circumstance penalty to its save as though you'd paid the extra cost for *banishment*.

INVIOLABLE FEAT 18

CLERIC

Your deity punishes creatures that harm you. Creatures that hit you with an attack take 3d6 spirit damage every time they do. If you have the holy or unholy trait, you can apply it to this damage.

MIRACULOUS POSSIBILITY FEAT 18

CLERIC

Your deity empowers you to perform minor miracles, allowing you to readily adapt to the fluctuating needs of your duties. Once during your daily preparations, you can use a spell slot to hold sheer divine potential, rather than using it to prepare a spell. You can use this spell slot to cast any spell you know from the divine spell list that's at least 2 ranks lower than the slot you designate. The spell acts in all ways as a spell of 2 ranks lower. You don't have any particular spell prepared in that slot until you cast it.

SHARED CLARITY FEAT 18

CLERIC

Prerequisites Premonition of Clarity

You can project your premonitions of clarity to your allies. When you use Premonition of Clarity, allies within 15 feet of you who failed the same saving throw against the same mental effect can also spend their reactions to reroll the failed saving throw with a +2 circumstance bonus.

20TH LEVEL

AVATAR'S AUDIENCE FEAT 20

CLERIC

Your extensive service affords you certain divine privileges. First, any creature you encounter knows instinctively that you speak for your deity. Second, if you conduct the *commune* ritual to contact your deity, you don't have to pay any cost, and you automatically get a critical success. Third, once per day, you can cast *interplanar teleport* as a divine innate spell, but only to travel to the realm of your deity. When you cast it this way, its casting time is 1 minute, your religious symbol is a sufficient planar key for this spell, and you appear exactly where you want to be. If you're in your deity's realm due to this spell, you can return to the point you left when you cast it by spending a single action, which has the concentrate and divine traits.

AVATAR'S PROTECTION ↷ FEAT 20

CLERIC

Trigger You are critically hit by an enemy.

Requirements You have an *avatar* spell prepared.

In moments of danger, you can call upon your god's form in an instant. You cast *avatar* from your spell slots. The triggering critical hit is reduced to a normal hit, and its damage is applied after gaining the *avatar* spell's temporary Hit Points.

MAKER OF MIRACLES FEAT 20

CLERIC

Prerequisites miraculous spell

You are a conduit for truly deific power. You gain an additional 10th-rank spell slot.

SPELLSHAPE CHANNEL ❖ FEAT 20

CLERIC CONCENTRATE

Deep understanding of divine revelations into the nature of vital essence allows you to freely manipulate the energy of life and death. Use one spellshape action you can perform that normally takes 1 action and can be applied to the *harm* or *heal* spell. If you use it in this way, its effects apply only to a *harm* or *heal* spell.

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DRUID

The power of nature is impossible to resist. It can bring ruin to the stoutest fortress in minutes, reducing even the mightiest works to rubble, burning them to ash, burying them beneath an avalanche of snow, or drowning them beneath the waves. It can provide endless bounty and breathtaking splendor to those who respect it—and an agonizing death to those who take it too lightly. You are one of those who hear nature's call. You stand in awe of the majesty of its power and give yourself over to its service.

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

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 call upon the forces of nature to defeat your enemies and protect your allies. You cast spells that draw upon primal magic to protect yourself and your friends, heal their wounds, or summon deadly animals to fight at your side. Depending on your bond to nature, you might call upon powerful elemental magic or change shape into a terrifying beast.

During social encounters...

You represent balance and a reasoned approach to problems, looking for solutions that not only are best for the natural world, but also allow the creatures within it to live in harmony and peace. You often propose compromises that allow both sides to gain what they truly need, even if they can't have all that they desire.

While exploring...

You track down enemies, navigate the wilderness, and use spells to detect magical auras around you. You might even ask wild animals to lend their extraordinary senses and scouting abilities to your group.

In downtime...

You might craft magic items or potions. Alternatively, your tie to nature might lead you to tend a wilderness area, befriending beasts and healing the wounds caused by civilization. You might even teach sustainable farming and animal husbandry techniques that allow others to subsist off the land without harming the natural balance.

You might...

- Have a deep and meaningful respect for the power of nature.
- Be in constant awe of the natural world, eager to share it with others but wary of their influence upon it.
- Treat plants and animals as allies, working with them to reach your goals.

Others probably...

- View you as a representative of nature, and are sure you can control it.
- Assume you're a recluse who avoids society and cities.
- Consider you a mystic, similar to a priest, but answering only to the forces of nature.

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 Nature
Trained in one skill determined by your druidic order
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS
Trained in simple weapons
Trained in unarmed attacks

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

SPELLS
Trained in spell attack modifier
Trained in spell DC

CLASS DC
Trained in druid class DC

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Druid Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, druid spellcasting, anathema, druidic order, Shield Block, voice of nature, Wildsong
2	Druid feat, skill feat
3	2nd-rank spells, fortitude expertise, general feat, perception expertise, skill increase
4	Druid feat, skill feat
5	3rd-rank spells, attribute boosts, ancestry feat, reflex expertise, skill increase
6	Druid feat, skill feat
7	4th-rank spells, expert spellcaster, general feat, skill increase
8	Druid feat, skill feat
9	5th-rank spells, ancestry feat, skill increase
10	Attribute boosts, druid feat, skill feat
11	6th-rank spells, general feat, skill increase, weapon expertise, wild willpower
12	Druid feat, skill feat
13	7th-rank spells, ancestry feat, medium armor expertise, skill increase, weapon specialization
14	Druid feat, skill feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Druid feat, skill feat
17	9th-rank spells, ancestry feat, skill increase
18	Druid feat, skill feat
19	General feat, legendary spellcaster, primal hierophant, skill increase
20	Attribute boosts, druid feat, skill feat

Class Features

You gain these abilities as a druid. 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. These are described in Chapter 2.

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.

Druid Spellcasting

The power of the wild world flows through you. You are a spellcaster and can cast spells of the primal tradition using the Cast a Spell activity (see Casting Spells on page 299). As a druid, your spellcasting incantations might be pleas to the environment around you or the invocation of ancient vows; your hands might sway like willows or curl into clawlike shapes as your gestures direct your magic.

At 1st level, you can prepare two 1st-rank spells and five cantrips each morning from the common spells on the primal spell list (page 311), or from other primal spells to which you gain access and learn via Learn a Spell. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare each day is called your spell slots.

As you increase in level as a druid, the number of spells you can prepare each day increases, as does the highest rank of spell you can cast, as shown in the Druid Spells per Day table on page 125.

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 Wisdom, your spell attack modifier and spell DC use your Wisdom modifier. Details on calculating these statistics appear on page 403.

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. Many spells have specific improvements when they are heightened to certain ranks.

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 druid spell slot you have. For example, as a 1st-level druid, your cantrips are 1st-rank spells, and a 5th-level druid's are 3rd rank.

Anathema

As stewards of the natural order, druids find affronts to nature anathema. If you repeatedly perform these acts, you lose your magical abilities from the druid class, including your druid spellcasting and the benefits of your order. These abilities can be regained only if you demonstrate your repentance with an *atone* ritual (page 390). The following acts are anathema to all druids.

Anathema despoil natural places, consume more natural resources than you require to live comfortably, teach the Wildsong to non-druids.

Your choice of druidic order adds further anathema, as detailed in the order's entry.

DRUID SPELLS PER DAY

Your Level	Cantrips	Spell Rank 1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	–	–	–	–	–	–	–	–	–
2	5	3	–	–	–	–	–	–	–	–	–
3	5	3	2	–	–	–	–	–	–	–	–
4	5	3	3	–	–	–	–	–	–	–	–
5	5	3	3	2	–	–	–	–	–	–	–
6	5	3	3	3	–	–	–	–	–	–	–
7	5	3	3	3	2	–	–	–	–	–	–
8	5	3	3	3	3	–	–	–	–	–	–
9	5	3	3	3	3	2	–	–	–	–	–
10	5	3	3	3	3	3	–	–	–	–	–
11	5	3	3	3	3	3	2	–	–	–	–
12	5	3	3	3	3	3	3	–	–	–	–
13	5	3	3	3	3	3	3	2	–	–	–
14	5	3	3	3	3	3	3	3	–	–	–
15	5	3	3	3	3	3	3	3	2	–	–
16	5	3	3	3	3	3	3	3	3	–	–
17	5	3	3	3	3	3	3	3	3	2	–
18	5	3	3	3	3	3	3	3	3	3	–
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

*The primal hierophant class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

Druidic Order

Upon becoming a druid, you align yourself with a druidic order, which grants you a class feat, an order spell (see below), and an additional trained skill tied to your order. While you'll always be a member of your initial order, it's not unheard of for a druid to request to study with other orders in search of greater understanding of the natural world, and PC druids are among the most likely to blend the powers of different orders.

Order 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 to commune with local nature spirits or otherwise tend to the wilderness in a way befitting your order.

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 can never be more than 3 points. The full rules for focus spells appear in on page 298.

Order Skill You become trained in the listed skill. If you're already trained in that skill, you become trained in a different skill of your choice.

Druid Feat You gain this 1st-level druid feat as a bonus feat.

Order Spell You automatically gain the listed order spell at 1st level.

Anathema Add this anathema to those for all druids.

Animal

You have a strong connection to beasts, always feeling like you understood them (and they you) better than your own people. You stand for the animals of nature, a powerful animal companion at your side.

Order Skill Athletics

Druid Feat Animal Companion

Order Spell *heal animal* (page 382)

Anathema Commit wanton cruelty to animals or kill animals unnecessarily. (This doesn't prevent you from defending yourself against animals or killing them cleanly for food).

Leaf

You revere the bounty of nature, acting as both a gardener and warden for the wilderness. With your leshy familiar at your side, you help areas regrow after disasters or negligent expansion and turn flora against those who would abuse them.

Order Skill Diplomacy

Druid Feat Leshy Familiar

Order Spell *cornucopia* (page 382)

Anathema Commit wanton cruelty to plants or fungi or kill them unnecessarily. (This doesn't prevent you from defending yourself or harvesting them for survival.)

Storm

Whether you were born under a tempest or survived a bolt of lightning from a clear blue sky, you now carry the fury of the storm in your heart, channeling thunder to terrifying destructive effect and riding the winds through the air.

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Order Skill Acrobatics
Druid Feat Storm Born
Order Spell *tempest surge* (page 382)
Anathema Pollute the air, allow those who cause major air pollution or climate shifts to go unpunished. (This doesn't force you to take action against merely potential environmental harm or to sacrifice yourself against an obviously superior foe.)

Untamed

The uncontrollable call of the natural world courses through your body. You might have been raised by a wild animal, or you might have come to reject the artifices of cities after growing up in one. Now, primal magic grants you the ability to wear the form of an untamed creature.
Order Skill Intimidation
Druid Feat Untamed Form
Order Spell *untamed shift* (page 383)
Anathema Become fully domesticated by the temptations of civilization. (This doesn't prevent you from buying and using processed goods or staying in a city for an adventure, but you can never come to rely on these conveniences or truly call such a place your permanent home.)

Shield Block

You gain the Shield Block general feat (found on page 262), a reaction that lets you reduce damage with your shield.



Voice of Nature

You gain your choice of the Animal Empathy or Plant Empathy druid feat.

Wildsong

You know the Wildsong, a secret language known only within druid orders, in addition to any languages you know through your ancestry. The Wildsong is a melodic and tonal language sounding more like animal calls than a spoken tongue, and its alphabet involves fractals and spirals, like the arrangement of a seashell's chambers, a snowflake's crystals, or a fern's fronds. Teaching the Wildsong to non-druids is anathema.

Druid Feats 2nd

At 2nd level and every even-numbered level, you gain a druid class feat. These begin on page 127.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 4 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

Perception Expertise 3rd

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

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

Fortitude Expertise 3rd

Adventures have made your physique more hardy. Your proficiency rank for Fortitude saves increases to expert.

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. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Reflex Expertise 5th
You've honed your ability to dodge dangers. Your proficiency rank for Reflex saves increases to expert.

Expert Spellcaster 7th
Your command of primal forces has deepened, empowering your spells. Your proficiency ranks for spell attack modifier and spell DC increase to expert.

Weapon Expertise 11th
You've improved your combat skill. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

Wild Willpower 11th
Your primal will, like that of the greatest beast, can't be tamed. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

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 inflict great 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.

Master Spellcaster 15th
Primal magic answers your command. Your proficiency ranks for spell attack modifier and spell DC increase to master.

Legendary Spellcaster 19th
You have developed an unparalleled rapport with the magic of nature. Your proficiency ranks for spell attack modifier and spell DC increase to legendary.

Primal Hierophant 19th
You command the most potent forces of primal magic and can cast a spell of truly incredible power. You gain a single 10th-rank spell slot and can prepare a spell in that slot using druid spellcasting. Unlike with other spell slots, you can't use 10-rank slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You don't gain more 10th-rank spells as you level up, but you can take the Hierophant's Power feat (page 135) to gain a second slot.

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

Key Terms
You'll see the following key term in many druid class features.

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.

1st Level

Animal Companion Feat 1
DRUID

Prerequisites animal order

You gain the service of a young animal companion (page 206) that travels with you on your adventures and obeys any simple commands you give it to the best of its abilities.

Animal Empathy Feat 1
DRUID

You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can ask questions of, receive answers from, and use the Diplomacy skill with animals. In most cases, wild animals will give you time to make your case.

Leshy Familiar Feat 1
DRUID

Prerequisites leaf order

You call a minor spirit of nature into a plant body, creating a leshy companion to aid you in your spellcasting. You gain a familiar, which has your choice of either the plant or fungus familiar ability (page 212); this doesn't count against your usual limit of familiar abilities (typically 2). The spirit you call has a more tenuous connection to its plant body than fully independent leshies, so it is Tiny in size like other familiars.

Plant Empathy Feat 1
DRUID

You have a connection to flora that allows you to communicate with them on a rudimentary level. You can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungus.

Reach Spell ❖ Feat 1
CONCENTRATE DRUID 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. If the spell normally has a range of touch, you extend its range to 30 feet.

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STORM BORN — FEAT 1

DRUID

Prerequisites storm order

You are at home out in the elements, reveling in the power of nature unleashed. You do not take circumstance penalties to ranged spell attacks or Perception checks caused by weather, and your targeted spells don't require a flat check to succeed against a target concealed by weather (such as fog).

VERDANT WEAPON — FEAT 1

DRUID EXPLORATION

You cultivate a seed that can sprout into a wooden staff, vine whip, or another weapon. You spend 10 minutes focusing primal energy into a seed, imprinting it with the potential of a single level 0 weapon you are trained with and that has no mechanical parts or metal components. When holding the imprinted seed, you can use an Interact action to cause it to immediately grow into that weapon; a second Interact action returns it to seed form. The verdant weapon can be etched with runes or affixed with talismans as normal, which are suppressed when the weapon is in seed form.

You can have only one verdant seed at a time. If you prepare a second, your first verdant seed immediately becomes a mundane seed; any runes on the previous seed transfer to the new seed at no cost, but inapplicable runes are suppressed.

WIDEN SPELL ❖ — FEAT 1

DRUID MANIPULATE SPELLSHAPE

You manipulate the energy of your spell, causing it to spread out and 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.

UNTAMED FORM — FEAT 1

DRUID

Prerequisites untamed order

You are one with the wild, always changing and adapting to meet any challenge. You gain the *untamed form* order spell (page 382), which lets you transform into a variety of shapes that you can expand with druid feats.



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2ND LEVEL

CALL OF THE WILD — FEAT 2

DRUID

You call upon the creatures of nature to come to your aid. You can spend 10 minutes in concert with nature to replace a spell you've prepared in one of your druid spell slots with a *summon animal* or *summon plant or fungus* spell of the same rank.

ENHANCED FAMILIAR — FEAT 2

DRUID

Prerequisites a familiar

You infuse your familiar with additional primal energy, increasing its abilities. You can select four familiar or master abilities each day, instead of two.

ORDER EXPLORER — FEAT 2

DRUID

You have learned the secrets of another druidic order, passing whatever rites of initiation that order requires and gaining access to its secrets. Choose an order other than your own. You gain a 1st-level feat that lists that order as a prerequisite, and you are now a member of that order for the purpose of meeting feat prerequisites. If you commit acts anathema to your new order, you lose all feats and abilities requiring that order but retain your other druid feats and abilities. You don't gain any of the other benefits of the order you chose.

Special You can take this feat multiple times. Each time you do, you must choose a different order other than your own.

POISON RESISTANCE — FEAT 2

DRUID

Your affinity for the natural world grants you protection against some of its dangers. You gain poison resistance equal to half your level, and you gain a +1 status bonus to saving throws against poisons.

4TH LEVEL

ANTHROPOMORPHIC SHAPE — FEAT 4

DRUID

Prerequisites Untamed Form

Humanoids' supposed place apart from animals is folly—taking on their forms just requires some extra practice. You add the shapes listed in *humanoid form* to your *untamed form* list.

ELEMENTAL SUMMONS — FEAT 4

DRUID

You can call the elements to you. You can spend 10 minutes in concert with nature to replace a spell you've prepared in one of your druid spell slots with a *summon elemental* spell of the same rank.

Sample Druid

UNTAMED DRUID

Taking on the shapes of dangerous creatures, you fight with feral intensity. Though you trust your instincts, you might mistrust the ways of polite society.

Attributes

Prioritize Wisdom and Strength so you can cast spells and enter melee combat. You'll also want Dexterity and Constitution to improve your defenses and survivability.

Skills

Acrobatics, Athletics, Intimidation, Nature

Order

Untamed

Higher-Level Feats

Form Control (4th), Insect Shape (6th), Soaring Shape (8th), Plant Shape (10th), Monstrosity Shape (16th)

Prepared Spells

1st *heal*, *runic body*; **Cantrips** *detect magic*, *ignition*, *know the way*, *light*, *tangle vine*



FOREST PASSAGE — FEAT 4

DRUID

Prerequisites leaf order

You can always find a path, almost as if foliage parted before you. You ignore any difficult terrain caused by plants and fungi, such as bushes, vines, and undergrowth.

FORM CONTROL ❖ — FEAT 4

DRUID MANIPULATE SPELLSHAPE

Prerequisites Untamed Form

With additional care and effort, you can take on an alternate shape for a longer period of time. If your next action is to cast *untamed form*, the spell's rank is 2 lower than normal (minimum 1st rank), but you can remain transformed for up to 1 hour or the listed duration (whichever is longer). You can still Dismiss *untamed form* as normal.

LESHY FAMILIAR SECRETS — FEAT 4

DRUID

Prerequisites leaf order

The leaf order's secrets allow your familiar to take advantage of its leshy form. You can select one additional familiar ability each day, which must be one of the following leshy familiar abilities. You can't select more than one ability from this feat at a time.

- **Grasping Tendrils** Your familiar can extend vines or similar tendrils, increasing its reach to 15 feet.
- **Purify Air** Your familiar recycles air, providing enough oxygen for a Medium creature in areas with stale air, such as a sealed chamber or extradimensional space. Creatures within a 15-foot emanation of the leshy gain a +2 circumstance bonus to their saving throws against inhaled poison effects, olfactory effects, or other effects that rely on breathing (such as *toxic cloud*), at the GM's discretion.
- **Verdant Burst** When your familiar dies, it releases its primal energy to cast the 3-action version of *heal*, heightened to a rank 1 lower than your highest-rank spell slot. The *heal* spell gains a status bonus equal to twice the spell's rank to the Hit Points it restores to plants. You must be able to cast 2nd-rank spells using spell slots to select this familiar ability.

MATURE ANIMAL COMPANION — FEAT 4

DRUID

Prerequisites Animal Companion

Your animal companion has grown up over the course of your adventures, becoming a mature animal companion and gaining additional capabilities (page 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.

ORDER MAGIC — FEAT 4

DRUID

Prerequisites Order Explorer

You have delved deeper into the teaching of a new order, gaining access to a coveted order spell. Choose an order you have selected with Order Explorer. You gain the initial order spell from that order.

Special You can take this feat multiple times. Each time you do, you must choose a different order you have selected with Order Explorer.

SNOWDRIFT SPELL ❖ — FEAT 4

COLD DRUID MANIPULATE SPELLSHAPE

Prerequisites storm order

The howling wind and precipitation of your magic turn to thick snow. If your next action is to Cast a Spell that has the air, water, or cold trait, and that does not have the fire trait, select one creature affected by the spell on the ground. Each square on the ground under or adjacent to the creature fills with ankle-deep snow. Those squares are difficult terrain until the beginning of your next turn. A creature can Interact to clear a square of snow, and the snow in a square melts if that square is exposed to a fire effect.

6TH LEVEL

CURRENT SPELL ❖ — FEAT 6

CONCENTRATE DRUID SPELLSHAPE

As you use your magic to manipulate air or water, you spin off some of its currents to form a barrier around you. If your next action is to Cast a Spell with the air or water trait, until the start of your next turn, you gain a +1 circumstance bonus to AC or a +2 circumstance bonus against ranged attacks. This effect has the air or water trait, or both, depending on the traits of the spell you cast. You also gain a +1 circumstance bonus to all saves against effects with the air trait, water trait, or both until the start of your next turn, depending on the spell's traits.

GROWN OF OAK — FEAT 6

DRUID

Prerequisites leaf order

You can make your skin take on the woody endurance of an ancient tree and have your familiar follow suit. You can cast *oaken resilience* at will as an innate primal spell with a spell rank one lower than the highest rank of spells you can cast. This spell targets you, as well as your leshy familiar if it's within 30 feet of you.

INSECT SHAPE — FEAT 6

DRUID

Prerequisites Untamed Form

Your understanding of life expands, allowing you to mimic a wider range of creatures. Add the shapes in *insect form* to your *untamed form* list. Whenever you use *untamed form* to polymorph into the non-flying insect shapes listed in *pest form*, the duration is 24 hours instead of 10 minutes.

INSTINCTIVE SUPPORT ❖ — FEAT 6

DRUID

Prerequisites Animal Companion

Trigger You Cast a non-cantrip spell that targets only your animal companion.

When you support your animal companion, your companion supports you in turn. After your spell takes place, your companion gains its actions for the turn, as if you Commanded it, and one of the actions must be Support. If the companion has used any other actions already, it can't Support you, as normal.

STEADY SPELLCASTING — FEAT 6

DRUID

Confident in your technique, you don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

STORM RETRIBUTION ↷ — FEAT 6

DRUID

Prerequisites storm order, *tempest surge* order spell

Trigger An opponent adjacent to you critically hits you with a melee weapon or melee unarmed attack.

Requirements You have at least 1 available Focus Point.

You lash out, directing a burst of storming fury toward a creature that has harmed you. You cast *tempest surge* on the triggering opponent and push that creature, moving it 5 feet away from you if it fails its Reflex save, or 10 feet if it critically fails. This movement is forced movement.

8TH LEVEL

DEIMATIC DISPLAY ❖ — FEAT 8

DRUID

Prerequisites trained in Intimidation

Imitating animal threat displays, you make yourself appear larger and more imposing. Roll one Intimidation check to Demoralize and compare the result to the Will DC of each animal, fungus, and plant creature in a 15-foot cone. When you do, Demoralize gains the visual trait, and creatures are not affected if they can see you. You don't take a penalty if the creature doesn't understand your language.

FEROCIOUS SHAPE — FEAT 8

DRUID

Prerequisites Untamed Form

You've mastered the shape of dinosaurs. Add the shapes listed in *dinosaur form* to your *untamed form* list. Whenever you use *untamed form* to take a shape that grants you a specific Athletics modifier, you gain a +1 status bonus to your Athletics checks.

FEY CALLER — FEAT 8

DRUID

You have learned some of the tricks the fey use to bend primal magic toward illusions and trickery. Add *illusory disguise*, *illusory object*, and *illusory scene* to your spell list, which you cast as primal spells.

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Sample Druid

STORM DRUID

You call upon the power of nature to let loose bolts of lightning, intense weather, and elemental spells.

Attributes

Prioritize Wisdom. You typically stay at range, so take a high Dexterity. You can identify creatures from the safety of the air with high Intelligence.

Skills

Acrobatics, Medicine, Nature, Survival

Order

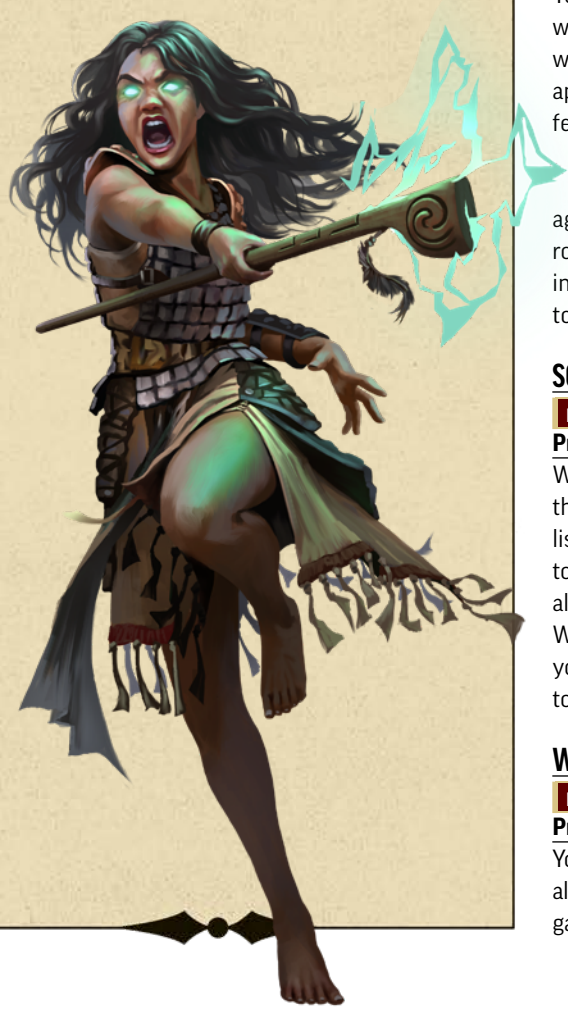
Storm

Feats

Widen Spell (1st), Storm Retribution (6th), Wind Caller (8th), Primal Focus (12th), Invoke Disaster (18th)

Prepared Spells

1st *breathe fire*, *gust of wind*; **Cantrips** *detect magic*, *electric arc*, *frostbite*, *know the way*, *light*



FLORAL RESTORATION ❖ FEAT 8

DRUID HEALING VITALITY

Prerequisites leaf order

Frequency once per day

You request that nearby plants share their vitality with you to replenish your body and magic. You regain 1 Focus Point and 4d8 Hit Points.

You must be in a location of at least 15 square feet with healthy plant life, though this can be grass, lichen, seaweed, or any other form of naturally occurring flora. Using Floral Restoration on a given section of nature does not harm it, but it prevents that section of nature from giving its vitality to another use of Floral Restoration for 24 hours.

At 9th level, and every 2 levels thereafter, increase the healing by 1d8.

INCREDIBLE COMPANION FEAT 8

DRUID

Prerequisites Mature Animal Companion

Your animal companion continues to grow and develop. It becomes either a nimble or savage animal companion (page 211), gaining additional capabilities determined by the type.

RAISE MENHIR ❖❖ FEAT 8

DRUID

Frequency once per hour

You raise a druidic monument, such as a standing stone or warding tree, from the ground, creating a powerful primal ward that blocks other types of magic. The monument appears in an unoccupied square on the ground within 30 feet, making that square difficult terrain. Choose arcane, divine, or occult; all creatures within 15 feet of the monument gain a +2 status bonus to their saving throws against effects with that trait. The monument lasts for 1 round before crumbling back into the earth or wilting away into nothingness, but you can Sustain the monument for up to 1 minute.

SOARING SHAPE FEAT 8

DRUID

Prerequisites Untamed Form

Wings free you from the shackles of the ground below. Add the bat and bird shapes in *aerial form* to your *untamed form* list. If you have Insect Shape, you also add the wasp shape to your *untamed form* list. If you have Ferocious Shape, you also add the pterosaur shape to your *untamed form* list. Whenever you use *untamed form* to take a shape that grants you a specific Acrobatics modifier, you gain a +1 status bonus to Acrobatics checks.

WIND CALLER FEAT 8

DRUID

Prerequisites storm order

You bid the winds to aid you, carrying you through the air and allowing you passage through the strongest headwinds. You gain the *stormwind flight* order spell (page 382).

10TH LEVEL

ELEMENTAL SHAPE — FEAT 10

DRUID

Prerequisites Untamed Form

You understand the fundamental elements of nature such that you can imbue them into your body and manifest as a living embodiment of those elements. Add the shapes in *elemental form* to your *untamed form* list. Whenever you're polymorphed into another shape using *untamed form*, you gain resistance 5 to fire.

HEALING TRANSFORMATION ❖ — FEAT 10

DRUID SPELLSHAPE

You can take advantage of shapechanging magic to close wounds and patch injuries. If your next action is to cast a non-cantrip polymorph spell that targets only one creature, your polymorph spell also restores 1d6 Hit Points per spell rank to that creature. This is a healing effect.

OVERWHELMING ENERGY ❖ — FEAT 10

DRUID MANIPULATE SPELLSHAPE

With a complex gesture, you call upon the primal 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 to acid, cold, electricity, fire, or sonic 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.

PLANT SHAPE — FEAT 10

DRUID

Prerequisites leaf order or Untamed Form

You can take the shape of a plant creature. If you don't have *untamed form*, you can cast *plant form* once per day, heightened to the same rank as your highest-rank druid spell slot.

If you do have *untamed form*, add the shapes listed in *plant form* to your *untamed form* list, and whenever you're polymorphed into another shape using *untamed form*, you gain resistance 5 to poison.

PRIMAL HOWL — FEAT 10

DRUID

Prerequisites Incredible Companion

Your companion can let out a howl laced with your primal magic. It gains the following advanced maneuver, in addition to any advanced maneuvers it already knows.

Primal Howl ❖❖ (primal, sonic) **Frequency** once per hour; **Effect** Your familiar screeches and howls, empowered with natural magic. All creatures in a 30-foot cone take 1d6 sonic damage for every 2 levels your companion has, with a basic Fortitude save against your spell DC. Creatures that fail become frightened 1, and creatures that critically fail become frightened 2. The fright is an emotion, fear, and mental effect.

PRISTINE WEAPON — FEAT 10

DRUID

Prerequisites Verdant Weapon

Your verdant weapon can cut through the resistances of magical creatures. The weapon is treated as cold iron and silver. If you critically hit a creature that has a weakness to cold iron or silver, the target takes 1d6 persistent bleed damage as the primal energies within your weapon slow its natural healing.

SIDE BY SIDE — FEAT 10

DRUID

Prerequisites Animal Companion

You and your animal companion fight in tandem, distracting your foes and keeping them off balance. Whenever you and your animal companion are adjacent to the same foe, you are both flanking that foe with each other, regardless of your actual positions.

THUNDERCLAP SPELL ❖ — FEAT 10

DRUID SONIC SPELLSHAPE

Prerequisites storm order

Your lightning splits the air, generating a booming shock wave. If your next action is to Cast a Spell that has the electricity trait or deals electricity damage, has no duration, and requires creatures to attempt a saving throw, the force of the spell's lightning creates a thunderclap, in addition to its other effects. Each creature that failed its Reflex save against the spell is deafened for 1 round, and those who critically failed are also knocked prone.

12TH LEVEL

DRAGON SHAPE — FEAT 12

DRUID

Prerequisites Soaring Shape

You can take on the shape of some of the world's most fearsome creatures. Add the shapes listed in *dragon form* to your *untamed form* list. Whenever you're polymorphed into another shape using *untamed form*, you gain resistance 5 to your choice of acid, cold, electricity, fire, or poison.

GARLAND SPELL ❖ — FEAT 12

DRUID MANIPULATE SPELLSHAPE

Prerequisites plant order

If your next action is to Cast a Spell with the fungus or plant trait, a garland of plants grows in a 10-foot burst in the spell's range. The plants are difficult terrain and hazardous terrain, covered in your choice of thorns or poisonous vines. Any creature that moves into one of these squares or ends its turn in one takes 2d6 damage (piercing damage for thorns or poison for vines). A creature can take this damage only once per turn. You and your familiar are immune to this damage.

The plants last for 1 minute or until you cast another Garland Spell, whichever comes first.

The damage increases to 3d6 at 16th level and 4d6 at 20th level.

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Sample Druid

LEAF DRUID

You're a nurturing caretaker in tune with the natural world and the magic of life. A little plant creature called a leshy accompanies you.

Attributes

Prioritize Wisdom. Take Dexterity and Constitution for your defenses, and Charisma to be more diplomatic or Strength if you want to deal more damage in melee.

Skills

Diplomacy, Medicine, Nature, Survival

Order

Leaf

Feats

Call of the Wild (2nd), Forest Passage (4th), Green Empathy (6th), Plant Shape (10th), Green Tongue (12th)

Prepared Spells

1st *heal*, *summon plant or fungus*; **Cantrips** *detect magic*, *know the way*, *light*, *stabilize*, *tangle vine*



PRIMAL FOCUS — FEAT 12

DRUID

Your connection to nature is particularly strong, and the spirits of nature flock around you, helping you replenish your focus. Whenever you Refocus, completely refill your focus pool.

PRIMAL SUMMONS — FEAT 12

DRUID

Prerequisites Call of the Wild

Whenever you summon an ally, you can empower it with the elemental power of air, earth, fire, or water. You gain the *primal summons* order spell (page 381).

WANDERING OASIS — FEAT 12

DRUID

Prerequisites master in Survival

You're surrounded by soothing energy. You and allies within 60 feet of you are protected from severe environmental heat and cold. If you're legendary in Survival, you and those allies are also protected from extreme environmental heat and cold.

14TH LEVEL

REACTIVE TRANSFORMATION ↻ — FEAT 14

DRUID

Prerequisites Untamed Form; Dragon Shape, Elemental Shape, Plant Shape, or Soaring Shape

Trigger varies

You transform reflexively when in danger. You cast *untamed form* to transform into one shape granted by one of the prerequisite feats you have, depending on the trigger. Your shape's resistances and weaknesses apply against the triggering damage.

- **Trigger** You fall 10 feet or more; **Effect** Choose a shape from *aerial form*.
- **Trigger** You take acid, cold, electricity, fire, or poison damage; **Effect** Choose a shape from *dragon form* that resists the triggering damage.
- **Trigger** You take fire damage; **Effect** Choose a fire elemental shape from *elemental form*.
- **Trigger** You take poison damage; **Effect** Choose a shape from *plant form*.

SOW SPELL ❖ — FEAT 14

CONCENTRATE DRUID SPELLSHAPE

You fold your spell into a seed. If your next action is to Cast a Spell using 1 action or 2 actions, the spell instead plants itself in an adjacent square. You must make all decisions regarding the spell at the time you cast it. Within the next 10 minutes, you can direct your sown spell to sprout and produce the spell's effects as a reaction, which is triggered when a creature enters the sown spell's space or a square adjacent to it. You can have only one sown spell at a time, and if you don't trigger the spell within 10 minutes, it dissipates and the spell is lost. A creature can notice the sown spell with a successful Perception check against your spell DC.

SPECIALIZED COMPANION FEAT 14

DRUID

Prerequisites Incredible Companion

Your animal companion continues to grow in power and ability. It gains one specialization of your choice (page 211.)

Special You can select this feat up to three times. Each time, add a different specialization to your companion.

TIMELESS NATURE FEAT 14

DRUID

With primal magic sustaining you, you cease aging. The overflowing primal energy gives you a +2 status bonus to saves against diseases and primal magic.

VERDANT METAMORPHOSIS FEAT 14

DRUID

Prerequisites leaf order

You have turned into a plant version of yourself, gaining the plant trait and losing traits inappropriate for your new form (typically humanoid). You also gain the Verdant Rest action.

Verdant Rest ❖ (concentrate) You turn into a tree or other non-creature plant. This has the effect of using *one with plants* to turn into a plant, except that your AC is 30. You can Dismiss this effect to turn back. If you rest for 10 minutes in this form in natural sunlight, you recover half your maximum Hit Points. If you take your daily rest in this form, the rest restores you to maximum Hit Points and removes all non-permanent drained, enfeebled, clumsy, and stupefied conditions, as well as all poisons and diseases of 19th level or lower.

16TH LEVEL

EFFORTLESS CONCENTRATION ❖ FEAT 16

DRUID

Trigger Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain action, allowing you to extend the duration of one of your active druid spells.

IMPALING BRIARS FEAT 16

DRUID

Prerequisites leaf order

You can fill an area with devastating briars. You gain the *impaling briars* order spell (page 382).

MONSTROSITY SHAPE FEAT 16

DRUID

Prerequisites Untamed Form

You can transform into a powerful magical creature. Add the cave worm and sea serpent shapes listed in *monstrosity form* to your *untamed form* list. If you have Soaring Shape, also add the phoenix shape to your *untamed form* list.

UPLIFTING WINDS FEAT 16

DRUID

Prerequisites storm order

The winds are eager to keep you aloft. When you are flying and Cast a Spell that has the air or electricity traits, you gain a +10 status bonus to your fly Speed, and you can immediately Fly up to half your Speed.

18TH LEVEL

INVOKE DISASTER FEAT 18

DRUID

Prerequisites Wind Caller

You can invoke nature's fury upon your foes. You gain the *storm lord* order spell (page 382).

PERFECT FORM CONTROL FEAT 18

DRUID

Prerequisites Form Control, Strength +4

Thanks to magic and muscle memory, you can stay in your alternate shapes indefinitely. When you use Form Control, instead of lasting 1 hour, *untamed form*'s duration is unlimited (you can still Dismiss it).

PRIMAL AEGIS FEAT 18

DRUID

You surround yourself with a thick field of protective primal energy. You and allies within 30 feet of you gain resistance equal to your Wisdom modifier to acid, cold, electricity, fire, vitality, and void damage.

20TH LEVEL

HIEROPHANT'S POWER FEAT 20

DRUID

You have entwined yourself with the natural world, and its full power flows through you. You gain an additional 10th-rank spell slot.

LEY LINE CONDUIT ❖ FEAT 20

CONCENTRATE DRUID MANIPULATE SPELLSHAPE

Frequency once per minute

You can draw magic from the ley lines of the world. If your next action is to Cast a Spell of 5th rank or lower that has no duration, you don't expend the prepared spell as you cast it.

TRUE SHAPESHIFTER FEAT 20

CONCENTRATE DRUID

Prerequisites Dragon Shape, Untamed Form

You transcend the limitations of form. Once per day you can cast *nature incarnate*, even if you don't have it prepared, to transform into a kaiju. If you have Plant Shape, you can choose to transform into a green man instead. You also gain the True Shapeshift activity.

True Shapeshift ❖❖ (concentrate) **Requirements** You're under the effects of *untamed form*; **Effect** You change into any other shape on your *untamed form* list. If the duration of that shape is different from the one you were previously in, use the shorter duration to determine your duration remaining.

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FIGHTER

Fighting for honor, greed, loyalty, or simply the thrill of battle, you are an undisputed master of weaponry and combat techniques. You combine your actions through clever combinations of opening moves, finishing strikes, and counterattacks whenever your foes are unwise enough to drop their guard. Whether you are a knight, mercenary, sharpshooter, or blade master, you have honed your martial skills into an art form and perform devastating critical attacks on your enemies.

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 strike with unmatched accuracy and use specialized combat techniques. A melee fighter stands between allies and enemies, attacking foes who try to get past. A ranged fighter delivers precise shots from a distance, but can hold their own if forced into melee.

During social encounters...

You can be an intimidating presence. This can be useful when negotiating with enemies but is sometimes a liability in more genteel interactions. On the other hand, those comfortable with conflict may find you more trustworthy and less threatening because you don't rely on magic.

While exploring...

You keep up your defenses in preparation for combat and keep an eye out for hidden threats. You also overcome physical challenges in your way, breaking down doors, lifting obstacles, climbing adeptly, and leaping across pits.

In downtime...

You might perform manual labor or craft and repair armaments. If you know techniques you no longer favor, you might train yourself in new ones. If you've established your reputation, you might build an organization or a stronghold of your own.

You might...

- Know the purpose and quality of every weapon and piece of armor you own.
- Recognize that the danger of an adventurer's life must be balanced out with great revelry or ambitious works.
- Have little patience for puzzles or problems that require detailed logic or study.

Others probably...

- Find you intimidating until they get to know you—and maybe even after they get to know you.
- Expect you're all brawn and no brains, especially when it comes to more esoteric areas of study.
- Respect your expertise in the art of warfare and value your opinion on the quality of armaments.

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
Expert in Reflex
Trained in Will

SKILLS

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

ATTACKS

Expert in simple weapons
Expert in martial weapons
Trained in advanced weapons
Expert in unarmed attacks

DEFENSES

Trained in all armor
Trained in unarmored defense

CLASS DC

Trained in fighter class DC

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Fighter Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, Reactive Strike, fighter feat, Shield Block
2	Fighter feat, skill feat
3	Bravery, general feat, skill increase
4	Fighter feat, skill feat
5	Ancestry feat, attribute boosts, fighter weapon mastery, skill increase
6	Fighter feat, skill feat
7	Battlefield surveyor, general feat, skill increase, weapon specialization
8	Fighter feat, skill feat
9	Ancestry feat, battle hardened, combat flexibility, skill increase
10	Attribute boosts, fighter feat, skill feat
11	Armor expertise, fighter expertise, general feat, skill increase
12	Fighter feat, skill feat
13	Ancestry feat, skill increase, weapon legend
14	Fighter feat, skill feat
15	Attribute boosts, general feat, greater weapon specialization, improved flexibility, skill increase, tempered reflexes
16	Fighter feat, skill feat
17	Ancestry feat, armor mastery, skill increase
18	Fighter feat, skill feat
19	General feat, skill increase, versatile legend
20	Attribute boosts, fighter feat, skill feat

Class Features

You gain these abilities as a fighter. 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. These are described in Chapter 2.

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 in attacks, defenses, Perception, skills, and other areas. These are noted at the start of this class.

Reactive Strike

Ever watchful for weaknesses, you can quickly attack foes that leave an opening in their defenses. You gain the Reactive Strike reaction.

Reactive Strike ↷

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.

Fighter Feats

At 1st level and every even-numbered level, you gain a fighter class feat. These begin on page 140.

Shield Block

You gain the Shield Block general feat (found on page 266), 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. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

Bravery 3rd

Having faced countless foes and the chaos of battle, you have learned how to stand strong in the face of fear. Your proficiency rank for Will saves increases to expert. When you roll a success at a Will save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

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. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Fighter Weapon Mastery 5th

Hours spent training with your preferred weapons, learning and developing new combat techniques, have made you particularly effective with your weapons of choice. Choose one weapon group. Your proficiency rank increases to master with the simple weapons, martial weapons, and unarmed attacks in that group, and to expert with the advanced weapons in that group. You gain access to the critical specialization effects (page 283) of all weapons and unarmed attacks for which you have master proficiency.

Battlefield Surveyor 7th

Whether taking stock of an enemy army or simply standing guard, you excel at observing your foes. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to Perception checks for initiative, making you faster to react during combat.

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 4 if you're legendary.

Battle Hardened 9th

Your experience in battle helps protect you against magic and toxins alike. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Combat Flexibility 9th

You can prepare your tactics to suit different situations. When you make your daily preparations, you gain one fighter feat of 8th level or lower that you meet the prerequisites for and don't already have. You can use that feat until your next daily preparations.

Armor Expertise 11th

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.

Fighter Expertise 11th

Your practiced techniques have made you even more formidable. Your proficiency rank for your fighter class DC increases to expert.

Weapon Legend 13th

You've learned fighting techniques that apply to all armaments, and you've developed unparalleled skill with your favorite weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master. Your proficiency rank for advanced weapons increases to expert.

You can select one weapon group and increase your proficiency ranks to legendary for all simple weapons, martial weapons, and unarmed attacks in that weapon group, and to master for all advanced weapons in that weapon group.

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.

Improved Flexibility 15th

Your extensive experience gives you even greater ability to adapt to each day's challenges. When you use combat flexibility, you can gain two fighter feats instead of one. While the first feat must still be 8th level or lower, the second feat can be up to 14th level, and you can use the first feat to meet the prerequisites of the second feat. You must meet all of the feats' prerequisites.

Tempered Reflexes 15th

Practiced reflexes let you find safety even in the face of cataclysmic 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.

KEY TERMS

Below are some key terms in many fighter 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.

Press: Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty. You can't use a press action when it's not your turn, even if you use the Ready activity.

Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.)

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.

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Armor Mastery 17th

Your skill with armor improves further. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to master.

Versatile Legend 19th

You are nigh-unmatched with any weapon. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to legendary, and your proficiency rank for advanced weapons increases to master. Your proficiency rank for your fighter class DC increases to master.

Fighter Feats

At each level that you gain a fighter feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.



1st Level

Combat Assessment ◆ Feat 1

FIGHTER

You make a telegraphed attack to learn about your foe. Make a melee Strike. On a hit, you can immediately attempt a check to Recall Knowledge about the target. On a critical hit, you gain a +2 circumstance bonus to the check to Recall Knowledge. The target is temporarily immune to Combat Assessment for 1 day.

Double Slice ◆◆ Feat 1

FIGHTER

Requirements You are wielding two melee weapons, each in a different hand.

You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current multiple attack penalty. Both Strikes must have the same target. If the second Strike is made with a weapon that doesn't have the agile trait, it takes a –2 penalty.

If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. You add any precision damage only once, to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

Exacting Strike ◆ Feat 1

FIGHTER PRESS

You make a controlled follow-up attack, fully accounting for your momentum. Make a Strike. The Strike gains the following failure effect.

Failure This attack doesn't count toward your multiple attack penalty.

Point Blank Stance ◆ Feat 1

FIGHTER STANCE

Requirements You are wielding a ranged weapon.

You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

Reactive Shield ↷ Feat 1

FIGHTER

Trigger An enemy hits you with a melee Strike.

Requirements You are wielding a shield.

You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

SNAGGING STRIKE ◆ FEAT 1

FIGHTER

Requirements You have one hand free, and your target is within reach of that hand.

You combine an attack with quick grappling moves to throw an enemy off balance as long as it stays in your reach. Make a Strike while keeping one hand free. If this Strike hits, the target is off-guard until the start of your next turn or until it's no longer within the reach of your hand, whichever comes first.

SUDDEN CHARGE ◆◆ FEAT 1

FIGHTER 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.

VICIOUS SWING ◆◆ FEAT 1

FIGHTER FLOURISH

You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

2ND LEVEL

AGGRESSIVE BLOCK ↷ FEAT 2

FIGHTER

Trigger You use the Shield Block reaction, and the opponent that triggered Shield Block is adjacent to you and is your size or smaller.

You push back as you block, knocking your foe away or off balance. You use your shield to push the triggering creature, either automatically Shoving it 5 feet or causing it to become off-guard until the start of your next turn. The triggering creature chooses whether to be moved or become off-guard. If it chooses to be moved, you choose the direction. If the Shove would cause it to hit a solid object, enter a square of difficult terrain, or enter another creature's space, it must become off-guard instead of being moved.

ASSISTING SHOT ◆ FEAT 2

FIGHTER PRESS

Requirements You are wielding a ranged weapon.

Using your last shot to gauge your accuracy, you can fire off a quick shot to interfere with a foe in combat. Make a Strike with a ranged weapon. If the Strike hits, the next creature other than you to attack the same target before the start of your next turn gains a +1 circumstance bonus to their roll, or a +2 circumstance bonus if your Strike was a critical hit.

BLADE BRAKE ↷ FEAT 2

FIGHTER MANIPULATE

Trigger You would be moved by a forced movement effect.

Requirements You are wielding a melee weapon and are within reach of a hard surface.

You plow your weapon into a floor, wall, or another sturdy surface, anchoring yourself in place. If you would be moved 20 feet or more, you are moved only 5 feet. Otherwise, you don't move at all.

BRUTISH SHOVE ◆ FEAT 2

FIGHTER PRESS

Requirements You are wielding a two-handed melee weapon.

Using the momentum of your last attack to throw your weight into another, you make your opponent stumble back. Make a Strike with a two-handed melee weapon. If you hit a target that is your size or smaller, that creature is off-guard until the end of your current turn, and you can automatically Shove it, with the same benefits as the Shove action (including the critical success effect, if your Strike was a critical hit). If you move to follow the target, your movement doesn't trigger reactions. This Strike has the following failure effect.

Failure The target becomes off-guard until the end of your current turn.

COMBAT GRAB ◆ FEAT 2

FIGHTER PRESS

Requirements You have one hand free, and your target is within reach of that hand.

Using your prior attack to shift your opponent's guard, you take another swing and grab them. Make a melee Strike while keeping one hand free. If the Strike hits, you grab the target using your free hand. The creature remains grabbed until the end of your next turn or until it Escapes, whichever comes first.

DUELING PARRY ◆ FEAT 2

FIGHTER

Requirements You are wielding a single one-handed melee weapon and hold nothing else in your hands.

You can parry attacks against you with your one-handed weapon. You gain a +2 circumstance bonus to AC until the start of your next turn as long as you continue to meet the requirements.

INTIMIDATING STRIKE ◆◆ FEAT 2

EMOTION FEAR FIGHTER 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.

LIGHTNING SWAP ◆ FEAT 2

FIGHTER FLOURISH

You have practiced quickly switching between combat styles and the equipment needed for them. You Interact to stow any number of items from your hands, then draw up to two weapons or a shield and a weapon.

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Fighter Feats by Name

Feat	Level
Advanced Weapon Training	6
Advantageous Assault	6
Aggressive Block	2
Agile Grace	10
Assisting Shot	2
Barreling Charge	4
Blade Break	2
Blind-Fight	8
Boundless Reprisals	20
Brutal Finish	12
Brutish Shove	2
Certain Strike	10
Combat Assessment	1
Combat Grab	2
Crashing Slam	10
Cut from the Air	10
Dashing Strike	12
Dazing Blow	6
Debilitating Shot	10
Desperate Finisher	14
Determination	14
Disarming Stance	6
Disarming Twist	10
Disorienting Opening	8
Disruptive Stance	10
Double Shot	4
Double Slice	1
Dual-Handed Assault	4
Dueling Dance	12
Dueling Parry	2
Dueling Riposte	8
Exacting Strike	1
Fearsome Brute	10
Felling Strike	8
Flinging Charge	10
Flinging Shove	12
Furious Focus	6
Graceful Poise	16
Guardian's Deflection	6
Guiding Finish	14
Guiding Riposte	14
Impossible Volley	18
Improved Dueling Riposte	12
Improved Reflexive Shield	16
Improved Twin Riposte	14
Incredible Aim	8
Incredible Ricochet	12
Intimidating Strike	2
Lightning Swap	2
Lunge	2
Lunging Stance	12
Master of Many Styles	16
Mirror Shield	10
Mobile Shot Stance	8
Multishot Stance	16
Opening Stance	14
Overpowering Charge	10
Overwhelming Blow	16
Paragon's Guard	12
Parting Shot	4
Point Blank Stance	1
Positioning Assault	8
Powerful Shove	4
Quick Reversal	4
Quick Shield Block	8
Reactive Shield	1
Rebounding Toss	2
Reflexive Shield	6
Resounding Bravery	8
Revealing Stab	6
Ricochet Stance	6
Savage Critical	18
Shatter Defenses	6
Shield Warden	6
Shielded Stride	4
Slam Down	4
Sleek Reposition	2
Smash from the Air	18
Snagging Strike	1
Sudden Charge	1
Sudden Leap	8
Swipe	4
Tactical Reflexes	10
Triple Shot	6
Twinned Defense	16
Twin Parry	4
Twin Riposte	10
Two-Weapon Flurry	14
Ultimate Flexibility	20
Vicious Swing	1
Weapon Supremacy	20
Whirlwind Strike	14

Lunge ◆ — Feat 2

FIGHTER

Requirements You are wielding a melee weapon.

You attack an enemy at the edge of your reach. Make a Strike with a melee weapon, increasing your reach by 5 feet for that Strike. If the weapon has the disarm, shove, or trip trait, you can use the corresponding action instead of a Strike.

Rebounding Toss ◆◆ — Feat 2

FIGHTER FLOURISH

Requirements You are wielding a thrown weapon.

You bounce your weapon off one foe to strike another. Make a ranged Strike with a thrown weapon. If this Strike hits, the weapon rebounds toward an enemy within 10 feet of the original target. Make an additional Strike against this second

target. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both attacks.

SLEEK REPOSITION ◆ FEAT 2

FIGHTER PRESS

Requirements You are wielding a finesse weapon or polearm.

While your opponent is still recovering from your prior attack, you snag its armor, clothing, or flesh to move it as you please. Make a melee Strike with a finesse weapon or polearm. If you hit a target that is your size or smaller, you can automatically Reposition it, with the same benefits as the Reposition action (including the critical success effect, if your Strike was a critical hit). If you used a weapon with reach, use the weapon's reach for this Reposition.

This Strike has the following failure effect.

Failure The target becomes off-guard until the end of your current turn.

4TH LEVEL

BARRELING CHARGE ◆◆ FEAT 4

FIGHTER FLOURISH

Prerequisites trained in Athletics

You rush forward, moving enemies aside to reach your foe. You Stride, attempting to move through your enemies' spaces, and make a melee Strike. Roll an Athletics check and compare the result to the Fortitude DC of each creature whose space you attempt to move through during your Stride, moving through their space on a success but ending your movement before entering their space on a failure. You can use Barreling Charge to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

DOUBLE SHOT ◆◆ FEAT 4

FIGHTER FLOURISH

Requirements You are wielding a ranged weapon with reload 0.

You shoot twice in blindingly fast succession. Make two Strikes, each against a separate target and with a –2 penalty. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

DUAL-HANDED ASSAULT ◆ FEAT 4

FIGHTER FLOURISH

Requirements You are wielding a one-handed melee weapon and have a free hand.

You snap your free hand over to grip your weapon just long enough to add momentum and deliver a more powerful blow to your opponent. Make a Strike with the required weapon. You quickly switch your grip during the Strike in order to make the attack with two hands. If the weapon doesn't normally have the two-hand trait, increase its weapon damage die by one step for this attack. (Rules on increasing die size appear on page 276.) If the weapon has the two-hand trait, you gain the benefit of that trait and a circumstance bonus to damage equal to the weapon's number of damage dice. When the Strike is complete, you resume gripping the weapon with only one hand. This action doesn't end any stance or fighter feat effect that requires you to have one hand free.

PARTING SHOT ◆◆ FEAT 4

FIGHTER

Requirements You are wielding a loaded ranged weapon or a ranged weapon with reload 0.

You jump back and make a quick shot that catches your opponent by surprise. You Step and then make a ranged Strike with the required weapon. Your target is off-guard against the attack.

POWERFUL SHOVE FEAT 4

FIGHTER

Prerequisites Aggressive Block or Brutish Shove

You can push larger foes around with your attack. You can use Aggressive Block or Brutish Shove against a creature up to two sizes larger than you.

When a creature you Shove or knock back with a shield, polearm, or club's critical specialization effect has to stop moving because it would hit an object, it takes damage equal to your Strength modifier (minimum 1).

QUICK REVERSAL ◆ FEAT 4

FIGHTER FLOURISH PRESS

Requirements You are flanked by at least two enemies.

You turn your foes' flanking against them with a quick reverse. Make a melee Strike against one of the flanking enemies and make a second Strike with the same weapon or unarmed attack against a different enemy that is flanking you. This second Strike has the same multiple attack penalty of the initial attack and doesn't count toward your multiple attack penalty.

SHIELDED STRIDE FEAT 4

FIGHTER

When your shield is up, your enemies' blows can't touch you. When you have your shield raised, you can Stride to move half your Speed without triggering reactions that are triggered by your movement (such as Reactive Strikes). You can use Shielded Stride while Flying or Swimming instead of Striding if you have the corresponding movement type.

SLAM DOWN ◆◆ FEAT 4

FIGHTER FLOURISH

Prerequisites trained in Athletics

You make an attack to knock a foe off balance, then follow up immediately with a sweep to topple them. Make a melee Strike. If it hits and deals damage, you can attempt an Athletics check to Trip the creature you hit. If you're wielding a two-handed melee weapon, you can ignore Trip's requirement that you have a hand free. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

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Sample Fighter

BULLY

Using a two-handed weapon, you push your foes about the battlefield and deal grievous wounds. You excel at taking down the biggest enemy standing in your way.

Attributes

Prioritizing Strength and Constitution. Wisdom helps with survivability and increases your damage; Dexterity enables extra maneuverability.

Skills

Athletics, Crafting, Intimidation, Medicine

Starting Feat

Vicious Swing

Higher-Level Feats

Slam Down (4th), Furious Focus (6th), Positioning Assault (8th), Brutal Finish (12th), Savage Critical (18th)



SWIPE ◆◆ FEAT 4

FIGHTER FLOURISH

You make a wide, arcing swing. Make a melee Strike and compare the attack roll result to the AC of up to two foes, each of whom must be within your melee reach and adjacent to each 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.

TWIN PARRY ◆ FEAT 4

FIGHTER

Requirements You are wielding two melee weapons, one in each hand.

You use your two weapons to parry attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

6TH LEVEL

ADVANCED WEAPON TRAINING FEAT 6

FIGHTER

You've studied the art of wielding an advanced weapon. Choose a weapon group. You gain proficiency with all advanced weapons in that group as if they were martial weapons of their weapon group.

ADVANTAGEOUS ASSAULT ◆ FEAT 6

FIGHTER PRESS

After compromising your enemy's movement, you deliver a more deadly blow. Make a Strike against a creature that is grabbed, prone, or restrained. You gain a circumstance bonus to damage on this Strike equal to the number of weapon damage dice, or that number + 2 if you're wielding the weapon in two hands. The Strike gains the following failure effect.

Failure You deal damage to the target equal to the number of weapon damage dice, or that number + 2 if you're wielding the weapon in two hands. This damage has the same damage type as the weapon.

DAZING BLOW ◆ FEAT 6

FIGHTER PRESS

Requirements You have a creature grabbed.

You pummel a held foe, hoping to stagger them. Make a melee Strike against a creature you have grabbed. The weapon damage from this Strike is bludgeoning damage. If the Strike hits, the creature must attempt a Fortitude save against your class DC; this is an incapacitation effect.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3.

DISARMING STANCE ❖ FEAT 6

FIGHTER STANCE

Prerequisites trained in Athletics

Requirements You are wielding a single one-handed melee weapon and hold nothing else in your hands.

You adopt a fencing stance that improves your control over your weapon. While you are in this stance, you gain a +1 circumstance bonus to Athletics checks to Disarm and a +2 circumstance bonus to your Reflex DC when defending against checks to Disarm you. In addition, you can attempt to Disarm creatures up to two sizes larger than you.

FURIOUS FOCUS FEAT 6

FIGHTER

Prerequisites Vicious Swing

You've learned to maintain your balance even when swinging furiously. When you make a Vicious Swing with a melee weapon you're wielding in two hands, it counts as one attack toward your multiple attack penalty instead of two.

GUARDIAN'S DEFLECTION ↷ FEAT 6

FIGHTER

Trigger An ally within your melee reach is hit by an attack, you can see the attacker, and the ally gaining a +2 circumstance bonus to AC would turn the critical hit into a hit or the hit into a miss.

Requirements You are wielding a single one-handed melee weapon and hold nothing else in your hands.

You use your weapon to deflect the attack against your ally, granting a +2 circumstance bonus to their Armor Class against the triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss.

REFLEXIVE SHIELD FEAT 6

FIGHTER

You can use your shield to fend off explosions and the like. When you Raise your Shield, you gain your shield's circumstance bonus to Reflex saves.

Special If you have the Shield Block reaction, damage you take as a result of a Reflex save can trigger that reaction, even if the damage isn't physical damage.

REVEALING STAB ❖❖ FEAT 6

FIGHTER

Requirements You are wielding a melee weapon that can deal piercing damage.

You drive your piercing weapon into an imperceptible foe, revealing its location to your allies. Make a Strike with a piercing melee weapon. If the target is concealed, you don't need to attempt a flat check to target it, and if it's hidden, the DC of the flat check to target it is 5. If you hit and deal damage, you can drive the weapon you attacked with into the target (if it's corporeal), revealing its current position. You Release the weapon, and it becomes lodged in the target. If the target is concealed, no flat check is needed to target it, and if it's hidden, the DC of the flat check to target it is 5, and the creature can't become undetected. These benefits apply only for observers who can see your weapon stuck in the target. If the target is invisible, the weapon remains visible while lodged in it.

This benefit lasts until the weapon is removed from the creature. An adjacent creature or the target can remove the weapon with two Interact actions.

RICOCHET STANCE ❖ FEAT 6

FIGHTER STANCE

You adopt a stance to rebound your thrown weapons toward you. While you are in this stance, any thrown weapons you use as part of a ranged Strike to deal bludgeoning or slashing damage immediately return to your hand, enabling you to use them for additional Strikes. You must be within the weapon's listed range increment and have a hand free to catch the weapon. If you make a ranged Strike with a thrown weapon outside of its listed range increment, it instead flies back toward you a number of feet equal to its listed range increment and then falls to the ground.

SHATTER DEFENSES ❖ FEAT 6

FIGHTER PRESS

Requirements A frightened creature is in your melee reach.

Your offense exploits your enemy's fear. Make a melee Strike against a frightened creature. If you hit and deal damage, the target becomes off-guard until its frightened condition ends. If the target was already off-guard to you when you damaged it with this Strike, it can't reduce its frightened value below 1 until the start of your next turn.

SHIELD WARDEN FEAT 6

FIGHTER

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.

TRIPLE SHOT FEAT 6

FIGHTER

Prerequisites Double Shot

You can quickly fire multiple shots with greater control. When you use Double Shot, you can make the attacks against the same target. You can add an additional action to Double Shot to make three ranged Strikes instead of two. If you do, the penalty is –4. All attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made all of them.

8TH LEVEL

BLIND-FIGHT FEAT 8

FIGHTER

Prerequisites master in Perception

Your battle instincts 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

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Sample Fighter

DUELIST

With one hand free and a blade in the others, you are adept at foiling your opponents by way of misdirection, disarming strikes, and by always being ready for their clumsy attacks.

Attributes

Prioritize Strength. Dexterity and Wisdom help with survivability and versatility, and Constitution grants some extra toughness.

Skills

Acrobatics, Athletics, Deception, Medicine

Starting Feat

Snagging Strike

Higher-Level Feats

Dueling Parry (2nd), Disarming Stance (6th), Disarming Twist (10th), Dueling Dance (12th), Opening Stance (14th), Master of Many Styles (16th)



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.

DISORIENTING OPENING — FEAT 8

FIGHTER

Prerequisites Reactive Strike

You use your foes' openings to expose even greater weaknesses. When you hit a creature as part of a Reactive Strike, that creature becomes off-guard until the start of your next turn.

DUELING RIPOSTE — FEAT 8

FIGHTER

Prerequisites Dueling Parry

Trigger A creature within your reach critically fails a Strike against you.

Requirements You are benefiting from Dueling Parry.

You elegantly counterattack against your flailing enemy. Make a melee Strike against or attempt to Disarm the triggering creature.

FELLING STRIKE — FEAT 8

FIGHTER

Your attack can ground an airborne foe. Make a Strike. If it hits and deals damage to a flying target, the target falls up to 120 feet. The fall is gradual enough that if it causes the target to hit the ground, the target takes no damage from the fall.

If the attack is a critical hit, the target can't Fly, Leap, levitate, or otherwise leave the ground until the end of your next turn.

INCREDIBLE AIM — FEAT 8

CONCENTRATE FIGHTER

By spending a moment to focus, you can ensure your attack strikes true. Make a ranged weapon Strike. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore the target's concealed condition.

MOBILE SHOT STANCE — FEAT 8

FIGHTER STANCE

Your shots become nimble and deadly. While you're in this stance, your ranged Strikes don't trigger Reactive Strike or other reactions that are triggered by a ranged attack.

Special If you have Reactive Strike, you can use it with a loaded ranged weapon you're wielding. The triggering creature must be within 5 feet of you for you to do so.

POSITIONING ASSAULT — FEAT 8

FIGHTER FLOURISH

Requirements You are wielding a two-handed melee weapon and your target is within your reach.

With punishing blows, you force your opponent into position. Make a Strike with the required weapon. If you hit, you Reposition the target 5 feet.

QUICK SHIELD BLOCK FEAT 8

FIGHTER

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.

RESOUNDING BRAVERY FEAT 8

FIGHTER

Prerequisites bravery

Even your fears serve as fuel for your fighting spirit. When you critically succeed at a Will save against a foe's ability, you gain a +1 status bonus to saves and a number of temporary Hit Points equal to half your level for 1 minute. These benefits are doubled if you critically succeed against a fear effect.

SUDDEN LEAP ◆◆ FEAT 8

FIGHTER

You make an impressive leap and swing while you soar. 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.

Special If you have Felling Strike, you can use Felling Strike instead of a normal Strike. This doesn't change the number of actions Sudden Leap takes.

10TH LEVEL

AGILE GRACE FEAT 10

FIGHTER

Your graceful moves with agile weapons are beyond compare. Your multiple attack penalty with agile weapons and agile unarmed attacks becomes –3 for your second attack and –6 for subsequent attacks (rather than –4 and –8).

CERTAIN STRIKE ◆ FEAT 10

FIGHTER PRESS

Even when you don't hit squarely, you can still score a glancing blow. Make a melee Strike. It gains the following failure effect.

Failure Your attack deals any damage it would have dealt on a hit, excluding all damage dice. (This removes damage dice from weapon runes, spells, and special abilities, in addition to weapon damage dice.)

CRASHING SLAM FEAT 10

FIGHTER

Prerequisites Slam Down

You can dash your foe to the ground with a single blow. When you use Slam Down, instead of making a Strike followed by a Trip, you can attempt a single Strike. If you do and your Strike hits, instead of rolling a check for your Trip attempt, you automatically apply the critical success effect of a Trip. If you used a two-handed melee weapon for the Strike, you can use the weapon's damage die size instead of the regular die size for the damage from a critical Trip.

CUT FROM THE AIR ↷ FEAT 10

FIGHTER

Trigger You are the target of a physical ranged Strike.

Requirements You're aware of the attack, not off-guard against it, and either have a hand free or are wielding a melee weapon.

You can knock aside ranged attacks. You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, you knocked or cut it out of the air.

DEBILITATING SHOT ◆◆ FEAT 10

FIGHTER FLOURISH

Aiming for a weak point, you impede your foe with a precise shot. Make a ranged weapon Strike. If it hits and deals damage, the target is slowed 1 until the end of its next turn.

DISARMING TWIST ◆ FEAT 10

FIGHTER PRESS

Prerequisites trained in Athletics

Requirements You are wielding a single one-handed melee weapon and hold nothing else in your hands.

After your initial attack redirects your foe's defenses, your follow-up wrests their weapon from their grasp. Make a melee Strike with a one-handed melee weapon. In addition to its other effects, this Strike gains the success and critical success effects of the Disarm action. The Strike also has the following failure effect.

Failure The target is off-guard until the end of your current turn.

Special If you're in Disarming Stance, you gain a +1 circumstance bonus to the attack roll.

DISRUPTIVE STANCE ◆ FEAT 10

FIGHTER STANCE

The slightest distraction can provoke your wrath, and you're prepared to foil enemies' actions. As long as you are in this stance, you can use Reactive Strike when a creature within your reach uses a concentrate action, in addition to manipulate and move actions. Furthermore, you disrupt a triggering concentrate or manipulate action if your Strike hits (not only if it's a critical hit).

FEARSOME BRUTE FEAT 10

FIGHTER

Fear makes your foes weak and more vulnerable to your attacks. You gain a circumstance bonus to damage rolls for Strikes against frightened creatures. The bonus is equal to double the target's frightened value.

If you're a master in Intimidation, increase the bonus to triple the target's frightened value.

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Sample Fighter

ARCHER

You take out your opponents from a distance with ranged weapons, and you excel at dispatching flying or other hard-to-reach enemies.

Attributes

Prioritize Dexterity. Constitution and Wisdom helps with survivability, and Strength adds damage with propulsive weapons.

Skills

Acrobatics, Medicine, Stealth, Thievery

Starting Feat

Point Blank Stance

Higher-Level Feats

Double Shot (4th), Triple Shot (6th), Debilitating Shot (10th), Opening Stance (14th), Multishot Stance (16th), Impossible Volley (18th)



FLINGING CHARGE ◆◆ FEAT 10

FIGHTER FLOURISH

You throw a weapon to distract your opponent as you close the gap to begin your assault. You Stride twice; at any point during this movement, you can make a ranged Strike with a thrown weapon. If the Strike hits, the target is off-guard against the next melee attack that you attempt against it before the end of your current turn.

MIRROR SHIELD ↷ FEAT 10

FIGHTER

Trigger An opponent casting a spell that targets you critically fails a spell attack roll against your AC.

Requirements You have a shield raised.

You reflect the spell back against its caster. Make a ranged attack against the attacker using your highest proficiency with a ranged weapon. If you can cast spells, you can choose to make a spell attack roll instead. If you succeed, your opponent takes the effects of a successful spell attack roll for their own spell (or the effects of a critical success if your attack roll was a critical success).

OVERPOWERING CHARGE FEAT 10

FIGHTER

Prerequisites Barreling Charge

You trample foes as you charge past. When you use Barreling Charge and successfully move through a creature's space, that creature takes bludgeoning damage equal to your Strength modifier. On a critical success, the creature takes double damage and is off-guard until the end of your next turn.

TACTICAL REFLEXES FEAT 10

FIGHTER

You are particularly swift at punishing foes who leave you openings. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make a Reactive Strike.

TWIN RIPOSTE ↷ FEAT 10

FIGHTER

Trigger A creature within your reach critically fails to Strike you.

Requirements You are benefiting from Twin Parry.

A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or Disarm action against the triggering opponent.

12TH LEVEL

BRUTAL FINISH ◆ FEAT 12

FIGHTER PRESS

Requirements You are wielding a melee weapon in two hands.

Your final blow can make an impact even if it rebounds off a foe's defenses. Make a Strike with a melee weapon you're wielding in two hands. After the Strike, your turn ends. The Strike deals one additional weapon damage die, or two

additional weapon damage dice if you're at least 18th level. The Strike also gains the following failure effect.

Failure You deal damage equal to one weapon damage die of the required weapon. Increase this to two dice if you're at least 18th level.

DASHING STRIKE ❖ FEAT 12

FIGHTER PRESS

Requirements You are adjacent to an enemy.

Springing away from one foe, you Strike at another. Stride up to your Speed, but you must end that movement within melee reach of a different enemy. At the end of your movement, make a melee Strike against an enemy now within reach. You can use Dashing Strike while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

DUELING DANCE ❖ FEAT 12

FIGHTER STANCE

Prerequisites Dueling Parry

Requirements You are wielding a single one-handed melee weapon and hold nothing else in your hands.

Using a free hand as pivot and balance, you both attack and defend with your weapon. While you are in this stance, you constantly have the benefits of Dueling Parry.

FLINGING SHOVE FEAT 12

FIGHTER

Prerequisites Aggressive Block or Brutish Shove

Whether you're shoving opponents with a shield or a large weapon, you've learned to push them even further. Increase the distance you Shove your opponent with Aggressive Block or Brutish Shove to 10 feet on a success or 20 feet on a critical success. When you use Aggressive Block, you can choose whether the target is off-guard or Shoved. When you make a Brutish Shove, you also Shove the target 5 feet on a failure.

IMPROVED DUELING RIPOSTE FEAT 12

FIGHTER

Prerequisites Dueling Riposte

Your weapon whirls and darts, striking foes whenever the slightest opening or moment of weakness presents itself. You can use Dueling Riposte even if you aren't benefiting from Dueling Parry. At the start of each of your turns, you gain an additional reaction that you can use only to make a Dueling Riposte.

INCREDIBLE RICOCHET ❖ FEAT 12

CONCENTRATE FIGHTER PRESS

Prerequisites Incredible Aim

After your first shot singles out your opponent's position, you direct another that ricochets around obstacles and strikes unerringly. Make a ranged weapon Strike against a creature you previously attacked this turn. You ignore the target's concealed condition and all cover.

LUNGING STANCE ❖ FEAT 12

FIGHTER STANCE

Prerequisites Lunge, Reactive Strike

Requirements You are wielding a melee weapon.

Your body coiled to strike, you can lash out at distant enemies. While you are in this stance, you can use Reactive Strike against a creature that is outside your reach but within the reach you would have with a Lunge. If you do, you increase your range with the Strike by 5 feet.

PARAGON'S GUARD ❖ FEAT 12

FIGHTER STANCE

Requirements You are wielding a shield.

Once you've had a moment to set your stance, you always have your shield ready without a thought. While you are in this stance, you constantly have your shield raised as if you'd used the Raise a Shield action.

14TH LEVEL

DESPERATE FINISHER ↷ FEAT 14

FIGHTER PRESS

Trigger You complete the last action on your turn, and your turn has not ended yet.

You throw everything you have into one last, reckless press. Use a single action that you know with the press trait. You forgo the ability to use reactions until the start of your next turn. This press uses your multiple attack penalty, as normal.

DETERMINATION ❖ FEAT 14

CONCENTRATE FIGHTER

Frequency once per day

Your training allows you to shrug off your foes' spells and conditions when the need is dire. Choose a single nonpermanent condition, spell, or magical effect that is affecting you. If you chose a condition, its effect on you ends. If you chose a spell or other magical effect, attempt to counteract the spell (your counteract rank is equal to half your level, rounded up, and you attempt a Will save as your counteract check).

This doesn't remove any Hit Point damage you already took from the spell or condition, and it removes the effect from only you, not from other creatures or the environment around you. It can't remove an ongoing affliction or prevent such an affliction from inflicting conditions on you later. It can't remove conditions occurring automatically due to your situation or positioning (such as prone or flanked).

GUIDING FINISH ❖ FEAT 14

FIGHTER PRESS

Requirements You are wielding a single one-handed melee weapon and hold nothing else in your hands.

Using your weapon as a lever, you force your opponent to end up right where you want them. Make a Strike with a one-handed melee weapon. If the Strike hits, you can Reposition

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the target up to 10 feet. You can move the target through your space during this movement. Your Strike gains the following failure effect.

Failure You can force the creature to move as you would on a success, but you can move the target only 5 feet.

GUIDING RIPOSTE — FEAT 14

FIGHTER

Prerequisites Dueling Riposte

By shifting your weight and angling your weapon, you guide your opponent to a more favorable position. When you use Dueling Riposte to Strike and you hit, you can Reposition up to 10 feet.

IMPROVED TWIN RIPOSTE — FEAT 14

FIGHTER

Prerequisites Twin Riposte

Your weapons are a blur, blocking and biting at your foes. You can use Twin Riposte even if you aren't benefiting from Twin Parry. At the start of each of your turns, you gain an additional reaction that you can use only to make a Twin Riposte.

OPENING STANCE ◆ — FEAT 14

FIGHTER

Trigger You roll initiative.

At the first sign of trouble, often before you consciously realize the danger, you drop into a stance with a mere thought. Use an action that has the stance trait.

TWO-WEAPON FLURRY ◆◆ — FEAT 14

FIGHTER FLOURISH PRESS

Requirements You are wielding two weapons, each in a different hand.

Using the momentum of your prior attack, you lash out with both your weapons in a sudden frenzy. Strike twice, once with each weapon.

WHIRLWIND STRIKE ◆◆◆ — FEAT 14

FIGHTER FLOURISH

You lash out in a blur of motion, attacking all nearby adversaries. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but you do not increase your penalty until you have made all your attacks.

16TH LEVEL

GRACEFUL POISE ◆◆ — FEAT 16

FIGHTER STANCE

Prerequisites Double Slice

With the right positioning, your off-hand weapon can strike like a scorpion's stinger. While you are in this stance, if you make your second Strike from Double Slice with an agile weapon, Double Slice counts as one attack when calculating your multiple attack penalty.

IMPROVED REFLEXIVE SHIELD — FEAT 16

FIGHTER

Prerequisites Reflexive Shield

Your shield can help save nearby allies. When you use Shield Block against damage resulting from a Reflex save, adjacent allies who would take damage due to Reflex saves against the same effect also benefit from the damage reduction.

MASTER OF MANY STYLES ◆ — FEAT 16

FIGHTER

Prerequisites Opening Stance

Trigger Your turn begins.

You move fluidly between stances, using your mastery of combat to always adopt the best tactics. You use an action with the stance trait.

MULTISHOT STANCE ◆◆ — FEAT 16

FIGHTER STANCE

Prerequisites Double Shot

Requirements You are wielding a ranged weapon with reload 0.

You lock yourself in a stable position so you can fire swiftly and accurately. While you are in this stance, your penalty for Double Shot is reduced to –1. If you move from your position, this stance ends.

Special If you have Triple Shot, when you use Double Shot to make three Strikes, the penalty is –2.

OVERWHELMING BLOW ◆◆◆ — FEAT 16

FIGHTER

You throw your weight into a powerful attack that leaves you vulnerable. Make a melee Strike. This counts as three attacks when calculating your multiple attack penalty. If this Strike hits, you get a critical hit. If you roll a critical hit, your weapon or unarmed attack also gains the deadly d12 trait (this replaces any deadly trait it already has). Whether or not you hit, you become stunned 1 and are off-guard until the start of your next turn.

TWINNED DEFENSE ◆◆ — FEAT 16

FIGHTER STANCE

Prerequisites Twin Parry

Requirements You are wielding two melee weapons, one in each hand.

You're always ready to use your off-hand weapon to interfere with attacks against you. While you are in this stance, you constantly gain the benefits of the Twin Parry action.

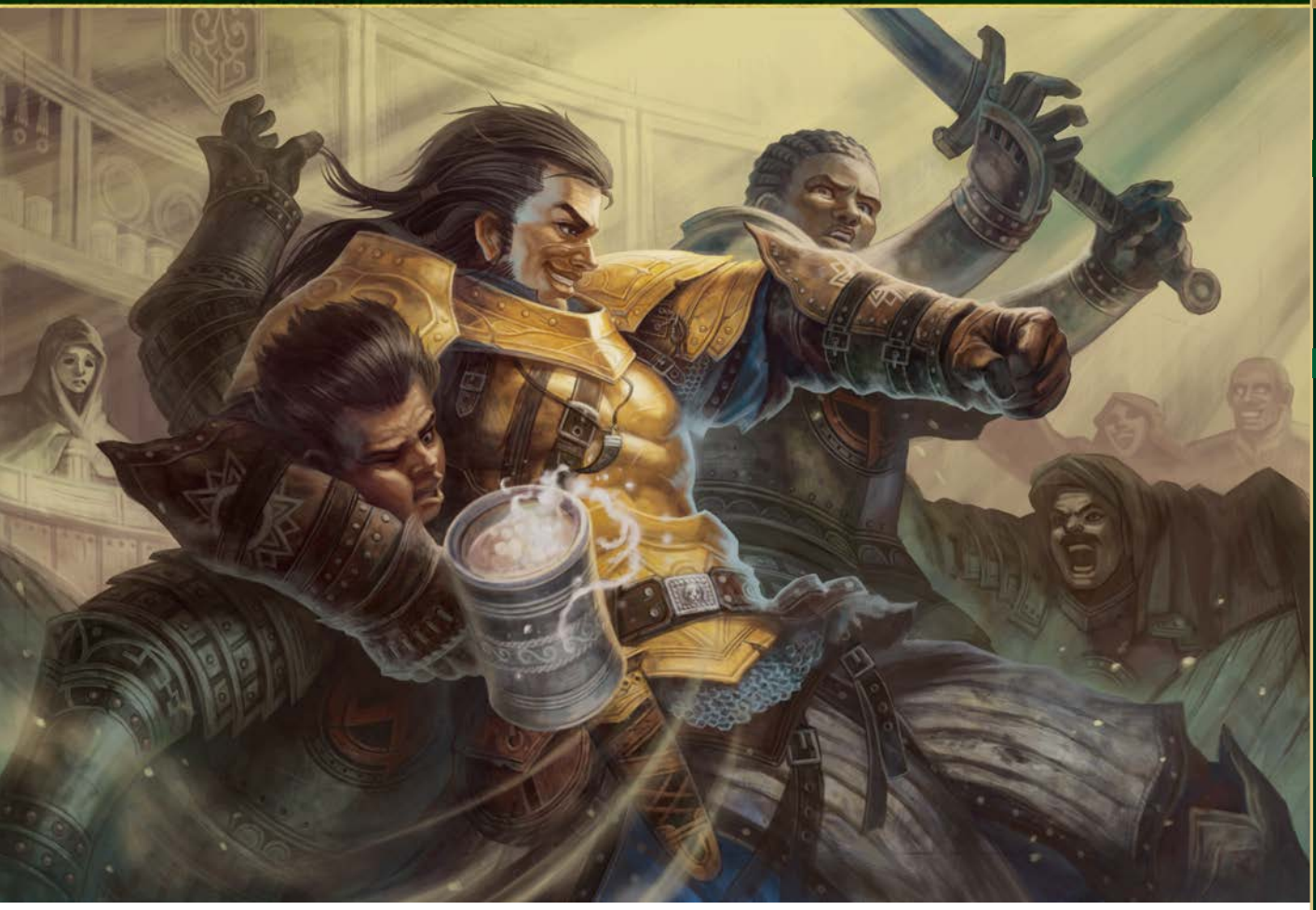
18TH LEVEL

IMPOSSIBLE VOLLEY ◆◆◆ — FEAT 18

FIGHTER FLOURISH

Requirements You are wielding a ranged weapon with the volley trait and reload 0.

You fire a volley at all foes in an area. Make one Strike with a –2 penalty against each enemy within a 10-foot-radius burst centered at or beyond your weapon's volley range. Roll the damage only once for all targets.



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Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

SAVAGE CRITICAL FEAT 18

FIGHTER

The wounds you inflict are grievous. When you Strike with a weapon or unarmed attack for which you have legendary proficiency, you critically succeed if you roll a 19 on the die as long as that result would be a success. This has no effect on a 19 if the result would be a failure.

SMASH FROM THE AIR FEAT 18

FIGHTER

Prerequisites Cut From the Air

Your expertise enables you to knock away spells. You can use Cut from the Air against ranged spell attacks.

20TH LEVEL

BOUNDLESS REPRISALS FEAT 20

FIGHTER

With a sixth sense for the flow of combat, you can quickly react to any situation as required. At the start of each enemy's turn, you gain a reaction you can use only during that turn for any reaction from a fighter feat or class feature.

ULTIMATE FLEXIBILITY FEAT 20

FIGHTER

Prerequisites improved flexibility

Your experience keeps you on your toes, helping you adopt complex strategies on the fly and face the most dangerous challenges. When you gain a fighter feat using combat flexibility, you gain three fighter feats instead of two. While the first feat must still be 8th level or lower, the second feat can be up to 14th level, and the third feat can be up to 18th level.

You can use the first feat to meet the prerequisites of the second or third feats and the second feat to meet the prerequisites of the third feat. You must meet all three feats' other prerequisites normally.

In addition, you can adapt to the battlefield's challenges by spending 1 hour to train. If you do, you can reselect the feats chosen with combat flexibility as if you had made your daily preparations. You can't trade out limited-use abilities that you've already used, such as Determination.

WEAPON SUPREMACY FEAT 20

FIGHTER

Your skill with weapons bends the laws of reality, allowing you to continuously attack with speed that would normally require magical assistance. You're permanently quickened. You can use your extra action only to Strike.







RANGER

Some rangers believe civilization wears down the soul, but still needs to be protected from wild creatures. Others say nature needs to be protected from the greedy, who wish to tame its beauty and plunder its treasures. You could champion either goal, or both. You might be a scout, tracker, or hunter of fugitives or beasts, haunting the edge of civilization or exploring the wilds. You know how to live off the land and are skilled at spotting and taking down both opportune prey and hated enemies.

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 can single out particular foes to hunt, making you better at defeating them. You target and brutalize your chosen foe with either a bow or melee weapons, while supporting your allies with your skills.

During social encounters...
When you speak, it's with the voice of practical experience, especially involving wilderness exploration.

While exploring...
You guide your allies through the wilderness or follow tracks. You keep an eye out for trouble, constantly alert for danger even when it's not overt.

In downtime...
You craft weapons and train animals in preparation for your next venture. If you prefer to get outside, you might go on hunts or scout nearby areas to better understand your environment.

You might...
- Respect the raw power of nature and understand how to make the best of its bounty.
- Enjoy the thrill of the hunt.
- Scout out ahead of the party, reconnoitering dangers before combat begins.

Others probably...
- Call upon you to protect them from the wilds or the encroachment of civilization.
- Expect you to be a quiet or taciturn loner.
- Think there is something dangerous and wild about you.

Class Features
You gain these abilities as a ranger. 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. These are described in Chapter 2.

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
Expert in Reflex
Trained in Will

SKILLS
Trained in Nature
Trained in Survival
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 medium armor
Trained in unarmored defense

CLASS DC
Trained in ranger class DC

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Ranger Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, hunt prey, hunter's edge, ranger feat
2	Ranger feat, skill feat
3	General feat, will expertise, skill increase
4	Ranger feat, skill feat
5	Attribute boosts, ancestry feat, ranger weapon expertise, skill increase, trackless journey
6	Ranger feat, skill feat
7	General feat, natural reflexes, skill increase, perception mastery, weapon specialization
8	Ranger feat, skill feat
9	Ancestry feat, nature's edge, ranger expertise, skill increase
10	Attribute boosts, ranger feat, skill feat
11	General feat, warden's endurance, medium armor expertise, skill increase, unimpeded journey
12	Ranger feat, skill feat
13	Ancestry feat, skill increase, martial weapon mastery
14	Ranger feat, skill feat
15	Attribute boosts, general feat, greater natural reflexes, greater weapon specialization, perception legend, skill increase
16	Ranger feat, skill feat
17	Ancestry feat, masterful hunter, skill increase
18	Ranger feat, skill feat
19	General feat, medium armor mastery, skill increase, swift prey
20	Attribute boosts, ranger feat, skill feat

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.

Hunt Prey

When you focus your attention on a single foe, you become unstoppable in your pursuit. You gain the Hunt Prey action.

HUNT PREY ❖

CONCENTRATE RANGER

You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration.

You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting.

You can have only one creature designated as your prey at a time. If you use Hunt Prey against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

Hunter's Edge

You have trained to become a skilled hunter and tracker, gaining an extra benefit when you Hunt Prey depending on the focus of your training. Choose a hunter's edge.

Flurry: You have trained to unleash a devastating flurry of attacks upon your prey. Your multiple attack penalty for attacks against your hunted prey is –3 (–2 with an agile weapon) on your second attack of the turn instead of –5, and –6 (–4 with an agile weapon) on your third or subsequent attack of the turn, instead of –10.

Outwit: You are talented at outwitting your prey. You gain a +1 circumstance bonus to AC against your prey's attacks and a +2 circumstance bonus to Deception checks, Intimidation checks, Stealth checks, and any checks to Recall Knowledge about the prey.

Precision: You have trained to aim for your prey's weak points. The first time you hit your hunted prey in a round, you also deal 1d8 additional precision damage. (Precision damage increases the damage you already deal, using the same type, but is ineffective against creatures that lack vital organs or weak points.) At 11th level, the extra damage increases to 2d8 precision damage, and at 19th level, the extra damage increases to 3d8 precision damage.

Ranger Feats

At 1st level and every even-numbered level, you gain a ranger class feat. These begin on page 156.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 4 and have the skill trait. 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. General feats are listed in Chapter 5.

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.

Will Expertise 3rd

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

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. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Ranger Weapon Expertise 5th

You gain every advantage from your weapons. Your proficiency rank for martial weapons, simple weapons, and unarmed attacks increases to expert. You gain access to the critical specialization effects of all such weapons and unarmed attacks when attacking your hunted prey.

Trackless Journey 5th

When you move through natural terrains, you are hard to track. You always gain the benefits of the Cover Tracks action in such terrains, without moving at half your Speed.

Natural Reflexes 7th

You've honed your reflexes dodging falling trees and pounding hail. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Perception Mastery 7th

You have highly developed acuity and attention to detail. Your proficiency rank for Perception increases to master.

Weapon Specialization 7th

You 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 4 if you're legendary.

Nature's Edge 9th

You always find the weak points in your foes' defenses when they're on unfavorable terrain. Enemies are off-guard to you if they're in difficult terrain.

Ranger Expertise 9th

You've gained techniques that improve your cunning and skill. Your proficiency rank for your ranger DC increases to expert. If you have warden spells, your proficiency rank for spell attacks and spell DCs increases to expert.

Warden's Endurance 11th

You shake off a grizzly's grab or a poison's ill effects with equal ease. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

KEY TERMS

You'll see these key terms in many ranger 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.

Press: Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty. You can't use a press action when it's not your turn, even if you use the Ready activity.

Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.)

Warden Spells: Your relationship with the world around you extends from the physical to the magical. Certain feats grant you warden spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell. When you gain your first warden 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 commune with nature.

Your warden spells are primal spells. When you first gain a warden spell, you become trained in spell attacks and spell DCs. Your spellcasting attribute is Wisdom.

Focus spells are automatically heightened to half your level rounded up. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 298.

Medium Armor Expertise 11th

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

Unimpeded Journey 11th

You move quickly through obstacles, whether they're tumbled stone or tangled undergrowth. You can ignore the effects of difficult terrain. As normal for ignoring difficult terrain, this also lets you treat the hindrances of greater difficult terrain as those of difficult terrain.

Martial Weapon Mastery 13th

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

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Greater Natural Reflexes 15th

You avoid explosions with reflexes a cat would envy. 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 fail a Reflex save against an effect that deals damage, you halve the damage you take.

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.

Perception Legend 15th

You notice the almost imperceptible. Your proficiency rank for Perception increases to legendary.

Masterful Hunter 17th

You have honed your abilities as a hunter to incredible levels. Your proficiency rank for your ranger class DC increases to master. If you have warden spells, your proficiency rank for spell attacks and spell DCs increases to master. When using a ranged weapon that you have master proficiency in, you can ignore the penalty if attacking your hunted prey within the weapon's second and third range increments.

If you have master proficiency in Perception, you gain a +4 circumstance bonus to Perception checks when you Seek your prey, and if you have master proficiency in Survival, you gain a +4 circumstance bonus to Survival checks when you Track your prey.

You also gain an additional benefit depending on your hunter's edge.

Flurry: You can blend your weapon mastery with skillful targeting to make a series of precise attacks. If you have master proficiency with your weapon, your multiple attack penalty for attacks against your hunted prey is –2 (–1 with an agile weapon) on your second attack of the turn, and –4 (–2 with an agile weapon) on your third and subsequent attacks of the turn.

Outwit: Your mastery of skills allows you to overwhelm your prey. If you have master proficiency in Deception, Intimidation, Stealth, or the skill you use to Recall Knowledge about your prey, increase the circumstance bonus against the prey with that skill from +2 to +4. If you have master proficiency with your armor, increase the circumstance bonus to AC against the prey from +1 to +2.

Precision: Your weapon mastery allows you to hit your prey's vital areas multiple times. The second time in a round you hit your hunted prey, you also deal 1d8 precision damage. At 19th level, your second hit in a round against your hunted prey deals 2d8 precision damage, and your third hit in a round against your hunted prey deals 1d8 precision damage.



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.

Swift Prey 19th

You size up your prey with a glance. You can use Hunt Prey as a free action if it's your first action of your turn.

Ranger Feats

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

1st Level

Animal Companion Feat 1

RANGER

You gain the service of a young animal companion that travels with you and obeys simple commands. See Animal Companions on page 206. When you Hunt Prey, your animal companion gains the action's benefits and your hunter's edge benefit if you have one.



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CROSSBOW ACE ❖ FEAT 1

RANGER

Requirements You are wielding a crossbow with reload 1 or higher.

Your deep understanding of the crossbow allows you to reload efficiently while moving yourself out of the line of return fire. Either Create a Diversion or Take Cover, then Interact to reload. As normal, you must meet the requirements to Take Cover; you must be prone, benefiting from cover, or near a feature that allows you to Take Cover.

HUNTED SHOT ❖ FEAT 1

FLOURISH RANGER

Requirements You are wielding a ranged weapon with reload 0.

You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

INITIATE WARDEN FEAT 1

RANGER

You've trained with one of the ranger sects known as wardens, who practice a specialized type of primal magic. You gain your choice of one warden spell from the initial warden spells on page 383 (or another you have access to).

Special You can take this feat multiple times, choosing a different initial warden spell each time.

MONSTER HUNTER FEAT 1

RANGER

You quickly assess your prey and apply what you know. As part of the action used to Hunt your Prey, you can attempt a check to Recall Knowledge about your prey. When you critically succeed at identifying your hunted prey with Recall Knowledge, you note a weakness in the creature's defenses in addition to any other benefits. You and allies you tell gain a +1 circumstance bonus to your next attack roll against that prey. You can give bonuses from Monster Hunter only once per day against a particular creature.

TWIN TAKEDOWN ❖ FEAT 1

FLOURISH RANGER

Requirements You are wielding two melee weapons, each in a different hand.

You swiftly attack your hunted prey with each of your weapons, potentially combining their damage into a single devastating attack. Make two Strikes against your hunted prey, one with each of the required weapons. If both hit the same hunted prey, combine their damage for the purpose of its resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.



RANGER FEATS BY NAME

Feat	Level
Additional Recollection	6
Advanced Warden	4
Animal Companion	1
Animal Empathy	2
Blind-Fight	8
Camouflage	10
Companion's Cry	4
Crossbow Ace	1
Deadly Aim	8
Disrupt Prey	4
Distracting Shot	12
Double Prey	12
Far Shot	4
Favored Prey	4
Favored Terrain	2
Greater Distracting Shot	16
Hazard Finder	8
Hunted Shot	1
Hunter's Aim	2
Impossible Flurry	18
Impossible Volley	18
Improved Twin Riposte	16
Incredible Companion	10
Initiate Warden	1
Legendary Monster Hunter	16
Legendary Shot	20
Manifold Edge	18
Master Monster Hunter	10
Masterful Companion	18
Masterful Warden	6
Mature Animal Companion	6
Monster Hunter	1
Monster Warden	2
Peerless Warden	10
Penetrating Shot	10
Perfect Shot	18
Quick Draw	2
Running Reload	4
Scout's Warning	4
Second Sting	12
Sense the Unseen	14
Shadow Hunter	18
Shared Prey	14
Side by Side	12
Skirmish Strike	6
Snap Shot	6
Specialized Companion	16
Stealthy Companion	14
Swift Tracker	6
Terrain Master	8
To the Ends of the Earth	20
Triple Threat	20
Twin Parry	4
Twin Riposte	10
Twin Takedown	1
Ultimate Skirmisher	20
Warden's Boon	8
Warden's Focus	12
Warden's Guidance	14
Warden's Reload	16
Warden's Step	10

2ND LEVEL

ANIMAL EMPATHY — FEAT 2

RANGER

You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case.

FAVORED TERRAIN — FEAT 2

RANGER

You have studied a specific terrain to overcome its challenges. Choose aquatic, arctic, desert, forest, mountain, plains, sky, swamp, or underground as your favored terrain. When in that terrain, you can ignore the effects of non-magical difficult terrain. If you have the unimpeded journey class feature, you gain a second benefit while in your favored terrain, depending on your choice:

- **Aquatic** You gain a swim Speed equal to your Speed. If you already had a swim Speed, you instead gain a +10-foot status bonus to your swim Speed.
- **Arctic** You need to eat and drink only one-tenth as much as usual, you aren't affected by severe or extreme cold, and you can walk across ice and snow at full Speed without needing to Balance.
- **Desert** You need to eat and drink only one-tenth as much as usual, you aren't affected by severe or extreme heat, and you can walk along sand at full Speed without needing to Balance.
- **Forest, Mountain, or Underground** You gain a climb Speed equal to your Speed. If you already had a climb Speed, you instead gain a +10-foot status bonus to your climb Speed.
- **Plains** You gain a +10-foot status bonus to your land Speed.
- **Sky** You gain a +10-foot status bonus to your fly Speed, if you have one.
- **Swamp** You can move across bogs at full Speed, even if they are deep enough to be greater difficult terrain or to normally require you to Swim.

HUNTER'S AIM ◆◆ — FEAT 2

CONCENTRATE RANGER

When you focus on aiming, your attack becomes particularly accurate. Make a ranged weapon Strike against your hunted

prey. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore your prey's concealed condition and any lesser cover.

MONSTER WARDEN FEAT 2

RANGER

Prerequisites Monster Hunter

You understand how to defend yourself and others against your prey. When you grant bonuses from Monster Hunter, you and your allies also each gain a +1 circumstance bonus to your next saving throw against that particular creature and to your AC against that creature's next attack against you.

QUICK DRAW ◆ FEAT 2

RANGER

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

4TH LEVEL

ADVANCED WARDEN FEAT 4

RANGER

Prerequisites Initiate Warden

You unlock more powerful primal spells. You gain your choice of one warden spell from the advanced warden spells on pages 383–384 (or another you have access to).

Special You can take this feat multiple times, choosing a different advanced warden spell each time.

COMPANION'S CRY FEAT 4

RANGER

Prerequisites an animal companion

You can urge your companion to do its utmost. You can spend 2 actions to Command an Animal instead of 1 when commanding your animal companion. If you do, your animal companion uses an additional action.

DISRUPT PREY ↷ FEAT 4

RANGER

Trigger Your hunted prey is within your reach, and it uses a manipulate action, uses a move action, or leaves a square during a move action it's using.

Make a melee Strike against your prey. If the attack is a critical hit, you disrupt the triggering action (page 415).

FAR SHOT FEAT 4

RANGER

Your experience in the field has taught you how to focus your aim at a distance, increasing your accuracy. Double your weapons' range increments.

FAVORED PREY FEAT 4

RANGER

You have studied a specific type of wild creature and can hunt it more easily. When you gain this feat, choose animals, beasts, dragons, or both fungi and plants as your favored prey. When you roll initiative and can see an enemy that belongs to the chosen category, you can Hunt Prey as a free action, designating that enemy.

You can use this free action even if you haven't identified the creature yet with Recall Knowledge. The benefit doesn't apply against favored enemies disguised as other creatures, and the GM determines whether it applies against a creature disguised as a favored prey.

RUNNING RELOAD ◆ FEAT 4

RANGER

You can reload your weapon on the move. You Stride, Step, or Sneak, then Interact to reload.

SCOUT'S WARNING ◇ FEAT 4

RANGER

Trigger You are about to roll a Perception or Survival check for initiative.

You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or the auditory trait, respectively.

TWIN PARRY ◆ FEAT 4

RANGER

Requirements You are wielding two melee weapons, one in each hand.

You can use two weapons to deflect attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

6TH LEVEL

ADDITIONAL RECOLLECTION ◇ FEAT 6

RANGER

Trigger You succeed or critically succeed at a check to Recall Knowledge on your hunted prey.

You scan the battlefield quickly, remembering critical details about multiple opponents you face. You immediately attempt a check to Recall Knowledge about a different creature you can perceive.

MASTERFUL WARDEN FEAT 6

RANGER

Prerequisites Initiate Warden

Your mastery of warden magic increases. You gain your choice of one warden spell from the master warden spells on page 384 (or another you have access to).

Special You can take this feat multiple times, choosing a different master warden spell each time.

MATURE ANIMAL COMPANION FEAT 6

RANGER

Prerequisites Animal Companion

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Sample Ranger

ANIMAL RANGER

Sharing a powerful bond, you and your beloved animal explore the wilds and fight in tandem.

Attributes

Prioritize Dexterity, followed by Constitution and Wisdom. Take Strength if you want to deal more damage.

Skills

Acrobatics, Athletics, Medicine, Nature, Stealth, Survival

Hunter's Edge

Outwit

Starting Feat

Animal Companion

Higher-Level Feats

Companion's Cry (4th), Mature Animal Companion (6th), Incredible Companion (10th), Side by Side (12th), Specialized Companion (16th), Masterful Companion (18th)



Your animal companion becomes a mature animal companion and gains additional capabilities (page 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.

SKIRMISH STRIKE ❖ FEAT 6

FLOURISH RANGER

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

SNAP SHOT FEAT 6

RANGER

You can react with ranged weapons when a creature is in close quarters. You can use a reaction that normally allows you to make a melee weapon Strike to instead make a ranged weapon Strike. You must be Striking an adjacent target. If necessary for the reaction's trigger, you treat your ranged weapon as if it had a reach of 5 feet. If the reaction has other requirements, such as wielding a specific kind of weapon, Snap Shot doesn't allow you to ignore them; it allows you only to replace a melee weapon Strike with a ranged weapon Strike.

SWIFT TRACKER FEAT 6

RANGER

Prerequisites expert in Survival, Experienced Tracker

Your keen eyes catch signs of passage even when you're moving. You can move at your full Speed while you Track. If you have master proficiency in Survival, you don't need to attempt a new Survival check every hour while Tracking. If you have legendary proficiency in Survival, you can use another exploration activity while Tracking.

If you roll Survival for initiative while tracking your hunted prey, when you start your first turn of the encounter, you can Stride toward your hunted prey as a free action.

8TH LEVEL

BLIND-FIGHT FEAT 8

RANGER

Prerequisites master in Perception

Your heightened senses allow you to instinctively detect unseen 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.

DEADLY AIM ◆ FEAT 8

FLOURISH RANGER

Prerequisites weapon specialization

You aim for your prey's weak spots, making your shot more challenging but dealing more damage if you hit. Make a ranged Strike against your hunted prey at a –2 penalty. You gain a +4 circumstance bonus to damage on that Strike. This bonus increases to +6 at 11th level and +8 at 15th level.

HAZARD FINDER FEAT 8

RANGER

You have an intuitive ability to sense hazards. You gain a +1 circumstance bonus to Perception checks to find traps and hazards, to AC against their attacks, and to saves against their effects. You can find hazards that would normally require you to Search even if you aren't Searching.

TERRAIN MASTER FEAT 8

RANGER

Prerequisites master in Survival, Favored Terrain

You are able to adapt to your surroundings in any natural terrain. You can spend 1 hour practicing in your current terrain in order to make it your favored terrain, replacing your current favored terrain temporarily. If you spend a full day out of the new favored terrain, your favored terrain reverts back to your original choice when you took the Favored Terrain feat.

WARDEN'S BOON ◆ FEAT 8

RANGER

You point out vulnerabilities present in your hunted prey, granting the benefits listed in Hunt Prey and your hunter's edge to an ally until the end of their next turn. Depending on whether you call out or use gestures, this action gains either the auditory or visual trait.

10TH LEVEL

CAMOUFLAGE FEAT 10

RANGER

Prerequisites master in Stealth

You alter your appearance to blend in to the wilderness. In natural terrain, you can Hide and Sneak even without cover or being concealed.

INCREDIBLE COMPANION FEAT 10

RANGER

Prerequisites Mature Animal Companion

Your animal companion continues to grow and develop. It becomes a nimble or savage animal companion (your choice), gaining additional capabilities determined by the type of companion (page 211).

MASTER MONSTER HUNTER FEAT 10

RANGER

Prerequisites master in Nature, Monster Hunter

You have a nearly encyclopedic knowledge of all creatures of the world. You can use Nature to Recall Knowledge to identify any creature. In addition, you gain the benefits of Monster Hunter (and Monster Warden, if you have it) on a success as well as a critical success.

PEERLESS WARDEN FEAT 10

RANGER

Prerequisites Initiate Warden

Your mastery of primal magic has given you access to the greatest secrets of warden magic. You gain your choice of one warden spell from the peerless warden spells on page 384 (or another you have access to).

Special You can take this feat multiple times, choosing a different peerless warden spell each time.

PENETRATING SHOT ◆◆ FEAT 10

RANGER

Requirements You are wielding a ranged weapon.

You shoot clear through an intervening creature to hit your prey. Choose a target that is giving lesser cover to your hunted prey. Make a single ranged Strike with the required weapon against the chosen target and your hunted prey. This attack ignores any lesser cover the chosen target provides your hunted prey. Roll damage only once, and apply it to each creature you hit. A Penetrating Shot counts as two attacks for your multiple attack penalty.

TWIN RIPOSTE ↷ FEAT 10

RANGER

Prerequisites Twin Parry

Trigger A creature within your reach critically fails a Strike against you.

Requirements You are benefiting from Twin Parry

A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or use a Disarm action against the triggering opponent.

WARDEN'S STEP FEAT 10

RANGER

Prerequisites master in Stealth

You can guide your allies to move quietly through the wilderness. When you Avoid Notice during exploration in natural terrain, you can designate any number of your allies to gain the benefits as if they were using that activity during that exploration. This requires no action on their part.

12TH LEVEL

DISTRACTING SHOT FEAT 12

RANGER

The sheer power of your attacks, or the overwhelming number of them, leaves an enemy flustered. If you critically hit your hunted prey with a ranged weapon, or hit it at least twice on the same turn with a ranged weapon, it's off-guard until the start of your next turn.

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DOUBLE PREY — FEAT 12

RANGER

You can focus on two foes at once, hunting both of them down. When you use the Hunt Prey action, you can pick two creatures as your prey.

SECOND STING ❖ — FEAT 12

PRESS RANGER

Requirements You are wielding two melee weapons, each in a different hand.

You read your prey's movements and transform them into openings, so failures with one weapon set up glancing blows with the other. Make a melee Strike with one of the required weapons against your hunted prey. The Strike gains the following failure effect.

Failure You deal the damage the other required weapon would have dealt on a hit, excluding all damage dice. (This removes dice from weapon runes, spells, and special abilities, not just weapon damage dice.)

SIDE BY SIDE — FEAT 12

RANGER

Prerequisites an animal companion

You and your animal companion fight in tandem. Whenever you and your animal companion are adjacent to the same foe, you are both flanking that foe with each other, regardless of your actual positions.

WARDEN'S FOCUS — FEAT 12

RANGER

Prerequisites warden spells

Your connection with your surroundings deepens and expands, allowing you to draw in more of nature's primal power as you focus. When you Refocus, you regain all your Focus Points instead of 1.

14TH LEVEL

SENSE THE UNSEEN — FEAT 14

RANGER

Trigger You fail a check to Seek.

When you look for foes, you can catch even the slightest cues, such as their minute movements or the shifting of air currents on your skin. 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.

SHARED PREY — FEAT 14

RANGER

Prerequisites Double Prey, Warden's Boon

Hunting as a duo, you and your ally both single out your prey. When you use Hunt Prey and select only one prey, you can grant your Hunt Prey benefits and hunter's edge to an ally in addition to gaining them yourself. The ally retains these benefits until you use Hunt Prey again.

STEALTHY COMPANION — FEAT 14

RANGER

Prerequisites Animal Companion, Camouflage

You've trained your animal companion to blend in to its surroundings. Your animal companion gains the benefit of the Camouflage feat. If your companion is a specialized ambusher, its proficiency rank for Stealth increases to master (or legendary if it was already master).

WARDEN'S GUIDANCE — FEAT 14

RANGER

You convey your prey's location to your allies with a series of careful words or gestures. As long as your hunted prey is observed by you, all your allies who roll failures and critical failures when Seeking it get a success instead. Your allies need to be able to see or hear you to gain this benefit. You have to be able to call out or make visible gestures for your allies to get this benefit.

16TH LEVEL

GREATER DISTRACTING SHOT — FEAT 16

RANGER

Prerequisites Distracting Shot

Even a single missile can throw off your enemy's balance, and more powerful attacks leave it flustered for longer. If you hit your hunted prey with a ranged weapon, it's off-guard until the start of your next turn. If you critically hit your prey or hit it twice on the same turn with a ranged weapon, it's off-guard until the end of your next turn instead.

IMPROVED TWIN RIPOSTE — FEAT 16

RANGER

Prerequisites Twin Riposte

At the start of each of your turns, you gain an additional reaction that you can use only to perform a Twin Riposte. You can use this extra reaction even if you are not benefiting from Twin Parry.

LEGENDARY MONSTER HUNTER — FEAT 16

RANGER

Prerequisites legendary in Nature, Master Monster Hunter

Your knowledge of monsters is so incredible that it reveals glaring flaws in your prey. Your bonus from Monster Hunter (and the bonus from Monster Warden if you have it) increases from +1 to +2 for you and any allies who benefit.

SPECIALIZED COMPANION — FEAT 16

RANGER

Prerequisites Incredible Companion

Your animal companion continues to grow in power and ability, and it is now cunning enough to become specialized. Your animal companion gains one specialization of your choice (page 211.)

Special You can select this feat up to three times. Each time, add a different specialization to your companion.

WARDEN'S RELOAD ◆ FEAT 16

RANGER

Frequency once per round

Requirements Your last action or activity this turn was to cast a warden spell.

Your mastery of magic and weapons like the crossbow allow you to wield both with equal ease. Interact to reload a weapon you are currently wielding.

18TH LEVEL

IMPOSSIBLE FLURRY ◆◆◆ FEAT 18

FLOURISH RANGER

Requirements You are wielding two melee weapons, each in a different hand.

You forgo precision to attack at an impossible speed. Make three melee Strikes with each of the required weapons. Your first attack with each weapon takes the multiple attack penalty as though you had already made one attack this turn. All of the remaining Strikes take the maximum multiple attack penalty.

IMPOSSIBLE VOLLEY ◆◆◆ FEAT 18

FLOURISH RANGER

Requirements You are wielding a ranged weapon with the volley trait and reload 0.

You fire a volley at all foes in an area. Make one Strike with a –2 penalty against each enemy within a 10-foot burst centered at or beyond your weapon's volley range. Roll the damage only once for all targets.

Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

MANIFOLD EDGE FEAT 18

RANGER

Prerequisites hunter's edge, masterful hunter

You've learned to leverage every possible edge. When you use Hunt Prey, you can gain a different hunter's edge benefit instead of the one you selected at 1st level. If you do, you don't gain the additional benefit from masterful hunter.

MASTERFUL COMPANION FEAT 18

RANGER

Prerequisites masterful hunter, Animal Companion

Your animal companion shares your incredible hunting skills, allowing it to take down your shared prey with ease. When you Hunt Prey, your animal companion gains the masterful hunter benefit associated with your hunter's edge, rather than just your original hunter's edge benefit.

PERFECT SHOT ◆◆◆ FEAT 18

FLOURISH RANGER

Requirements You are wielding a loaded ranged weapon with reload 1 or more, and you have not reloaded your weapon since your last turn.

After watching the motions of combat with incredible intensity and precision, you fire at your prey at the perfect moment to deliver maximum pain. Make a ranged Strike with the required weapon against your hunted prey. If you hit, the Strike deals maximum damage. After the Strike, your turn ends.

SHADOW HUNTER FEAT 18

RANGER

Prerequisites Camouflage

You blend in to your surroundings so well that others have trouble telling you apart from the terrain. While in natural terrain, you're always concealed from all foes if you choose to be, except for your hunted prey.

20TH LEVEL

LEGENDARY SHOT FEAT 20

RANGER

Prerequisites legendary in Perception, Far Shot

You focus on your hunted prey, perceiving angles, air resistance, and every variable that would affect your ranged attack. If you have master proficiency with your ranged weapon, you can ignore the penalty for attacking up to five range increments away when attacking your hunted prey.

TO THE ENDS OF THE EARTH FEAT 20

RANGER

Prerequisites legendary in Survival

Your ability to track your prey has surpassed explanation, allowing you to trace your prey's movements and predict its location with ease. When you use Hunt Prey on a creature within 100 feet, you can follow that creature's movements, allowing you to know the creature's exact location no matter how far away it becomes, as long as it remains your prey. You must be legendary in Nature to track your prey's location across teleportation or planar travel. This feat gains the detection and primal traits if you're legendary in Nature.

TRIPLE THREAT FEAT 20

RANGER

Prerequisites Shared Prey

You can divide your attention three ways when hunting. When you use Hunt Prey, you can designate three creatures as prey, designate two creatures as prey and share the effect with one ally (as Shared Prey), or designate one creature as prey and share the effect with two allies.

ULTIMATE SKIRMISHER FEAT 20

RANGER

Prerequisites unimpeded journey

You are so skilled at navigating the wild, your movement is completely unaffected by terrain. You ignore the effects of all difficult terrain, greater difficult terrain, and hazardous terrain, and you don't trigger traps and hazards that are triggered by moving into an area (such as trip wires and pressure plates), unless you want to.

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ROGUE

You are skilled and opportunistic. Using your sharp wits and quick reactions, you take advantage of your opponents' missteps and strike where it hurts most. You play a dangerous game, seeking thrills and testing your skills, and likely don't care much for any laws that happen to get in your way. While the path of every rogue is unique and riddled with danger, the one thing you all share in common is the breadth and depth of your skills.

KEY ATTRIBUTE
Dexterity or other
At 1st level, your class gives you an attribute boost to Dexterity or an option from rogue's racket.

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 move about stealthily so you can catch foes unawares. You're a precision instrument, more useful against a tough boss or distant spellcaster than against rank-and-file soldiers.

During social encounters...

Your skills give you multiple tools to influence your opposition. Pulling cons and ferreting out information are second nature to you.

While exploring...

You sneak to get the drop on foes and scout for danger or traps. You're a great asset, since you can disable traps, solve puzzles, and anticipate dangers.

In downtime...

You might pick pockets or trade in illegal goods. You can also become part of a thieves' guild, or even found one of your own.

You might...

- Hone your skills through intense practice, both on your own and out in the world.
- Know where to attain illicit goods.
- Skirt or break the law because you think it's meaningless or have your own code.

Others probably...

- Find you charming or fascinating, even if they think they know better than to trust you.
- Come to you when they need someone who is willing to take risks or use questionable methods.
- Suspect you're motivated primarily by greed.

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 Stealth
Trained in one or more skills determined by your rogue's racket
Trained in a number of additional skills equal to 7 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 rogue class DC

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Rogue Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, rogue's racket, sneak attack 1d6, surprise attack, rogue feat, skill feat
2	Rogue feat, skill feat, skill increase
3	Deny advantage, general feat, skill feat, skill increase
4	Rogue feat, skill feat, skill increase
5	Attribute boosts, ancestry feat, skill feat, skill increase, sneak attack 2d6, weapon tricks
6	Rogue feat, skill feat, skill increase
7	Evasive reflexes, general feat, skill feat, skill increase, vigilant senses, weapon specialization
8	Rogue feat, skill feat, skill increase
9	Ancestry feat, debilitating strike, rogue resilience, skill feat, skill increase
10	Attribute boosts, rogue feat, skill feat, skill increase
11	General feat, rogue expertise, skill feat, skill increase, sneak attack 3d6
12	Rogue feat, skill feat, skill increase
13	Ancestry feat, improved rogue reflexes, incredible senses, light armor expertise, master tricks, skill feat, skill increase
14	Rogue feat, skill feat, skill increase
15	Attribute boosts, double debilitation, general feat, greater weapon specialization, skill feat, skill increase
16	Rogue feat, skill feat, skill increase
17	Ancestry feat, skill feat, skill increase, slippery mind, sneak attack 4d6
18	Rogue feat, skill feat, skill increase
19	General feat, light armor mastery, master strike, skill feat, skill increase
20	Attribute boosts, rogue feat, skill feat, skill increase

Class Features

You gain these abilities as a rogue. 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. These are described in Chapter 2.

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.

Rogue's Racket

You've begun to develop your techniques and approach to a job, while building your reputation in rogues' circles. Choose a rogue's racket from the list below.

Mastermind

You rely on your intellect to craft intricate schemes, planning 10 steps ahead where others might plan three. You might be a driven detective, a spymaster in the service of a powerful house, or an aspiring crime lord or information broker.

If you successfully identify a creature using Recall Knowledge, that creature is off-guard against your attacks until the start of your next turn; if you critically succeed, it's off-guard against your attacks for 1 minute.

You're trained in Society and one of the following skills of your choice: Arcana, Nature, Occultism, or Religion. You can choose Intelligence as your key attribute.

Ruffian

You prefer the direct approach: strong-arming or intimidation. You might be an enforcer for organized crime, a highway bandit, or a noble who bullies others with threats of your family's power.

You use whatever tools you have to get the job done. You can deal sneak attack damage with any weapon, not just the weapons listed in the sneak attack class feature. This benefit doesn't apply to a simple weapon with a damage die greater than d8 or a martial or advanced weapon with a damage die greater than d6. (Apply any abilities that alter the damage die size first.) Critical hits you make with these weapons gain the weapon's critical specialization benefit (page 283) if the target is off-guard to you.

You're trained in Intimidation and medium armor. You can choose Strength as your key attribute. When you gain light armor expertise, you also gain expert proficiency in medium armor, and when you gain light armor mastery, you also gain master proficiency in medium armor.

Scoundrel

You use fast-talking, flattery, and a silver tongue to avoid danger and escape tricky situations. You might be a grifter or con artist, or you might use your skills in certain reputable professions, like a barrister or diplomat.

When you successfully Feint (page 239), the target is off-guard against your melee attacks until the end of your next turn. On a critical success, the target is off-guard against all melee attacks until the end of your next turn, not just yours. If you Feint while wielding an agile or finesse melee weapon, you can step immediately after the Feint as a free action.

You're trained in Deception and Diplomacy. You can choose Charisma as your key attribute.

Thief

Nothing beats the thrill of taking something that belongs to someone else. You might be a pickpocket working the streets, a cat burglar sneaking through windows, or even a consultant, testing your clients' vaults for openings.

When a fight breaks out, you prefer swift, lightweight weapons, and you strike where it hurts. When you attack with a finesse melee weapon or finesse melee unarmed attack, you can add your Dexterity modifier to damage rolls instead of your Strength modifier.

You are trained in Thievery.

Sneak Attack

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the off-guard condition (page 445) with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

Surprise Attack

You spring into combat faster than 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.

Rogue Feats

At 1st level and every even-numbered level, you gain a rogue class feat. These begin on page 169.

Skill Feats

You gain skill feats more often than others. At 1st level and every level thereafter, you gain a skill feat. Skill feats can be found in Chapter 4 and have the skill trait.

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 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.

Deny Advantage 3rd

As someone who takes advantage of openings, you are careful not to leave such gaps yourself. You aren't off-guard to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

KEY TERMS

Below are some key terms in many rogue class features.

Debilitation: Debilitations apply conditions and other negative effects to a creature. When the creature is affected by a new debilitation, any previous one it was affected by ends.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in 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.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

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. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Weapon Tricks 5th

You gain expert proficiency in simple weapons, martial weapons, and unarmed attacks. When you critically succeed at an attack roll against an off-guard creature while using an agile or finesse weapon or an agile or finesse unarmed attack, you apply the critical specialization effect for that weapon or unarmed attack.

Evasive Reflexes 7th

You've learned to move quickly to avoid explosions, dragons' 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.

Perception Mastery 7th

You've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

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 4 if you're legendary.

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Debilitating Strike 9th

When taking advantage of an opening, you both hinder and harm your foe. You gain the Debilitating Strike free action.

DEBILITATING STRIKE ◆

ROGUE

Trigger Your Strike hits an off-guard creature and deals damage.

You apply one of the following debilitations, which lasts until the end of your next turn.

- **Debilitation** The target takes a –10-foot status penalty to its Speeds.
- **Debilitation** The target becomes enfeebled 1.



Rogue Resilience 9th

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert. When you roll a success on a Fortitude save, you get a critical success instead.

Rogue Expertise 11th

Your techniques are now harder to resist. Your proficiency rank for your rogue class DC increases to expert.

Greater Rogue Reflexes 13th

You elude danger to a degree that few can match. 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.

Perception Legend 13th

You notice things 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.

Master Tricks 13th

You've mastered a rogue's fighting moves. Your proficiency ranks increase to master for all simple weapons, martial weapons, and unarmed attacks.

Double Debilitation 15th

Your opportunistic attacks are particularly detrimental. When you use Debilitating Strike, you can apply two debilitations simultaneously; removing one removes both.

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.

Agile Mind 17th

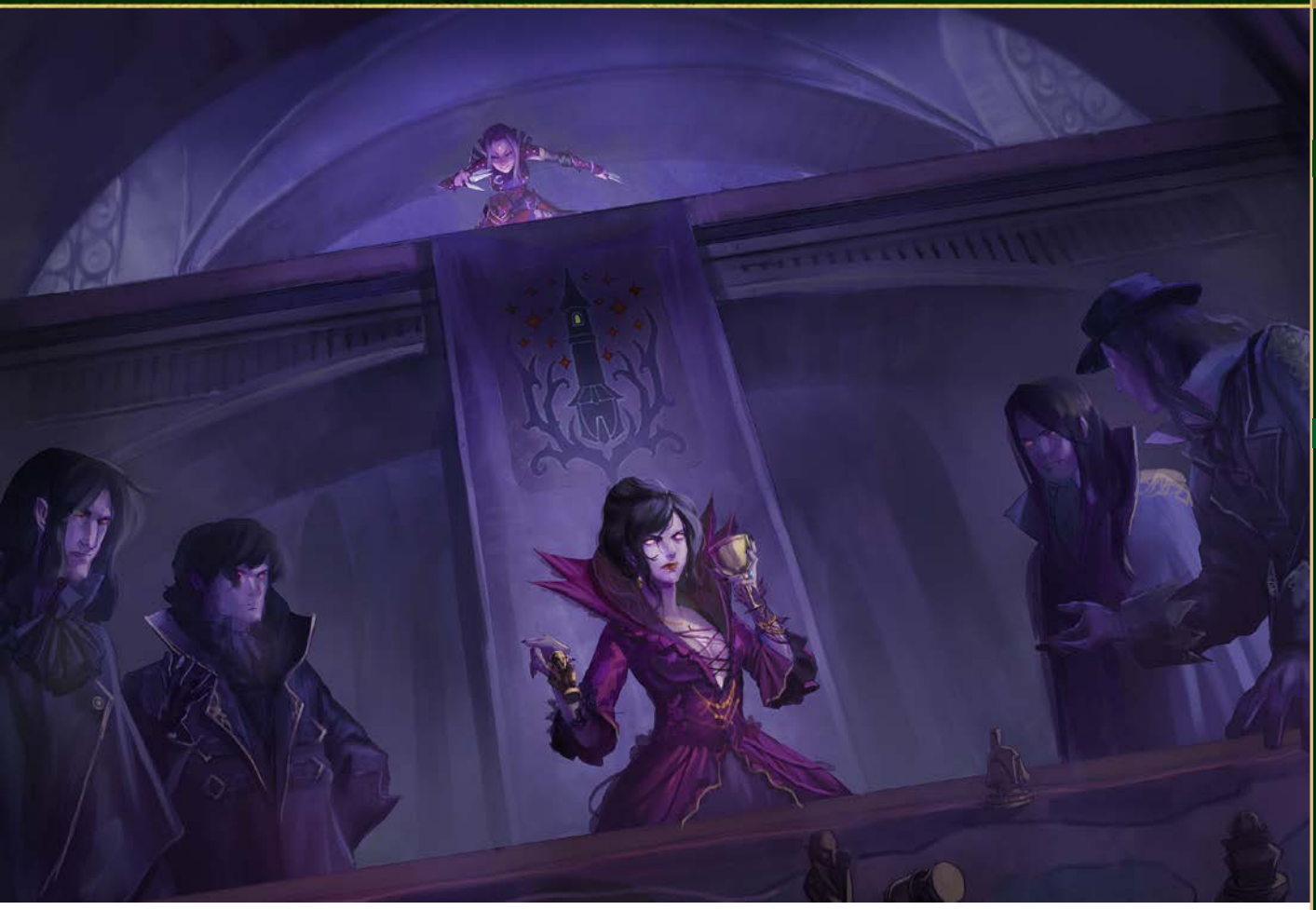
You play mental games and employ cognitive tricks to throw off mind-altering effects. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

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 Strike 19th

You can incapacitate an unwary foe with a single strike. Your proficiency rank for your rogue class DC increases to master. You gain the Master Strike free action.



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MASTER STRIKE ◆

INCAPACITATION ROGUE

Trigger Your Strike hits an off-guard creature and deals damage.

The target attempts a Fortitude save against your class DC. It then becomes temporarily immune to your Master Strike for 1 day.

Critical Success The target is unaffected.

Success The target is enfeebled 2 until the end of your next turn.

Failure The target is paralyzed for 4 rounds.

Critical Failure The target is paralyzed for 4 rounds, knocked unconscious for 2 hours, or killed (your choice).

Rogue Feats

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

1ST LEVEL

NIMBLE DODGE ↷ FEAT 1

ROGUE

Trigger A creature targets you with an attack and you can see the attacker.

Requirements You are not encumbered.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

OVEREXTENDING FEINT FEAT 1

ROGUE

Prerequisites trained in Deception

You goad a foe into overextending. On a successful Feint, you can use the following success and critical success effects instead of any other effects that would occur when you Feint.

Critical Success The target takes a –2 circumstance penalty to all attack rolls against you before the end of its next turn.

Success The target takes a –2 circumstance penalty to its next attack roll against you before the end of its next turn.

PLANT EVIDENCE ◆ FEAT 1

ROGUE

Prerequisites Pickpocket

You can put a single item you're holding of light or negligible Bulk onto a person without them noticing by succeeding at a Thievery check against their Perception DC. If you have the ruffian racket, you can do this as a free action when you successfully Shove a target.

TRAP FINDER FEAT 1

ROGUE

You have an intuitive sense that alerts you to the 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

ROGUE FEATS BY NAME

Feat	Level
Analyze Weakness	6
Anticipate Ambush	6
Blank Slate	16
Blind-Fight	8
Bloody Debilitation	12
Brutal Beating	2
Bullseye	8
Clever Gambit	2
Cloud Step	16
Cognitive Loophole	16
Critical Debilitation	12
Defensive Roll	14
Delay Trap	8
Dispelling Slice	16
Distracting Feint	2
Dread Striker	4
Fantastic Leap	12
Far Throw	6
Felling Shot	12
Gang Up	6
Head Stomp	4
Hidden Paragon	20
Implausible Infiltration	18
Implausible Purchase	18
Impossible Striker	20
Improved Poison Weapon	8
Inspired Stratagem	8
Instant Opening	14
Leave An Opening	14
Light Step	6
Methodical Debilitations	10
Mobility	2
Mug	4
Nimble Dodge	1
Nimble Roll	8
Nimble Strike	10
Opportune Backstab	8
Overextending Feint	1
Perfect Distraction	16
Plant Evidence	1
Poison Weapon	4
Powerful Sneak	18
Precise Debilitations	10
Predictable!	4
Predictive Purchase	8
Preparation	12
Quick Draw	2
Reactive Distraction	20
Reactive Interference	12
Reactive Pursuit	4
Reconstruct The Scene	16
Ricochet Feint	12
Ricochet Stance	8
Sabotage	4
Scoundrel's Surprise	4
Scout's Warning	4
Sense the Unseen	14
Shove Down	6
Sidestep	8
Skirmish Strike	6
Sly Disarm	6
Sly Striker	8
Sneak Adept	10
Spring from the Shadows	12
Stay Down!	14
Strong Arm	2
Swift Elusion	16
Swipe Souvenir	8
Tactical Debilitations	10
Tactical Entry	8
The Harder They Fall	4
Trap Finder	1
Tumble Behind	1
Twin Distraction	4
Twin Feint	1
Twist The Knife	6
Unbalancing Blow	2
Underhanded Assault	2
Vicious Debilitations	10
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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.

TUMBLE BEHIND — FEAT 1

ROGUE

You tumble under and behind your foe, your rapid movement letting you catch them off guard. When you successfully Tumble Through, the foe whose space you passed through is off-guard against the next attack you make before the end of your turn.

TWIN FEINT ◆◆ — FEAT 1

ROGUE

Requirements You are wielding two melee weapons, each in a different hand.

You use an attack with one weapon to distract your foe from a second attack coming at a different angle. Make one Strike with each of your two melee weapons, both against the same target. The target is automatically off-guard against the second attack. Apply your multiple attack penalty to the Strikes normally.

YOU'RE NEXT ↷ FEAT 1

EMOTION FEAR MENTAL ROGUE VISUAL

Prerequisites trained in Intimidation

Trigger You reduce an enemy to 0 Hit Points.

After downing a foe, you menace another. Attempt to Demoralize a creature within 60 feet, with a +2 circumstance bonus. If you have legendary proficiency in Intimidation, you can use this as a free action with the same trigger.

2ND LEVEL

BRUTAL BEATING FEAT 2

ROGUE

Prerequisites ruffian racket

Your critical hits shakes your foes' confidence. Whenever your Strike is a critical hit and deals damage, the target is frightened 1.

CLEVER GAMBIT ↷ FEAT 2

ROGUE

Prerequisites mastermind racket

Trigger Your Strike critically hits and deals damage to a creature you've identified with Recall Knowledge.

Your battle tactics are aided by assessing your foe's capabilities and range. You Step or Stride; this movement doesn't trigger reactions from the triggering creature.

DISTRACTING FEINT FEAT 2

ROGUE

Prerequisites scoundrel racket

Your Feints are far more distracting than normal. While a creature is off-guard by your Feint, it also takes a –2 circumstance penalty to Perception checks and Reflex saves.

MOBILITY FEAT 2

ROGUE

You move without leaving an opening. When you Stride and move half your Speed or less, that movement does not trigger reactions. You can use Mobility when Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

QUICK DRAW ◆ FEAT 2

ROGUE

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

STRONG ARM FEAT 2

ROGUE

When you Strike with a thrown weapon, the weapon's range increment increases by 10 feet.

UNBALANCING BLOW FEAT 2

ROGUE

Prerequisites thief racket

Interweaving attacks, you unbalance your foes. Whenever your Strike is a critical hit and deals damage, the target is off-guard against your attacks until the end of your next turn.

UNDERHANDED ASSAULT ◆◆ FEAT 2

ROGUE

Prerequisites trained in Stealth

You capitalize on the distraction provided by an ally. You Sneak up to a foe adjacent to one of your allies. You can roll against the foe you're Sneaking up on, even if it's currently observing you, as though you were hidden. You take a –2 penalty on your Stealth check. If your Stealth check against the chosen foe succeeds, you can make a melee Strike against that foe at the end of your Sneak.

4TH LEVEL

DREAD STRIKER FEAT 4

ROGUE

You capitalize on your enemies' fear to slip past their defenses. Any creature that has the frightened condition is also off-guard against your attacks.

HEAD STOMP ◆ FEAT 4

ROGUE

Make an unarmed melee Strike against a prone target. If it hits, until the end of your next turn the target is stupefied 1 (or stupefied 2 on a critical hit) and off-guard.

MUG ◆◆ FEAT 4

ROGUE

You make a quick attack and rob your foe in the process. Make a melee Strike against an adjacent enemy. If you hit and deal sneak attack damage, you can also attempt to Steal from the target, even if the target is in combat.

POISON WEAPON ◆ FEAT 4

MANIPULATE ROGUE

Requirements You are wielding a weapon.

You apply a contact poison or injury poison to the required weapon; if you have a free hand, you can Interact to draw a poison as part of this action. This poison can be one of the simple injury poisons you can create due to this feat (see Special), or another contact or injury poison you've acquired (such as those in *GM Core*).

Special During your daily preparations, you can prepare a number of simple injury poisons equal to your rogue level. These follow the rules for injury poisons (*GM Core*, page 248), except that they deal 1d4 poison damage with no saving throw. Only you can apply these poisons properly, and they expire the next time you prepare.

PREDICTABLE! ◆ FEAT 4

ROGUE

By observing an opponent, you can get a sense of their next move and prepare to counter or resist it. Choose one target and attempt a Perception check to Sense Motive against the foe's Deception DC or a hard DC of the foe's level, whichever is higher.

Critical Success You precisely discern the target's strategy, gaining a +2 circumstance bonus to AC against the creature

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until the start of your next turn and a +2 circumstance bonus to your next saving throw against the creature before the start of your next turn.

Success You deduce the gist of the target's strategy; as critical success, except the circumstance bonus is only +1.

Failure You fail to discern the target's strategy and gain no benefit.

Critical Failure You misinterpret the target's strategy and take a –1 circumstance penalty to AC against the creature until the start of your next turn, and a –1 circumstance penalty to your next saving throw against the creature before the start of your next turn.

REACTIVE PURSUIT ↷ FEAT 4

ROGUE

Trigger An adjacent foe moves away from you, and you can reach at least one space adjacent to the foe with a Stride action.

You keep pace with a retreating foe. You Stride, but you must end your movement adjacent to the triggering enemy. Your move does not trigger reactions from the triggering enemy. You can use Reactive Pursuit to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

SABOTAGE ❖ FEAT 4

INCAPACITATION ROGUE

Requirements You have a free hand.

You subtly damage others' equipment. Choose one item that a creature within your reach wields or carries. The item must have moving parts that you could possibly sabotage (a shortbow could be sabotaged, but a longsword could not). Attempt a Thievery check against the Reflex DC of the creature. Damage dealt by Sabotage can't take the item below its Broken Threshold.

Critical Success You deal damage equal to 4 x your Thievery proficiency bonus.

Success You deal damage equal to double your Thievery proficiency bonus.

Critical Failure The item is temporarily immune to your Sabotage for 1 day.

SCOUNDREL'S SURPRISE ❖ FEAT 4

MANIPULATE ROGUE

You drop your disguise at the right moment and surprise your target. After you Impersonate someone else using a disguise kit, you can remove your disguise with a dramatic gesture. Any creatures that previously failed to see through your disguise are off-guard against the next attack you make before the end of your turn.

SCOUT'S WARNING ◈ FEAT 4

ROGUE

Trigger You are about to roll a Perception or Survival check for initiative.

You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or auditory trait, respectively.

THE HARDER THEY FALL FEAT 4

ROGUE

You make your foes fall painfully when you trip them. When you successfully Trip an off-guard foe, your target takes 1d6 bludgeoning damage. On a critical success, the target takes 1d6 bludgeoning damage plus your sneak attack damage.

TWIN DISTRACTION FEAT 4

ROGUE

Prerequisites Twin Feint

Requirements You are wielding two melee weapons, each in a different hand.

Your movements with two weapons are so swift and disorienting that they befuddle your opponent. When using Twin Feint, if both your Strikes deal damage to a targeted creature, the target must succeed at a Will saving throw against your class DC or become stupefied 1 until the end of your next turn.

6TH LEVEL

ANALYZE WEAKNESS ❖ FEAT 6

ROGUE

Prerequisites sneak attack 2d6

Requirements You have identified a creature with Recall Knowledge.

Your knowledge of a creature's physiology helps you attack with pinpoint accuracy. You carefully study a creature that you've identified to scope out particularly weak points in its positioning or physical form. The next time you deal sneak attack damage to the chosen creature with a Strike before the end of your turn, add an additional 2d6 precision damage.

At 11th level, the additional damage becomes 3d6, and at 17th level it becomes 4d6.

ANTICIPATE AMBUSH FEAT 6

EXPLORATION ROGUE

Prerequisites expert in Stealth

You keep watch for any hidden creatures or dangerous sites, moving at half your travel Speed. If you're Anticipating an Ambush at the start of an encounter, you roll a Perception check for initiative, and all enemies rolling Stealth for initiative take a –2 circumstance penalty to their Stealth checks.

FAR THROW FEAT 6

ROGUE

When you Strike with a thrown weapon, you take only a –1 penalty for each additional range increment between you and the target, rather than a –2 penalty.

GANG UP FEAT 6

ROGUE

You and your allies harry an opponent in concert. You can flank an enemy if it's within reach of both of you and an ally—you and your ally don't have to be on opposite sides. This benefits your allies as well as you, but only if they're flanking with you, not each other. The other requirements for flanking must still be met.

LIGHT STEP — FEAT 6

ROGUE

You aren't bothered by tricky footing. When you Stride or Step, you can ignore difficult terrain.

SHOVE DOWN ◆ — FEAT 6

ROGUE

Prerequisites trained in Athletics

Requirements Your last action was a successful Shove.

You leverage your weight to topple foes that you move. You attempt to Trip the target, even if the target is no longer in your reach.

SKIRMISH STRIKE ◆◆ — FEAT 6

FLOURISH ROGUE

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

SLY DISARM — FEAT 6

ROGUE

You can Disarm a creature through sleight of hand rather than brute force. You can use Thievery instead of Athletics when you attempt a Disarm. When you use Thievery to attempt a Disarm and succeed, the target is off-guard against the next attack you make before the end of your turn.

TWIST THE KNIFE ◆◆ — FEAT 6

ROGUE

Requirements Your last action was a melee Strike that dealt sneak attack damage to an off-guard target.

After stabbing your opponent in a weak spot, you tear the wound open. You deal persistent bleed damage to the target equal to your number of sneak attack damage dice.

WATCH YOUR BACK ◆◆ — FEAT 6

EMOTION FEAR MENTAL ROGUE

Prerequisites trained in Intimidation

You menace the target, stoking their fears and drawing their attention. Attempt an Intimidation check against the Will DC of a target within 30 feet. If you succeed, for 1 minute, that target gains a +2 status bonus to Perception checks against you, but it takes a –2 status penalty to Will saves against fear effects.

8TH LEVEL

BLIND-FIGHT — FEAT 8

ROGUE

Prerequisites master in Perception

Your battle instincts 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.

BULLSEYE ◆◆ — FEAT 8

ROGUE

You carefully take aim to avoid your foe's concealment and cover. On your next Strike with a thrown weapon before the end of your turn, you gain a +1 circumstance bonus to your attack roll and ignore your target's concealed condition, as well as the target's lesser cover or standard cover; if the target had greater cover, they instead have only standard cover against the Strike.

DELAY TRAP ↻ — FEAT 8

ROGUE

Trigger A trap within your reach is triggered.

You try to jam the workings of a trap to delay its effects. Attempt a Thievery check to Disable a Device on the trap with the following results instead of the normal ones for the action.

Critical Success You either prevent the trap from being triggered or delay the activation until the start or end of your next turn.

Success As above, but the GM chooses whichever is worse for you.

Failure No effect.

Critical Failure You're off-guard until the start of your next turn.

IMPROVED POISON WEAPON — FEAT 8

ROGUE

Prerequisites Poison Weapon

You deliver poisons in ways that maximize their harmful effects. When you apply a simple poison with Poison Weapon, the poison deals 2d4 poison damage instead of 1d4 poison damage. You don't waste a poison you apply with Poison Weapon on a critically failed attack roll.

INSPIRED STRATAGEM — FEAT 8

ROGUE

During your daily preparations, you can review stratagems for the day's adventures with up to five allies. Later, you can quickly advise them on your schemes using the below reaction.

Inspired Stratagem ↻ (fortune, linguistic) **Trigger** An ally you reviewed stratagems with is about to attempt an attack roll or skill check; **Effect** The ally rolls the triggering check twice and takes the better of the two results. That ally then becomes temporarily immune to your Inspired Stratagem until your next daily preparations.

NIMBLE ROLL — FEAT 8

ROGUE

Prerequisites Nimble Dodge

You throw yourself into a roll to escape imminent danger. You can use Nimble Dodge before attempting a Reflex save in addition to its original trigger. If you do, the circumstance bonus applies to your Reflex save against the triggering effect.

When you use Nimble Dodge and the triggering attack fails or critically fails, or when you succeed or critically succeed at the saving throw, you can also Stride up to 10 feet as part of the reaction. If you do, the reaction gains the move trait. You can use Nimble Roll while Flying or Swimming instead of Striding if you have the corresponding movement type.

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Sample Rogue

RUFFIAN

You rely on brute force and underhanded deeds to get the job done.

Attribute Modifiers

Prioritize Dexterity, plus Strength to deal extra damage. Charisma helps you intimidate others.

Skills

Acrobatics, Athletics, Deception, Diplomacy, Intimidation, Society, Stealth, Survival, Thievery, Underworld Lore

Rogue's Racket

Ruffian

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Higher-Level Feats

Brutal Beating (2nd), Head Stomp (4th), Vicious Debilitations (10th), Stay Down! (14th), Powerful Sneak (18th)



OPPORTUNE BACKSTAB ↷ FEAT 8

ROGUE

Trigger A creature within your melee reach is hit by a melee attack from one of your allies.

When your enemy is hit by your ally, you capitalize upon the distraction. Make a Strike against the triggering creature.

PREDICTIVE PURCHASE FEAT 8

ROGUE

You somehow manage to have just the thing for the situation. You gain the Prescient Planner and Prescient Consumable feats (page 260). When using Prescient Planner, you can draw the item from your backpack (or a similar container) as a 2-action activity, instead of taking 1 minute to do so.

RICOCHET STANCE ◆ FEAT 8

ROGUE STANCE

You adopt a stance to rebound your thrown weapons toward you. While you are in this stance, any thrown weapons you use as part of a ranged Strike to deal bludgeoning or slashing damage immediately return to your hand, enabling you to use them for additional Strikes. You must be within the weapon's listed range increment and have a hand free to catch the weapon. If you make a ranged Strike with a thrown weapon outside of its listed range increment, it instead flies back toward you a number of feet equal to its listed range increment and then falls to the ground.

SIDESTEP ↷ FEAT 8

ROGUE

Trigger The attack roll for a Strike targeting you fails or critically fails.

You deftly step out of the way of an attack, letting the blow continue. You redirect the attack to a creature of your choice that is adjacent to you and within the reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

SLY STRIKER FEAT 8

ROGUE

Prerequisites sneak attack

Your attacks deal more damage, even against creatures that aren't off-guard. When you succeed or critically succeed at a Strike against a creature that isn't off-guard, you also deal 1d6 precision damage. This applies only if you're using a weapon or unarmed attack you could deal sneak attack damage with.

At 14th level, if you would normally deal 3d6 or more sneak attack damage to off-guard creatures, you deal 2d6 precision damage to creatures that aren't off-guard.

SWIPE SOUVENIR ◆◆ FEAT 8

ROGUE

Requirements You're grabbed or restrained by a creature.

When you wriggle free from an enemy's grasp, you take something of theirs with you. You attempt to Escape from being grabbed or restrained by a creature. If you succeed, you can also attempt to Steal from the creature, even if the creature is in combat.

TACTICAL ENTRY ◆ FEAT 8

ROGUE

Prerequisites master in Stealth

Requirements You rolled Stealth for initiative in this encounter, and neither you nor any enemies have acted yet.

You Stride. This movement doesn't trigger any reactions.

10TH LEVEL

METHODICAL DEBILITATIONS FEAT 10

ROGUE

Prerequisites mastermind racket, Debilitating Strike

You strategically craft your debilitations to lessen or negate an enemy's tactical advantages. Add the following debilitations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target can't flank or contribute to allies' flanking.
- **Debilitation** The target doesn't gain a circumstance bonus to AC from Raising a Shield, lesser cover, or standard cover; it gains a +2 circumstance bonus to AC only from greater cover or Taking Cover.

NIMBLE STRIKE FEAT 10

ROGUE

Prerequisites Nimble Roll

You're cunning enough to find an opening in an opponent's attack. When you use your Nimble Dodge reaction, you can make a melee Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. If you use the Nimble Roll feat, you can make this Strike at any point during your roll.

PRECISE DEBILITATIONS FEAT 10

ROGUE

Prerequisites thief racket, Debilitating Strike

You attack with great precision. Add the following debilitations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target takes an additional 2d6 precision damage from your attacks.
- **Debilitation** The target becomes off-guard.

SNEAK ADEPT FEAT 10

ROGUE

Prerequisite master in Stealth

It's almost impossible to spot you. When you roll a failure on a Sneak action, you get a success instead. You can still critically fail.

TACTICAL DEBILITATIONS FEAT 10

ROGUE

Prerequisites scoundrel racket, Debilitating Strike

You learn new debilitations that grant you tactical advantages against your foes. Add the following debilitations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target can't use reactions.
- **Debilitation** The target can't flank or contribute to allies' flanking.

VICIOUS DEBILITATIONS FEAT 10

ROGUE

Prerequisites ruffian racket, Debilitating Strike

The debilitations you dish out seriously impair your foes. Add the following debilitations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target gains weakness 5 to your choice of bludgeoning, piercing, or slashing damage.
- **Debilitation** The target becomes clumsy 1.

12TH LEVEL

BLOODY DEBILITATION FEAT 12

ROGUE

Prerequisites trained in Medicine, Debilitating Strike

Your attacks slice arteries and veins. Add the following debilitation to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target takes 3d6 persistent bleed damage.

CRITICAL DEBILITATION FEAT 12

INCAPACITATION ROGUE

Prerequisites Debilitating Strike

Your debilitations are especially effective on your most powerful attacks. Whenever you critically succeed at an attack roll against an enemy and use Debilitating Strike, add the following debilitation to the list you can choose from.

- **Debilitation** The target attempts a Fortitude save against your class DC with the following effects.

Critical Success The target is unaffected.

Success The target is slowed 1 until the end of your next turn.

Failure The target is slowed 2 until the end of your next turn.

Critical Failure The target is paralyzed until the end of your next turn.

FANTASTIC LEAP ◆◆ FEAT 12

ROGUE

You launch yourself through the air at a foe. Attempt a High Jump or Long Jump. If you attempt a High Jump, determine the height of your jump as though determining the length of a Long Jump. At the end of your jump, you can make a melee Strike.

After your Strike, you fall to the ground if you're in the air. If the distance of your fall is no more than the height of your jump, you take no damage and land upright.

FELLING SHOT ◆◆ FEAT 12

ROGUE

Your ranged attacks can shoot an unprepared foe right out of the air. Make a ranged Strike against an off-guard creature. If the Strike is a success and deals damage, the target must attempt a Reflex save against your class DC.

Success The target is unaffected.

Failure The target falls up to 120 feet. If it hits the ground, it takes no damage from the fall.

Critical Failure As failure, and the target can't fly, jump, levitate, or otherwise leave the ground until the end of your next turn.

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PREPARATION ◆ FEAT 12

FLOURISH ROGUE

You survey the battlefield, calculating the possibilities. You gain one additional reaction, which you can use before the beginning of your next turn for any rogue reaction.

REACTIVE INTERFERENCE ↷ FEAT 12

ROGUE

Trigger An adjacent enemy begins to use a reaction.

Grabbing a sleeve, swiping with your weapon, or creating another obstruction, you reflexively foil an enemy's response. If the triggering creature's level is equal to or lower than yours, you disrupt the triggering reaction. If the triggering creature's level is higher than yours, you must make an attack roll against its AC. On a success, you disrupt the reaction.

RICOCHET FEINT FEAT 12

ROGUE

Prerequisites Ricochet Stance

While in Ricochet Stance, you can bounce a thrown weapon off a foe to distract them. You can attempt a Feint against a creature within the first range increment of a thrown weapon you are wielding, rather than only creatures within your melee reach.

SPRING FROM THE SHADOWS ◆ FEAT 12

FLOURISH ROGUE

You leap from hiding and assail your target. You Stride up to your Speed, but you must end your movement next to an enemy you're hidden from or undetected by. You then Strike that enemy; you remain hidden from or undetected by that creature until after you Strike. You can use Spring from the Shadows while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

14TH LEVEL

DEFENSIVE ROLL ◇ FEAT 14

ROGUE

Frequency once per 10 minutes

Trigger A physical attack would reduce you to 0 Hit Points.

Dropping into a roll to disperse the force of the blow, you can partially evade a lethal attack and stay conscious. You take half damage from the triggering attack.

INSTANT OPENING ◆ FEAT 14

CONCENTRATE ROGUE

You distract your opponent with a few choice words or a rude gesture. Choose a target within 30 feet. It's off-guard against your attacks until the end of your next turn. Depending on the way you describe your distraction, this action gains either the auditory or visual trait.

LEAVE AN OPENING FEAT 14

ROGUE

When you hit hard enough, you leave an opening so your ally can jump in on the action. Whenever you critically hit an off-guard opponent with a melee attack and deal damage, the target triggers a Reactive Strike reaction from one ally of your choice who has that reaction, as if the enemy had used a manipulate action.

SENSE THE UNSEEN ↷ FEAT 14

ROGUE

Trigger You fail a check to Seek.

When you look for foes, you catch 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.

STAY DOWN! ↷ FEAT 14

ROGUE

Prerequisites master in Athletics

Trigger A prone foe within your reach Stands.

You have ways of keeping your foes down. Attempt an Athletics check against the triggering foe's Fortitude DC. On a success, the action is disrupted, causing the creature to remain prone. On a critical success, the creature also can't Stand until its next turn.

16TH LEVEL

BLANK SLATE FEAT 16

ROGUE

Prerequisites legendary in Deception

Your deceptions confound even the most powerful magic that could spy on you. Detection, revelation, and scrying effects pass right over you, your possessions, and your auras, detecting nothing unless the detecting effect has a counteract rank of 10 or higher. For example, *detect magic* would still detect other magic in the area but not any magic on you, *truesight* wouldn't reveal you, *locate* or *scrying* wouldn't find you, and so on.

CLOUD STEP FEAT 16

ROGUE

Prerequisites legendary in Acrobatics

Using fantastic acrobatic skill, you can walk for brief stretches across insubstantial surfaces. When you Stride, you can move across water, air, and solid surfaces that can hold only limited weight as if they were normal ground. If you Stride over a trap with a weight-sensitive pressure plate, you don't trigger it. At the end of your turn, you sink, fall, break fragile surfaces, or trigger traps as normal for your current location.

COGNITIVE LOOPHOLE ↷ FEAT 16

ROGUE

Trigger Your turn ends.

Requirements You are currently affected by a mental effect.

You can find a loophole in a mental effect to temporarily overcome it. Until the end of your next turn, you ignore a single mental effect. You can suppress a particular effect using Cognitive Loophole only once. You can't use Cognitive Loophole to suppress an effect you chose to have affect you.

Special You can use this reaction even if the mental effect is preventing you from using reactions.

DISPELLING SLICE ◆◆ FEAT 16

ROGUE

Your sneak attack slices through the threads binding magic to a target. Make a Strike against an off-guard creature. If your Strike deals sneak attack damage, you attempt to counteract a single spell of your choice active on the target. Your counteract rank is equal to half your level (rounded up), and your counteract check modifier is equal to your class DC – 10.

PERFECT DISTRACTION ◆ FEAT 16

ROGUE

Prerequisites legendary in Deception

You use clever tactics to mislead your foes as you sneak away. You Sneak while leaving a decoy behind. The decoy acts as the spell *mislead*, though you aren't invisible, just undetected. You can continue to concentrate to move your decoy, as with the spell, whether or not you remain hidden throughout the duration. Once you use Perfect Distraction, you need to spend 10 minutes to set up another decoy before you can use it again.

RECONSTRUCT THE SCENE FEAT 16

CONCENTRATE ROGUE

You spend 1 minute surveying a small location (such as a single room) to get an impression of events that occurred there in the last day. This involves moving about the area and studying footprints, spilled drinks or blood, and so forth. You get an indistinct mental impression of significant events that happened there. This gives you clues and details of the past, including the overall events and their time frame, but it's not a perfect record. This also isn't enough to identify who was involved in these events if you weren't already aware the person was there. As determined by the GM, you also pick out various seemingly small details that could serve as important clues, like a memorable weapon someone used for a murder or the type of cloak someone wore when passing through.

SWIFT ELUSION ↻ FEAT 16

ROGUE

Prerequisites legendary in Acrobatics

Trigger A foe ends its movement adjacent to you.

Attempt an Acrobatics check against the foe's Reflex DC. If you succeed, either Stride to a different space adjacent to the foe or move the foe to a different space adjacent to you.

18TH LEVEL

IMPLAUSIBLE INFILTRATION ◆◆ FEAT 18

MAGICAL MOVE ROGUE

Prerequisites legendary in Acrobatics, Quick Squeeze (page 260)

Requirements You are adjacent to a floor or vertical wall.

You find tiny imperfections and somehow fit yourself through them, possibly moving directly through the wall or floor. Your movement attempt fails if the wall or floor is made of something other than wood, plaster, or stone; is thicker than 10 feet; or contains even a thin layer of metal. If you have a climb Speed, you can use this ability to attempt to move through a ceiling.

IMPLAUSIBLE PURCHASE FEAT 18

ROGUE

Prerequisites Predictive Purchase

You can use Prescient Planner even if you have already used it after purchasing goods, and you can Interact to draw the item as a single action instead of a 2-action activity. In addition, five times per day, you can use Prescient Planner to pull out a common consumable item up to 6 levels lower than your level.

POWERFUL SNEAK FEAT 18

ROGUE

You've learned to exploit your enemies' openings. Your sneak attack damage ignores any immunity or resistance the target has to precision damage. In addition, when you Sneak, you can designate one creature you're undetected by at the end of that action. On the next attack you make against that creature before the end of your next turn, any sneak attack die you roll that's less than 3 is a 3 instead. This has no benefit if your next attack against the creature doesn't deal sneak attack damage, and if you designate a new creature you lose the benefit on any previous one.

20TH LEVEL

HIDDEN PARAGON ↻ FEAT 20

ROGUE

Prerequisites legendary in Stealth

Frequency once per hour

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

When you slip out of sight, you disappear. You become invisible for 1 minute, even if you use a hostile action. Not even *revealing light*, *see the unseen*, or similar effects can reveal you, though creatures can still use the Seek action to locate you as normal.

IMPOSSIBLE STRIKER FEAT 20

ROGUE

Prerequisites Sly Striker

Nothing can prevent you from making a sneak attack, even if your opponent can see every blow coming. Instead of dealing the damage from Sly Striker, you can deal your full sneak attack damage to a target even if the target isn't off-guard.

REACTIVE DISTRACTION ↻ FEAT 20

CONCENTRATE MANIPULATE ROGUE

Prerequisites legendary in Deception, Perfect Distraction

Trigger You would be hit by an attack or targeted by an effect, or you are within an effect's area.

Requirements You have Perfect Distraction ready to use.

You reactively switch with your decoy to foil your foe. You use Perfect Distraction, even if you were observed, as long as you end the movement of your Sneak while concealed or in a location with cover or greater cover. Your decoy is targeted by the attack or effect instead of you. In the case of an area effect, if your Sneak doesn't move you out of the area, both you and the decoy are targeted by the effect.

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WITCH

You command powerful magic, not through study or devotion, but as an agent for an otherworldly patron that even you don't entirely understand. This entity might be a covert divinity, a powerful fey, an ancient spirit, or any other mighty supernatural being—but its nature is likely as much a mystery to you as it is to others. Through a special familiar, your patron grants you versatile spells and powerful hexes to use as you see fit, though you're never certain if you're merely serving your patron's larger plan.

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

HIT POINTS
6 plus your Constitution modifier
You increase your maximum number of HP by this number at 1st level and every level thereafter.

During combat encounters...

You cast spells to change the course of battle. You use magical hexes to hamper enemies and aid allies, while leveraging more powerful spells to control the battlefield, heal, or harm, aided by your extraordinary familiar, brewed potions, and magical items.

During social encounters...

You provide knowledge on numerous topics, including a variety of magical matters, and you might call upon your patron's magic to charm or deceive others.

While exploring...

You remain alert for magical traps and treasures, employing a clever array of spells to overcome obstacles that stand in your way. Your familiar might aid you through its own considerable set of exceptional abilities.

In downtime...

You brew potions, craft other magical items, or hunt for new spells for your familiar to learn. You might try to learn more about your patron, their aims, or your own powers, and you might seek out the company of other witches for collaboration or community.

You might...

- Strive to learn more about your patron or familiar, your patron's goals, why they chose to empower you, and how you fit into their plans.
- Seek out new sources of magic, like scrolls and spellbooks, to supplement the spells your patron provides.
- View your familiar as a steadfast ally, a dear friend, or a necessary nuisance, depending on its personality.

Others probably...

- Wonder about the nature of your patron and the source of your magic, worrying you'll turn on them or that you unknowingly serve a foul power).
- Appreciate your ability to aid them with magic, whether you do so by helping them directly or by hampering their adversaries.
- Take care not to offend you, fearful that you'll place a malicious hex on them if you're angered.

INITIAL PROFICIENCIES

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

PERCEPTION
Trained in Perception

SAVING THROWS
Trained in Fortitude
Trained in Reflex
Expert in Will

SKILLS
Trained in one skill determined by your patron
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS
Trained in simple weapons
Trained in unarmed attacks

DEFENSES
Untrained in all armor
Trained in unarmored defense

SPELLS
Trained in spell attack modifier
Trained in spell DC

CLASS DC
Trained in witch class DC

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Witch Advancement

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, patron, familiar, witch spellcasting, hexes
2	Skill feat, witch feat
3	2nd-rank spells, general feat, skill increase
4	Skill feat, witch feat
5	3rd-rank spells, attribute boosts, ancestry feat, magical fortitude, skill increase
6	Familiar ability, skill feat, witch feat
7	4th-rank spells, expert spellcaster, general feat, skill increase
8	Skill feat, witch feat
9	5th-rank spells, ancestry feat, reflex expertise, skill increase
10	Attribute boosts, skill feat, witch feat
11	6th-rank spells, general feat, perception expertise, skill increase, weapon expertise
12	Familiar ability, skill feat, witch feat
13	7th-rank spells, ancestry feat, defensive robes, skill increase, weapon specialization
14	Skill feat, witch feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Skill feat, witch feat
17	9th-rank spells, ancestry feat, skill increase, will of the pupil
18	Familiar ability, skill feat, witch feat
19	General feat, legendary spellcaster, patron's gift, skill increase
20	Attribute boosts, skill feat, witch feat

Class Features

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

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background. These are described in Chapter 2.

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.

Patron

You weren't born with the power to cast spells, nor have you spent years dedicated to worship, study, or uncovering mystical secrets. Your magic instead has been gifted to you by a potent being, one who knows that by empowering you so, you'll further the being's agenda in the world, whatever it may be. This entity is typically mysterious and distant, revealing little of their identity and motivations. They make their will known to you in abstract signs such as omens, dreams, or similar subtleties rather than words.

Rather than interacting with you directly, your patron works through a familiar—a mystical creature that teaches you, serves as the conduit for your patron's magic, and maybe even keeps an eye on you to ensure you're furthering your patron's nebulous ends.

At 1st level, choose your patron, which determines your spellcasting tradition and grants you the skill for that tradition of magic, your first witch's lesson and a unique familiar ability. The patrons presented in this book are found on page 183.

Witch Spellcasting

Using your familiar as a conduit, your patron provides you the power to cast spells. You are a spellcaster, and you can cast spells of your patron's tradition using the Cast a Spell activity. As a witch, when you cast spells, your incantations might rhyme, your gestures might be as simple as an ominous pointing finger or a complex folk sign, and your familiar might even echo your words or movements slightly as your patron's magic surges.

At 1st level, you can prepare up to two 1st-rank spells and five cantrips each morning from the spells your familiar knows (see page 181). Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare each day is called your spell slots.

As you increase in level as a witch, the number of spells you can prepare each day increases, as does the highest rank of spell you can cast, as shown in the Witch Spells per Day table on page 181.

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 Intelligence, your spell attack modifier and spell DC use your Intelligence modifier. Details on calculating these statistics appear on page 403.

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. Many spells have specific improvements when they are heightened to certain ranks.

WITCH SPELLS PER DAY

Your Level	Cantrips	Spell Rank 1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	–	–	–	–	–	–	–	–	–
2	5	3	–	–	–	–	–	–	–	–	–
3	5	3	2	–	–	–	–	–	–	–	–
4	5	3	3	–	–	–	–	–	–	–	–
5	5	3	3	2	–	–	–	–	–	–	–
6	5	3	3	3	–	–	–	–	–	–	–
7	5	3	3	3	2	–	–	–	–	–	–
8	5	3	3	3	3	–	–	–	–	–	–
9	5	3	3	3	3	2	–	–	–	–	–
10	5	3	3	3	3	3	–	–	–	–	–
11	5	3	3	3	3	3	2	–	–	–	–
12	5	3	3	3	3	3	3	–	–	–	–
13	5	3	3	3	3	3	3	2	–	–	–
14	5	3	3	3	3	3	3	3	–	–	–
15	5	3	3	3	3	3	3	3	2	–	–
16	5	3	3	3	3	3	3	3	3	–	–
17	5	3	3	3	3	3	3	3	3	2	–
18	5	3	3	3	3	3	3	3	3	3	–
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

* The patron's gift 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 witch spell slot you have. For example, as a 1st-level witch, your cantrips are 1st-rank spells, and as a 5th-level witch, your cantrips are 3rd-rank spells.

Familiar

Your patron has sent you a familiar, a mystical creature that teaches you magic and facilitates your spells. This familiar follows the rules beginning on page 212, though as it's a direct conduit between you and your patron, it's more powerful than typical familiars. Your familiar gains two additional familiar abilities: one of these is a unique ability based on your patron and is always selected, and the other is an additional familiar ability that can be selected daily as normal. Your familiar gains another extra ability at 6th, 12th, and 18th levels.

Spells: Your familiar is the source and repository of the spells your patron has bestowed upon you, and you must commune with your familiar to prepare your spells each day using your witch spellcasting. Your familiar starts off knowing 10 cantrips, five 1st-rank spells, and one additional spell determined by your patron's initial lesson. You choose these spells from the common spells of the tradition determined by your patron or from other spells of that tradition you gain access to.

Each time you gain a level, your patron teaches your familiar two new spells of any rank for which you have spell slots, chosen from common spells of your tradition or others you gain access to. Feats can also grant your familiar additional spells.

Learning Spells: Your familiar can learn new spells independently of your patron. It can learn any spell on your tradition's spell list by physically consuming a written version of that spell over the course of 1 hour. This can be a scroll of that spell, or you can prepare a written version using the Learn a Spell exploration activity. You and your familiar can use the Learn a Spell activity to teach your familiar a spell from another witch's familiar. Both familiars must be present for the entirety of the activity, the spell must be on your spellcasting tradition's spell list, and you must pay the usual cost for that activity, typically in the form of an offering to the other familiar's patron. You can't prepare spells from another witch's familiar.

Undying: If your familiar dies, your patron replaces it during your next daily preparations. The new familiar might be a duplicate or reincarnation of your former familiar or a new entity altogether, but it knows the same spells your former familiar knew regardless. Your familiar's death doesn't affect any spells you have already prepared.

Hex Spells

As a favored agent of your patron, you can invoke their power for a more direct magical intervention. A hex is a spell shaped by your patron and sent to you through

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your familiar, rather than an ability you use directly. Your patron expects you to advance its interests and does not take kindly to repeated requests for aid; as such, you can use only one hex each turn, and any attempts to use a second hex on that turn fail and the actions are lost.

Hex 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 to commune with your familiar.

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.

You learn your choice of the *patron's puppet* hex (page 385) or *phase familiar* hex (page 385), which let you command your familiar or defend it from harm, respectively. You learn most other hexes from witch lessons (page 185).

Hex Cantrips

Hex cantrips are special hexes that don't cost Focus Points, so you can cast them as often as you like, though you can still use only one hex each round. Hex cantrips are in addition to the cantrips you choose with witch spellcasting and aren't counted toward your prepared cantrips.

You gain a hex cantrip determined by your choice of patron (page 183).



Skill Feats 2nd

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

Witch Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a witch class feat. These begin on page 186.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

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. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Magical Fortitude 5th
Your patron's power boosts your physical resiliency. Your proficiency rank for Fortitude saves increases to expert.

Expert Spellcaster 7th
You've learned to better control the power your patron has granted you. Your proficiency ranks for spell attack modifier and spell DC increase to expert.

Reflex Expertise 9th
Your reflexes are lightning fast, helping you avoid danger. 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
Through sheer experience, you've improved your technique with your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to expert.

Defensive Robes 13th
The flow of magic through your spellcasting and your defensive training combine to help you get out of the way before an attack. Your proficiency rank in unarmored defense increases to expert.

Weapon Specialization 13th
You can inflict greater injuries with the weapons you know. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

Master Spellcaster 15th
You've achieved mastery over your patron's magic. Your proficiency ranks for spell attack modifier and spell DC increase to master.

Will of the Pupil 17th
Communion with your familiar has steeled your mental fortitude. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Legendary Spellcaster 19th
You've perfected your command of the magic your patron provides. Your proficiency ranks for spell attack modifier and spell DC increase to legendary.

Patron's Gift 19th
Your patron grants you the power to command incredible works of magic. You gain a single 10th-rank spell slot and can prepare a spell in that slot using witch spellcasting. Unlike with other spell slots, 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 don't gain more 10th-rank spells as you level up, but you can take the Patron's Truth feat (page 191) to gain a second slot.

KEY TERMS
You'll see these key terms in many witch class features.

Hex: A hex is a spell caused by your patron's direct attention and intervention. Your patron does not take well to being disturbed repeatedly, so you can cast only one spell that has the hex trait each turn; attempts to use a second automatically fail and usually cause your familiar to hiss in displeasure as your patron rejects your call.

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.

Patrons
When your patron first makes contact, they usually reveal little more of themself than glimpses or specific manifestations—you might see eyes from the shadows of the forest or hear a wordless voice echoing across the frozen tundra before your familiar makes itself known. Your patron's true identity might be a powerful hag, a fey lord, a deity or demigod, an archdevil, or a similarly powerful entity, or perhaps multiple such figures working in tandem, but that identity is for you to attempt to discover as you learn more of your patron's lessons. Some patrons are multifaceted, appearing in different guises, and granting different powers to different witches. In some cases, the witch may know of their patron's identity, but have some other aspect shrouded in uncertainty; they might know their patron's name but not motive, or perhaps even if they know the patron's identity, they have been cursed to never reveal it to others.

Your patron determines the following.

Spell List You use this magical tradition and spell list; **Patron Skill** You become trained in the skill associated with your patron's magical tradition.

Initial Lesson This is the first lesson your patron teaches you and is unique to your patron.

Familiar Ability One of your familiar's two bonus abilities is always the one listed here, a mark of your patron's indelible influence. The benefit can occur only once per round when you Cast or Sustain a hex, and you can choose whether it occurs before or after the effects of Casting or Sustaining the hex.

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WITCH FEATS BY NAME

Feat	Level
Basic Lesson	2
Cackle	1
Cantrip Expansion	2
Cauldron	1
Ceremonial Knife	6
Conceal Spell	2
Counterspell	1
Coven Spell	12
Double, Double	10
Effortless Concentration	16
Enhanced Familiar	2
Familiar's Language	2
Greater Lesson	6
Hex Focus	12
Hex Master	20
Incredible Familiar	8
Major Lesson	10
Murksight	8
Patron's Claim	18
Patron's Presence	14
Patron's Truth	20
Quickened Casting	10
Reach Spell	1
Reflect Spell	14
Rites of Convocation	4
Rites of Transfiguration	14
Siphon Power	16
Spirit Familiar	8
Split Hex	18
Steady Spellcasting	6
Stitched Familiar	8
Sympathetic Strike	4
Widen Spell	1
Witch's Armaments	1
Witch's Bottle	8
Witch's Broom	12
Witch's Charge	6
Witch's Communion	10
Witch's Hut	20

Faith's Flamekeeper

Your patron contacted you in a moment your willpower was close to sputtering out. Their reassuring presence was like breath and kindling bringing an ember back aflame, their magic giving you the strength to carry on and bring others to your cause. Your patron is likely a divine being like an angel or aeon acting covertly, though the possibility exists they might be a more sinister entity, using you to unknown ends.

Spell List divine; **Patron Skill** Religion

Lesson of Fervor's Grasp Your patron has taught you that nothing can seize the heart like faith, whether used to inspire or direct. You gain the *stoke the heart* hex cantrip and your familiar learns *command*.

Familiar of Restored Spirit Your familiar is pleasantly warm and soft, seeming to wash away worries with its mere presence. When you Cast or Sustain a hex, one willing creature within 15 feet of your familiar gains temporary Hit Points equal to 2 + half your level, which last until the start of your next turn.

The Inscribed One

No words passed your patron's lips in the moment you met; instead, words and glyphs danced across their skin while symbols and numbers swam in the depths of their eyes, spelling out their will in a torrent of words and wisdom. Your patron might be a powerful archmage, or even one of their abandoned artifacts, searching for a successor.

Spell List arcane; **Patron Skill** Arcana

Lesson of Glyph's Supremacy Your patron teaches that the written word can accomplish so much more than it seems. You gain the *discern secrets* hex and your familiar learns *runic weapon*.

Familiar of Flowing Script Your familiar is covered in a pattern that looks similar to letters in an unknown language, one that seems to draw attention even as it eludes understanding. When you Cast or Sustain a hex, the letters begin to rapidly change, causing a distraction. Until the start of your next turn, your familiar can provide flanking for you and your allies as though it were able to attack and had a reach of 5 feet; this is a visual effect.

The Resentment

A single feeling radiated from your patron in the moment you met them, as palpable as heat from a fire: the desire to see every tall poppy felled and every proud nail hammered down, whether to righteously bring justice for small folk or the base urge to see the powerful defeated. Your patron is likely far from the upper echelons of its kind, such as a hag ousted from its coven or a quasi-divinity or a lower-rank demon. This leaves it only subtler and weaker tools to see its ends met: curses, hexes, and you.

Spell List occult; **Patron Skill** Occultism

Lesson of Strength's Impermanence Your patron has taught you that power can be taken much more easily that it can be built. You gain the *evil eye* hex cantrip and your familiar learns *enfeeble*.

Familiar of Ongoing Misery Your familiar seems hostile to all creatures other than you, hissing at them if they get too near. When you Cast or Sustain a hex, your familiar can curse a creature within 15 feet of it, prolonging the duration of any negative conditions affecting it by 1 round. This is a curse effect. This prolongs only conditions with a timed duration (such as "1 round" or "until the end of your next turn") and doesn't prevent conditions from being removed by other means.

Silence in Snow

Bitter cold heralded your patron's appearance, in the depths of the winter solstice or on a frozen peak at the end of the world. Your patron might be a winter hag, ice yai, or other spirit of the cold, but one thing is clear as ice—their power is not to be underestimated.

Spell List primal; **Patron Skill** Nature

Lesson of Winter's Chill Your patron taught you the power of winter firsthand by subjecting you to frost and snow. You learn the *clinging ice* hex cantrip and your familiar learns *gust of wind*.

Familiar of Freezing Rime Your familiar is cold to the touch, its breath always visible. When you Cast or Sustain a hex, you can cause ice to form in a 5-foot burst centered on a square of your familiar's space. Those squares are difficult terrain until the start of your next turn.

Spinner of Threads

You met your patron in a memory of an encounter yet to come or a premonition of something long since passed, as they untangled and re-spun the tapestry of time and fate. Was your patron a norn? A herald of a deity like Pharasma, Alseta, or Grandmother Spider? Could it even be a single individual appearing at three or more points in its timeline—multiple versions of the same being, parallel threads converging on a single moment?

Spell List occult; **Patron Skill** Occultism

Lesson of Fate's Vicissitudes Your patron's harsh lesson is that fate spares no one, rising and falling in turn for all. You gain the *nudge fate* hex cantrip and your familiar learns *sure strike*.

Familiar of Balanced Luck Your familiar has a spot on its body that looks like a good luck charm or a bad omen, depending on the angle. When you Cast or Sustain a hex, one creature within 15 feet of your familiar gets your choice of either a +1 status bonus to its AC or a –1 status penalty to its AC until the start of your next turn.

Starless Shadow

Your patron first contacted you at the witching hour, as your body lay paralyzed by sleep while your mind had yet to escape the waking world. Your patron might be a creature of the Netherworld or a long-forgotten spirit of twilight—all you remember of them are haunting eyes of moonlight, offering you power from the darkness.

Spell List occult; **Patron Skill** Occultism

Lesson of Night's Terrors Your patron taught you that the darkness can hide all manner of things best left unseen. You gain the *shroud of night* hex cantrip, and your familiar learns *fear*.

Familiar of Stalking Night Your familiar is dark of fur or feather, and light seems to disappear into it. When you Cast or Sustain a hex, and your familiar is adjacent to an enemy to which it's concealed, hidden, or undetected, the enemy becomes frightened 1.

Wilding Steward

When your patron appeared before you, they moved with the grace and ferocity of the wilderness, their voice the creaking of trees and the sound of hoof against unspoiled earth. They might have been a dryad queen or a primeval beast, but it seemed all of nature was theirs to defend.

Spell List primal; **Patron Skill** Nature

Lesson of Wild Speech Your patron has taught you the complexities of nonverbal speech, letting you influence and call animals and plants to you. You gain the *wilding word* hex cantrip and your familiar learns your choice of *summon animal* or *summon plant or fungus*.

Familiar of Keen Senses Your familiar has glinting eyes, twitching ears, or some other sign of a beast's powerful senses. When you Cast or Sustain a hex, your familiar gains your choice of an imprecise scent, tremorsense, or wavesense, with a range of 60 feet until the start of your next turn, and it can immediately Point Out as a free action.

Witch Lessons

A witch's knowledge takes the form of lessons, which you can learn by selecting feats like Basic Lesson (page 186) or Greater Lesson (page 188). Each lesson grants you a hex and teaches your familiar a new spell, adding it to the spells you can prepare using your witch spellcasting. You gain this spell even if it's not on your tradition's spell list.

Basic Lessons

Lesson of Dreams: Dreams can be a window to greater insights. You gain the *veil of dreams* hex, and your familiar learns *sleep*.

Lesson of Elements: Natural disasters and inclement weather hold more power than the mightiest creature. You gain the *elemental betrayal* hex. Your familiar learns your choice of *breathe fire*, *gust of wind*, *hydraulic push*, or *pummeling rubble*.

Lesson of Life: Life can be shared. You gain the *life boost* hex, and your familiar learns *spirit link*.

Lesson of Protection: An ounce of protection is worth a pound of cure. You gain the *blood ward* hex; your familiar learns *mystic armor*.

Lesson of Vengeance: Suffer not even the smallest slights. You gain the *needle of vengeance* hex, and your familiar learns *phantom pain*.

Greater Lessons

Lesson of Mischief: Nothing's wrong with some mischief, now and then. You gain the *deceiver's cloak* hex, and your familiar learns *mad monkeys*.

Lesson of Shadow: A shadow is far from empty—it contains something of the person who casts it. You gain the *malicious shadow* hex, and your familiar learns *chilling darkness*.

Lesson of Snow: Emulate snow, for it can snuff out life despite its gentleness. You gain the *personal blizzard* hex, and your familiar learns *wall of wind*.

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Major Lessons

Lesson of Death: Death is final, yet not as inescapable as it may seem. You gain the *curse of death* hex, and your familiar learns *raise dead*.

Lesson of Renewal: Entropy comes for all, but it can be wound back through effort. You gain the *restorative moment* hex, and your familiar learns *field of life*.

Witch Feats

At each level that you gain a witch feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

Cackle — Feat 1

Witch

Your patron's power fills you with confidence, letting you sustain a magical working even as a quick burst of laughter leaves your lips. You learn the *cackle* hex.

Cauldron — Feat 1

Witch

You can brew magic in your cauldron, creating useful magical concoctions. You can use the Craft activity to create oils and potions. You immediately gain the formulas for four common 1st-level oils or potions. At 4th level and every 2 levels beyond that, you gain the formula for a common oil or potion of that level or lower (a 4th-level potion if you're 4th level, a 6th-level potion if you're 6th level, and so on). If you have a familiar, you can have your familiar learn these formulas rather than storing them in a formula book. Your familiar can learn new formulas in the same way it learns new spells, and these formulas are transferred from a slain familiar to a new familiar in the same way spells are.

During your daily preparations, you can create one temporary oil or potion using a formula you know. If you have master proficiency in spell DC, you can create a batch of two temporary oils or potions during your daily preparations, and if you have legendary proficiency, you can create a batch of three. Any items you create this way become inert bottles of liquid the next time you make your daily preparations, and any remaining effects of the temporary items end. A temporary oil or potion has no value.

Counterspell ↷ — Feat 1

Witch

Trigger A creature Casts a Spell that you have prepared.

When a foe Casts a Spell and you can see its manifestations, you can use your magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (page 431).

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, primal, or occult).

Reach Spell ❖ — Feat 1

Concentrate Spellshape Witch

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Widen Spell ❖ — Feat 1

Manipulate Spellshape Witch

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Witch's Armaments — Feat 1

Witch

Your patron's power changes your body to ensure you are never defenseless. You gain one of the following unarmed attacks.

- **Eldritch Nails** Your nails are supernaturally long and sharp. You gain a nails unarmed attack that deals 1d6 slashing damage, is in the brawling group, and has the agile and unarmed traits.
- **Iron Teeth** With a click of your jaw, your teeth transform into long metallic points. You gain a jaws unarmed attack that deals 1d8 piercing damage and is in the brawling group.
- **Living Hair** You can instantly grow or shrink your hair, eyebrows, beard, or mustache by up to several feet and manipulate your hair for use as a weapon, though your control isn't fine enough for more dexterous tasks. You gain a hair unarmed attack that deals 1d4 bludgeoning damage; is in the brawling group; and has the agile, disarm, finesse, trip, and unarmed traits.

Special You can take this feat more than once, gaining a different unarmed attack each time.

2nd Level

Basic Lesson — Feat 2

Witch

Your patron grants you a special lesson, revealing a hidden facet of its nature. Choose a basic lesson from the list on page 185. You gain its associated hex, and your familiar learns the associated spell.

Cantrip Expansion — Feat 2

Witch

Your patron recognizes your need for flexibility and versatility, and grants you the power to prepare a wider range of simple spells. You can prepare two additional cantrips each day.



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CONCEAL SPELL ❖ FEAT 2

CONCENTRATE SPELLSHAPE WITCH

Through sheer mental effort, you can simplify the incantations and gestures needed to spellcast, leaving them barely noticeable. If the next action you use is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away your spellcasting. The trait hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

ENHANCED FAMILIAR FEAT 2

WITCH

Prerequisites a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day instead of two.

Special Add the bonus familiar abilities you gain for being a witch to this amount.

FAMILIAR'S LANGUAGE FEAT 2

WITCH

Prerequisites a familiar

You've learned to speak with your familiar and other creatures like it. You can ask questions of, receive answers from, and use the Diplomacy skill with creatures of the same family of animals as your familiar. For example, if your familiar were a cat, you could gain the effects of *speak with animals* for any felines (including leopards, lions, and tigers, among others). This ability doesn't make them more friendly than normal. If your familiar ever changes to a different creature, you can't use this ability for 1 week while you absorb your new familiar's language.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, occult, or primal).

4TH LEVEL

RITES OF CONVOCATION FEAT 4

WITCH

Your patron grants you the power to summon other creatures to aid you. Choose one summon spell (such as *summon animal*, *summon construct*, and so forth) that appears on the spell list of your spellcasting tradition. You can spend 10 minutes in communion with your familiar to replace one spell you've prepared in one of your witch spell slots with the spell you chose, heightened to the same rank. The spell you replaced must be of at least the summon spell's minimum spell rank.

SYMPATHETIC STRIKE ❖ FEAT 4

WITCH

Prerequisites Witch's Armaments

Frequency once per round

Sample Witch

HEDGE WITCH

With an eccentric personality and unconventional magic, you and your familiar support your allies and undermine your enemies.

Attributes

Intelligence fuels your spells. Dexterity and Constitution provide solid defenses, while Charisma can help you influence people.

Skills

Crafting, Diplomacy, Occultism, Society

Patron

Spinner of Threads

Lessons

Basic: protection; greater: mischief; major: renewal

Feats

Cauldron (1st), Basic Lesson (2nd), Greater Lesson (6th), Witch's Bottle (8th), Major Lesson (10th), Hex Focus (12th)



You collect your patron's magic into one of your witch armaments, causing them to shine with runes, light, or another signifier of your patron. Make an unarmed Strike with one with your witch's armaments. If you hit, you establish a sympathetic link with the target, making it easier for your patron to affect them. Until the beginning of your next turn, the target takes a –1 circumstance penalty to its saves against your hexes, or a –2 penalty if the triggering Strike was a critical hit.

6TH LEVEL

CEREMONIAL KNIFE FEAT 6

WITCH

You have prepared a special knife to direct energies when spellcasting. During your daily preparations, you and your familiar can perform a short ritual over a weapon in the knife group—typically a dagger. This causes the knife to function as a *magic wand*, containing any one 1st-rank spell your familiar knows. You, and only you, can Activate the knife to Cast the Spell within it, as normal for a wand (*GM Core* 282). You can attempt to overcharge the knife, and this can break or destroy the knife as normal.

At 8th level, and every 2 levels thereafter, the maximum rank of spell your ceremonial knife can hold increases by 1.

GREATER LESSON FEAT 6

WITCH

Your patron grants you greater knowledge. Choose a greater or basic lesson from the list on page 185. You gain its associated hex, and your familiar learns the associated spell.

STEADY SPELLCASTING FEAT 6

WITCH

Confident in your technique, you don't easily lose your concentration when you Cast a Spell. If another creature's reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

WITCH'S CHARGE FEAT 6

DETECTION WITCH

You forge a magical link with another creature, granting you awareness of that creature's condition and creating a conduit for spellcasting. During your daily preparations, you can designate one willing creature as your charge. You are always aware of your charge's direction from you, its distance from you, and any conditions affecting it. In addition, you can cast spells with a range of touch on your charge from a range of 30 feet. These effects persist until your next daily preparations.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, occult, or primal).

8TH LEVEL

INCREDIBLE FAMILIAR FEAT 8

WITCH

Prerequisites Enhanced Familiar

Your familiar is imbued with even more magic than other familiars. You can select a base of six familiar or master abilities each day, instead of four.

Special Add the bonus familiar abilities you gain for being a witch to this amount.

MURKSIGHT FEAT 8

WITCH

Your vision pierces through non-magical fog, mist, rain, and snow. You don't take circumstance penalties to ranged attacks or Perception checks caused by non-magical precipitation, and your targeted attacks don't require a flat check to succeed against a target concealed only by such effects.

SPIRIT FAMILIAR FEAT 8

WITCH

Prerequisites divine or occult patron

Your familiar can subsume its body to become pure spirit. Your familiar gains the Shed Spirit activity.

Shed Spirit ◆◆ (spirit) **Frequency** once per 10 minutes; **Effect** Your familiar's spirit exits its body, leaving its empty shell behind, before flying at an enemy within 20 feet and dealing 6d6 spirit damage, with a basic Will save against your spell DC. If the familiar dealt damage, it then flies to an ally within 30 feet of the enemy, restoring Hit Points equal to half the damage dealt. Your familiar then re-forms in its original square. At 9th level, and every 2 levels thereafter, the attack deals an additional 2d6 damage.

STITCHED FAMILIAR FEAT 8

WITCH

Prerequisites arcane or primal patron

Your familiar can shed its material form, becoming a mass of animated magic. Your familiar gains the Stitching Strike activity.

Stitching Strike ◆◆ **Frequency** once per 10 minutes**; Effect** Your familiar unravels into magical fibers that encompass an enemy within 30 feet and deal 6d6 slashing damage, with a basic Reflex save against your spell DC. On a failure, the target is also immobilized for 1 round or until it Escapes against your spell DC. Your familiar then re-forms in its original square. At 9th level, and every 2 levels thereafter, the attack deals an additional 2d6 damage.

WITCH'S BOTTLE FEAT 8

WITCH

Prerequisites Cauldron

You spend 10 minutes and 1 Focus Point brewing a special potion containing the power of one of your hexes that targets a creature. A creature that consumes this potion is targeted by the hex. If the hex has a sustained duration and you have *cackle* (page 384), you can cast *cackle* into the bottle just before you seal it. If you do, the hex's duration is extended as if you had cast *cackle* the round after the hex was cast (typically this extends the duration by 1 round). Your cackling laugh sounds out when the potion is unsealed.

Any potion you create this way loses its power the next time you make your daily preparations. While the potion is in your possession, you can render it inert using a single action that has the concentrate trait. You can't regain the Focus Point you spent to create the potion (or the Focus Point you spent to cast *cackle*) until the potion is consumed or loses its magic.

10TH LEVEL

DOUBLE, DOUBLE FEAT 10

WITCH

Prerequisites Cauldron

For each temporary oil or potion you brew during your daily preparations, you brew two copies of it. This allows you to brew two temporary oils or potions each day, four if you have master proficiency in spell DC, or six if you have legendary proficiency.

MAJOR LESSON FEAT 10

WITCH

Your patron grants you even greater secrets. Choose a major, greater, or basic lesson from the list on page 185. You gain its associated hex, and your familiar learns the associated spell.

Special You can select this feat a second time if you're 14th level or higher, and a third time if you're 18th level or higher. Choose a different lesson each time.

QUICKENED CASTING ◆ FEAT 10

CONCENTRATE SPELLSHAPE WITCH

Frequency once per day

You accelerate your spellcasting. If your next action is to cast a witch cantrip or a witch spell that is at least 2 ranks lower than the highest-rank witch spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

WITCH'S COMMUNION FEAT 10

WITCH

Prerequisites Witch's Charge

You can keep watch over multiple charges. Each day during your preparations, you can designate a number of charges equal to your Intelligence modifier instead of just one.

12TH LEVEL

COVEN SPELL ↷ FEAT 12

SPELLSHAPE WITCH

Trigger An ally within 30 feet Casts a Spell.

You rhyme with your ally's incantations or echo their movements, linking your magic to empower their spell in one of two ways:

- If their spell deals damage and doesn't have a duration, you grant that spell a status bonus to damage equal to its rank.
- If their spell doesn't have a spellshape effect applied to it, apply the effects of any one spellshape feat you know to the spell. The spellshape feat must be one that can be applied to the triggering spell, and you must be able to use it (for instance, if the spellshape feat is usable only a limited number of times per day).

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Sample Witch

ICE WITCH

With a heart of ice, perhaps inherited from your patron, you command the chill winds and biting cold of winter.

Attributes

Intelligence is crucial for your spells. Wisdom makes you perceptive and supports your knowledge of the wild. Dexterity and Constitution round out your defenses.

Skills

Crafting, Deception, Nature, Survival

Patron

Silence in Snow

Lessons

Basic: elements; greater: snow; major: death

Feats

Cackle (1st), Basic Lesson (2nd), Greater Lesson (6th), Murksight (8th), Major Lesson (10th), Hex Focus (12th)



HEX FOCUS FEAT 12

WITCH

Your patron's teachings have allowed you to achieve a deeper focus. Whenever you Refocus, completely refill your focus pool.

WITCH'S BROOM FEAT 12

WITCH

A broom is the only steed you need to fly through the night sky. During your daily preparations, you can anoint a single broom, staff, polearm, or similarly shaped object with a flying ointment made of special herbs and oils. Until the next time you make your daily preparations, it gains the magical trait, and you can ride on it while you're holding it with at least 1 hand. It moves at a fly Speed of 20 feet. The broom takes a –10-foot penalty to its Speed if laden with more than 20 Bulk, and crashes to the ground if it carries more than 30 Bulk. The broom can't be controlled by anyone but you. If you anoint a weapon or other held item, you can't ride the broom and wield it at the same time.

You can Craft your broomstick into a *flying broomstick* (*GM Core* 274) as though you had the formula for that item. If you anoint an item that's already a *flying broomstick*, the broom gains a +10-foot status bonus to its Speed and you can choose whether it works for anyone or only you.

14TH LEVEL

REFLECT SPELL FEAT 14

WITCH

Prerequisites Counterspell

When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

RITES OF TRANSFIGURATION FEAT 14

WITCH

You can adapt your patron's power to transform other creatures into forms more befitting their behavior or your whims. Your familiar learns *cursed metamorphosis*, even if *cursed metamorphosis* isn't on your tradition's spell list. By spending 10 minutes in communion with your familiar, you can replace one spell of 6th-rank or higher you've prepared in one of your witch spell slots with a *cursed metamorphosis* spell of the same rank.

PATRON'S PRESENCE FEAT 14

WITCH

Your patron can direct its attention through your familiar, and its mere presence becomes an ominous weight on the minds of other beings to distract them and blot out their magic. Your familiar gains the following activity.

Patron's Presence ❖❖ (aura) **Frequency** once per hour; **Effect** A palpable weight extends from your familiar in a 15-foot emanation. Enemies who enter or start their turn within the aura must succeed at a Will save against your spell DC or become stupefied 2 as long as they remain within the aura, or stupefied 3 on a critical failure. The aura lasts until the end of your next turn, but the familiar can Sustain it up to 1 minute.

16TH LEVEL

EFFORTLESS CONCENTRATION ◈ FEAT 16

WITCH

Trigger Your turn begins.

You maintain your active spells with hardly a thought. You immediately gain the effects of a Sustain action for one of your active witch spells.

SIPHON POWER ◈ FEAT 16

WITCH

Frequency once per day

Requirements You haven't acted yet on your turn.

You draw upon the reservoir of your patron's magic that resides within your familiar. During your turn, you can cast one spell your familiar knows that was granted by your patron or lessons without spending a spell slot to do so (or even having it prepared). The spell must be at least 1 rank lower than your highest-rank witch spell slot.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, occult, or primal).

18TH LEVEL

SPLIT HEX ❖ FEAT 18

CONCENTRATE SPELLSHAPE WITCH

You siphon some of the power from an offensive hex you cast to direct it at a second target as well. If the next action you use is to Cast a Spell to cast a harmful hex with a single target, reduce its rank by 2 (making it 2 ranks lower than the maximum spell rank you can cast). If you do, you can select a second target for that hex to affect.

PATRON'S CLAIM FEAT 18

WITCH

Your patron partially manifests itself through your familiar to claim a foe's power for its own. Your familiar gains the following activity.

Patron's Claim ❖❖ **Frequency** once per hour; **Effect** Your familiar's mouth opens impossibly wide before your patron's grasping limb stretches forth from it at a creature within 30 feet, dealing 10d10 spirit damage with a basic Fortitude save against your spell DC. If the creature fails its save and takes damage, it is also drained 2 (or drained 4 on a critical failure) and you regain 1 Focus Point, up to your usual maximum, as your patron grants you additional magic in exchange for your gift of your opponent's spirit.

20TH LEVEL

HEX MASTER FEAT 20

WITCH

You embody the link to your patron so completely that you can cast your hexes in rapid succession. You are no longer limited to casting only a single hex each turn. In addition, when you cast *cackle* to sustain a hex, you gain the effects of Sustain for all your active hexes that have a duration of sustained.

PATRON'S TRUTH FEAT 20

WITCH

Prerequisites patron's gift

You have mastered the greatest secrets of your patron's magic and learned a fundamental truth about your patron, even if their identity still remains a mystery. You gain an additional 10th-rank spell slot.

WITCH'S HUT FEAT 20

WITCH

Your home is an animated structure that obeys your commands. By performing a rite that takes 1 day, you create an animated object from a hut, small house, covered wagon, tent, or similar construction of up to Huge size.

The hut uses your AC, saving throw modifiers, and Perception modifier and has 150 HP and Hardness 10. It has the construct armor ability, meaning once it's reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its AC is reduced by 4 until it is repaired.

The hut can't attack or attempt skill checks. You can give the hut a command as a single action, which has the auditory and concentrate traits; after 1 round of reconfiguring itself, the hut then follows that command until you give it a different command.

- **Guard** The hut watches for trespassers within 120 feet using your Perception modifier and screams if it spots any.
- **Hide** The hut appears to be a normal, mundane object of its type. This is a 10th-rank illusion effect.
- **Leap** The hut spins around or leaps into the air, then casts 10th-rank *teleport*, transporting itself and all creatures within it.
- **Lock** With a slam, each entrance to the hut becomes sealed with a *lock* spell. You can give this command again to unlock its entrances.
- **Move** The hut gains a Speed of 60 feet, growing giant bird or bone legs, if necessary, and follows an extremely basic movement command you give it, such as "follow me" or "move that direction." While perfectly suitable for overland travel, the hut's broad movements and 1-round delay on response time are too imprecise to predictably direct in a combat encounter or other situation where seconds and precise locations count.

You can have only one witch's hut at a time. If you animate a new hut, your previous hut immediately reverts to its original, mundane form. If you die, the hut continues following the last order you gave it indefinitely.

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WIZARD

You are an eternal student of the secrets of the universe, using your mastery of magic to cast powerful spells. You treat magic like a science, cross-referencing the latest texts on practical spellcraft with ancient tomes to discover and understand arcane magic. Yet magical theory is vast, and there's no way you can study it all. Most wizards learn through formal schooling, with their curriculum informing a specific rubric, although particularly driven researchers sometimes piece together their own theories.

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

HIT POINTS
6 plus your Constitution modifier
You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You likely try to stay out of the fray, carefully judging when to use your spells. You save your most powerful magic to incapacitate threatening foes and use your cantrips when only weaker foes remain. When enemies pull out tricks like *invisibility* or flight, you answer with spells like *revealing light* or *earthbind*, leveling the field for your allies.

During Social Encounters...

You provide a well of knowledge about arcane matters and solve arguments with logic.

While Exploring...

You locate magical auras and determine the significance of magical writing or phenomena you uncover. When you run across an unusual obstacle to further exploration, you probably have a scroll that will make it easier to overcome.

In Downtime...

You learn new spells, craft magic items, or scribe scrolls for your party, and seek out new and exciting formulas in addition to spells. You might even forge scholarly connections and establish a school or guild of your own.

You Might...

- Have an unquenchable intellectual curiosity about how everything in the world around you works—magic in particular.
- Look for ways to apply the teachings of your school to any situation, seeing problems through the lens of the spells you've devoted your life to learning.
- Use esoteric jargon and technical terms to precisely describe the minutiae of magical effects, even though the difference is probably lost on other people.

Others Probably...

- Consider you to be incredibly powerful and potentially dangerous.
- Fear what your magic can do to their minds, bodies, and souls, and ask that you avoid casting spells in polite company, as few can identify whether one of your spells is harmless or malevolent until it's too late.
- Assume you can easily solve all their problems, from dangerous weather to poor crop yields, and ask you for spells that can help them get whatever they desire.

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 Arcana
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 wizard class DC

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WIZARD ADVANCEMENT

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1	Ancestry and background, attribute boosts, initial proficiencies, wizard spellcasting, arcane thesis, arcane school, arcane bond
2	Skill feat, wizard feat
3	2nd-rank spells, general feat, skill increase
4	Skill feat, wizard feat
5	3rd-rank spells, attribute boosts, ancestry feat, reflex expertise, skill increase
6	Skill feat, wizard feat
7	4th-rank spells, expert spellcaster, general feat, skill increase
8	Skill feat, wizard feat
9	5th-rank spells, ancestry feat, magical fortitude, skill increase
10	Attribute boosts, skill feat, wizard feat
11	6th-rank spells, general feat, perception expertise, skill increase, wizard weapon expertise
12	Skill feat, wizard feat
13	7th-rank spells, ancestry feat, defensive robes, skill increase, weapon specialization
14	Skill feat, wizard feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Skill feat, wizard feat
17	9th-rank spells, ancestry feat, prodigious will, skill increase
18	Skill feat, wizard feat
19	Archwizard's spellcraft, general feat, legendary spellcaster, skill increase
20	Attribute boosts, skill feat, wizard feat

Class Features

You gain these abilities as a wizard. Abilities gained at higher levels list the levels next to their 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. These are described in Chapter 2.

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.

Wizard Spellcasting

Through dedicated study and practice, you can construct spells with academic rigor by shaping arcane magic. You are a spellcaster, and you can cast spells of the arcane tradition using the Cast a Spell activity. As a wizard, when you cast spells, your incantations likely specify exactly what forces you call on and how to shape them, and your gestures precisely shape and direct your magic while circles of arcane runes flare to life.

At 1st level, you can prepare up to two 1st-rank spells and five cantrips each morning from the spells in your spellbook (see below), as well as one extra curriculum cantrip and one extra curriculum spell of each rank you can cast from your arcane school (page 196). Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a wizard, the number of spells you can prepare each day increases, as does the highest rank of spell you can cast, as shown in the Wizard Spells per Day table on page 195.

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 Intelligence, your spell attack modifier and spell DC use your Intelligence modifier. Details on calculating these statistics appear on page 403.

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. Many spells have specific improvements when they are heightened to certain ranks.

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 wizard spell slot you have. For example, as a 1st-level wizard, your cantrips are 1st-rank spells, and as a 5th-level wizard, your cantrips are 3rd-rank spells.

Spellbook

Every arcane spell has a written version, which you record in your personalized book of spells. You start with a spellbook worth 10 sp or less (page 292), which you receive for free and must study each day to prepare your spells. Your spellbook's form and name are up to you. It might be a musty, leather-bound tome or an assortment of thin metal disks connected to a brass ring; its name might be esoteric, like *The Tome of Silent Shadows* or something more academic, like *Advanced Pyromantic Applications of Jalmeri Elemental Theory*.

WIZARD SPELLS PER DAY

Your Level	Cantrips	Spell Rank 1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	–	–	–	–	–	–	–	–	–
2	5	3	–	–	–	–	–	–	–	–	–
3	5	3	2	–	–	–	–	–	–	–	–
4	5	3	3	–	–	–	–	–	–	–	–
5	5	3	3	2	–	–	–	–	–	–	–
6	5	3	3	3	–	–	–	–	–	–	–
7	5	3	3	3	2	–	–	–	–	–	–
8	5	3	3	3	3	–	–	–	–	–	–
9	5	3	3	3	3	2	–	–	–	–	–
10	5	3	3	3	3	3	–	–	–	–	–
11	5	3	3	3	3	3	2	–	–	–	–
12	5	3	3	3	3	3	3	–	–	–	–
13	5	3	3	3	3	3	3	2	–	–	–
14	5	3	3	3	3	3	3	3	–	–	–
15	5	3	3	3	3	3	3	3	2	–	–
16	5	3	3	3	3	3	3	3	3	–	–
17	5	3	3	3	3	3	3	3	3	2	–
18	5	3	3	3	3	3	3	3	3	3	–
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

* The archwizard's spellcraft class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

The spellbook contains your choice of 10 arcane cantrips and five 1st-rank arcane spells. You choose these from the common spells on the arcane spell list (page 304) or from other arcane spells you gain access to. You also add two 1st-rank spells from the curriculum of your arcane school (except in the case of the school of unified magical theory, as described in that school).

Each time you gain a level, you add two arcane spells to your spellbook, of any spell rank for which you have spell slots, chosen from common spells of your tradition or others you gain access to and learn via Learn a Spell. When you gain spell slots of a new rank, you also add an additional spell from your school's curriculum (unless it's the school of unified magical theory).

Arcane Thesis

During your studies to become a full-fledged wizard, you produced a thesis of unique magical research. You gain a special benefit depending on the topic of your thesis research. The arcane thesis topics presented in this book are below; your specific thesis probably has a much longer and more technical title like "*On the Methods of Spell Interpolation and the Genesis of a New Understanding of the Building Blocks of Magic*."

Experimental Spellshaping

Your thesis posits that the magical practice of spellshaping can be realized more efficiently by altering variables and parameters as you cast, imitating the wizards of long ago who had to work out their own spells themselves. This allows you efficient access to various spellshape effects.

You gain one 1st-level spellshape wizard feat of your choice. Starting at 4th level, during your daily preparations, you can gain a spellshape wizard feat of your choice that has a level requirement of no more than half your level, which you can use until your next daily preparations.

Improved Familiar Attunement

You've long held that fine-tuning the magic that bonds a wizard and their familiar can improve the mystic connection and yield greater results, compared to the safe yet generic bond most wizards currently use. You've formed such a pact with your familiar, gaining more advantages from it than most wizards. You gain the Familiar wizard feat. Your familiar gains an extra ability, and it gains an additional extra ability when you reach 6th, 12th, and 18th levels.

Your connection with your familiar alters your arcane bond class feature so that you store your magical energy in your familiar, rather than an item you own; you also gain the Drain Familiar free action instead of Drain Bonded Item. Drain Familiar can be used any time an ability would allow you to use Drain Bonded Item and functions identically, except that you draw magic from your familiar instead of an item.

Spell Blending

You theorize that spell slots are a shorthand for an underlying energy that powers all spellcasting, and you've found a way to tinker with the hierarchy of spell slots, combining them to fuel more powerful spells.

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During your daily preparations, you can trade two spell slots of the same spell rank for a bonus spell slot of up to 2 spell ranks higher than the traded spell slots. You can exchange as many spell slots as you have available. Bonus spell slots must be of a spell rank you can normally cast, and each bonus spell slot must be of a different spell rank. You can also trade any spell slot for two additional cantrips, though you can't trade more than one spell slot at a time for additional cantrips in this way.

Spell Substitution

You don't accept the fact that once spells are prepared, they can't be changed until your next daily preparations, and you have uncovered a shortcut allowing you to substitute new spells for those you originally prepared.



You can spend 10 minutes to empty one of your prepared spell slots and prepare a different spell from your spellbook in its place. If you are interrupted during such a swap, the original spell remains prepared and can still be cast. You can try again to swap out the spell later, but you must start the process over again.

Staff Nexus

Your thesis maintains that early and intense adoption of staves from the first days of study can create a symbiotic bond between spellcaster and staff, allowing them to create remarkable magic together. You've formed such a connection with a makeshift staff you built, and you are ready to infuse any staff you encounter with greater power.

You begin play with a makeshift staff of your own invention. It has the magical trait and contains one cantrip and one 1st-rank spell, both from your spellbook. During your daily preparations, you can expend one spell to grant the staff a number of charges equal to that spell's rank, which dissipate after 24 hours. While you are holding the staff, you can Cast the Spells it contains. The 1st-rank spell consumes 1 charge but the cantrip doesn't require charges.

You can Craft your makeshift staff into any other type of magical staff for the new staff's usual cost, adding the two spells you originally chose to the staff you Craft. This staff gains charges from preparing it along with expended spells. Magical staves are described on page 278 of *GM Core*.

At 8th level, you can expend two spells instead of one when preparing any staff, adding additional charges equal to the combined ranks of the expended spells. At 16th level, you can expend up to a total of three spells to add charges to the staff, adding additional charges equal to the combined ranks of all three spells.

Arcane School

Most wizards acquire their knowledge of spells from a formal educational institution, such as the Arcanamirium or the Magaambya. At 1st level, you choose your arcane school, which grants you magical abilities.

You gain additional spells and spell slots from the curriculum taught at the school you attended. Arcane schools are described in detail on page 198. Some wizards follow the school of unified magical theory, which attempts to forge a new school by studying independently and drawing information from a multitude of texts and tutors. Though a wizard with this approach lacks the focus of formal training, they have greater flexibility.

Arcane Bond

You place some of your magical power in a bonded item. Each day when you prepare your spells, you can

designate a single item you own as your bonded item. This is typically an item associated with spellcasting, such as a wand, ring, or staff, but you are free to designate a weapon or other item. You gain the Drain Bonded Item free action.

DRAIN BONDED ITEM ◆

ARCANE WIZARD

Frequency once per day

Requirements Your bonded item is on your person.

You expend the magical power stored in your bonded item. During the current turn, you can cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 4 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

Wizard Feats 2nd

At 2nd level and every even-numbered level thereafter, you gain a wizard class feat. These begin on page 201.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

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. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Reflex Expertise 5th

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

Expert Spellcaster 7th

Extended practice of the arcane has improved your capabilities. Your proficiency ranks for spell attack modifier and spell DC increase to expert.

KEY TERM

You'll see the following key term in many wizard abilities.

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.

Magical Fortitude 9th

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude 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

Through sheer experience, you've improved your technique with your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to expert.

Defensive Robes 13th

The flow of magic and your training combine to help you avoid attacks. Your proficiency rank in unarmored defense increases to expert.

Weapon Specialization 13th

You've learned how to inflict greater injuries with the weapons you know best. You deal an additional 2 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 command superlative spellcasting ability. Your proficiency ranks for spell attack modifier and spell DC increase to master.

Prodigious Will 17th

Your mind is simply too complex and sophisticated to be tampered with. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Archwizard's Spellcraft 19th

You command the most potent arcane magic and can cast a spell of truly incredible power. You gain a single 10th-rank spell slot and can prepare a spell in that slot using wizard spellcasting. Unlike with other spell slots,

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WIZARD FEATS BY NAME

Feat	Level
Advanced School Spell	8
Archwizard's Might	20
Bespell Strikes	4
Bond Conservation	8
Bonded Focus	14
Call Wizardly Tools	4
Cantrip Expansion	2
Clever Counterspell	12
Conceal Spell	2
Convincing Illusion	6
Counterspell	1
Effortless Concentration	16
Energy Ablation	2
Enhanced Familiar	2
Explosive Arrival	6
Familiar	1
Forcible Energy	12
Form Retention	8
Infinite Possibilities	18
Irresistible Magic	6
Keen Magical Detection	12
Knowledge is Power	8
Linked Focus	4
Magic Sense	12
Nonlethal Spell	2
Overwhelming Energy	10
Quickened Casting	10
Reach Spell	1
Reflect Spell	14
Reprepare Spell	18
Scintillating Spell	16
Scroll Adept	10
Second Thoughts	18
Secondary Detonation Array	14
Spell Combination	20
Spell Mastery	20
Spell Protection Array	4
Spell Tinker	16
Spellbook Prodigy	1
Spellshape Mastery	20
Split Slot	6
Steady Spellcasting	6
Superior Bond	14
Widen Spell	1

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 don't gain more 10th-rank spells as you level up, but you can take the Archwizard's Might feat (page 205) to gain a second slot.

Legendary Spellcaster 19th

You are a consummate spellcaster, blending both arcane theory and practical spellcraft. Your proficiency ranks for spell attack modifier and spell DC increase to legendary.

Arcane Schools

Your arcane school is where you devoted yourself to the study of spellcraft. Whether you learned in the storied halls of a formal institution, via an apprenticeship with an archmage, or taught yourself from secondhand tomes, your arcane school indelibly set the curriculum and direction of your magic.

Curriculum Spells: You automatically add some of the spells listed in your school's curriculum to your spellbook. At 1st level, you add a cantrip and two 1st-rank spells of your choice. As soon as you gain the ability to cast wizard spells of a new rank, choose one of the spells from your curriculum of that rank to add to your spellbook. A superscript "U" indicates an uncommon spell. Your GM might allow you to swap or add other spells to your curriculum if they strongly fit the theme.

Spell Slots: Each day, you can prepare an extra cantrip from your curriculum. You also gain an extra spell slot at each spell rank for which you have wizard spell slots. You can prepare only spells from your school's curriculum in these extra slots. Any spell listed in your curriculum of a suitable spell rank is eligible to be prepared in each of these extra slots, regardless of how you added the spell to your spellbook.

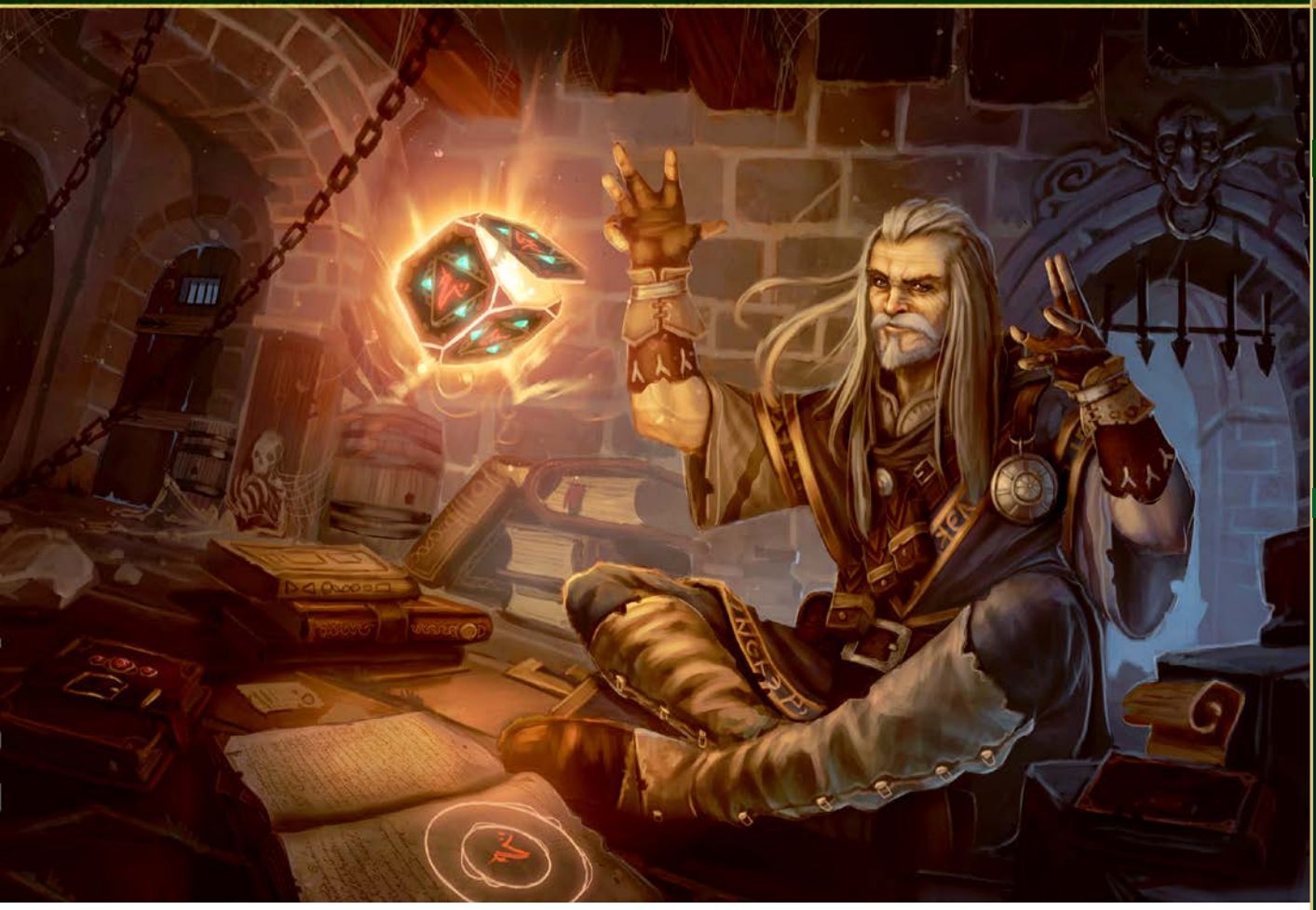
School Spells: School spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to study your spellbook or conduct arcane research.

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 on page 298.

You learn the initial school spell, which is unique to your school. You can learn the advanced school spell with the Advanced School Spell feat (page 203).

School of Ars Grammatica

Runes and wards, numbers and letters—they underpin all magic, making them the logical subject for a wizard who studies fundamental forces. Perhaps you studied at the Pathfinder Society's School of Spells or a similar institution, but whether you're lacing your words with magic to compel others, casting wards around your workshop, or destabilizing the very structure of an opponent's spells, you know this unassuming school carries elegant power.



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Curriculum cantrips: *message*, *sigil*; 1st: *command*, *disguise magic*, *runic body*, *runic weapon*; 2nd: *dispel magic*, *translate*; 3rd: *enthrall*, *veil of privacy*[U]; 4th: *dispelling globe*[U], *suggestion*; 5th: *sending*, *truespeech*[U]; 6th: *repulsion*, *spellwrack*; 7th: *contingency*, *planar seal*[U]; 8th: *quandary*, *unrelenting observation*; 9th: *detonate magic*[U]

School Spells initial: *protective wards*; advanced: *rune of observation*

School of Battle Magic

Magic is power, and there are always those who will use power for the art of battle. You may have studied in the military of a nation of the brink of war—Cheliax and Andoran perhaps, or Geb and Nex. You summon whirling energies that can lay waste to both soldiers and armies, while being sure not to neglect arcane countermeasures for common tactical complications or the shields and defenses that keep combatants alive on the battlefield.

Curriculum cantrips: *shield*, *telekinetic projectile*; 1st: *breathe fire*, *force barrage*, *mystic armor*; 2nd: *mist*, *resist energy*; 3rd: *earthbind*, *fireball*; 4th: *wall of fire*, *weapon storm*; 5th: *howling blizzard*, *impaling spike*; 6th: *chain lightning*, *disintegrate*; 7th: *energy aegis*, *true target*; 8th: *arctic rift*, *desiccate*; 9th: *falling stars*

School Spells initial: *force bolt*; advanced: *energy absorption*

School of the Boundary

Why use your magic to affect something as pedestrian as the physical world? Whether you studied at the College of Dimensional Studies in Katapesh or an underground school in haunted Ustalav, you've turned your magic past the Universe to the forces beyond, summoning spirits and shades, manipulating dimensions and planes, and treading in a place not meant for mortals.

Curriculum cantrips: *telekinetic hand*, *void warp*; 1st: *grim tendrils*, *phantasmal minion*, *summon undead*; 2nd: *darkness*, *see the unseen*; 3rd: *bind undead*, *ghostly weapon*; 4th: *flicker*, *translocate*; 5th: *banishment*, *invoke spirits*; 6th: *teleport*[U], *vampiric exsanguination*; 7th: *eclipse burst*, *interplanar teleport*[U]; 8th: *quandary*, *unrelenting observation*; 9th: *massacre*

School Spells initial: *fortify summoning*; advanced: *spiral of horrors*

School of Civic Wizardry

Whether you studied in Manaket's Occularium or the Academy of Applied Magic, you learned that the fruits of arcane studies—like any other field—should ultimately help the common citizen. You've learned the humble art of construction, of finding lost people and things, of moving speedily among buildings and moats—yet these same arts can be turned to demolition, and the constructs you animate to build bridges can just as easily tear them down.

Sample Wizard

STUDENT OF THE VOID

Your magic summons spirits, transports you, and lets you channel the energy of other planes. You know about odd creatures and distant realms.

Attributes

Prioritize Intelligence. Dexterity, Constitution, and Wisdom round out your defenses.

Skills

Arcana, Crafting, Diplomacy, Nature, Occultism, Religion, Society

Arcane School

School of the Boundary

Thesis

Improved familiar attunement

Higher-Level Feats

Enhanced Familiar (2nd), Advanced School Spell (8th), Effortless Concentration (16th)



Curriculum cantrips: *prestidigitation*, *read aura*; 1st: *hydraulic push*, *pummeling rubble*, *summon construct*; 2nd: *revealing light*, *water walk*; 3rd: *cozy cabin*, *safe passage*; 4th: *creation*, *unfettered movement*; 5th: *control water*, *wall of stone*; 6th: *disintegrate*, *wall of force*; 7th: *planar palace*, *retrocognition*; 8th: *earthquake*, *pinpoint*[U]; 9th: *foresight*

School Spells initial: *earthworks*; advanced: *community restoration*

School of Mentalism

As a scholar, you know all too well the importance of a sound mind. Thus, you attended a school—like the Farseer Tower or the Stone of the Seers—that taught the arts of befuddling lesser minds with figments and illusions or implanted sensations and memories.

Curriculum cantrips: *daze*, *figment*; 1st: *dizzying colors*, *sleep*, *sure strike*; 2nd: *illusory creature*, *stupefy*; 3rd: *dream message*, *mind reading*[U]; 4th: *nightmare*, *vision of death*; 5th: *hallucination*, *illusory scene*; 6th: *never mind*, *phantasmal calamity*; 7th: *project image*, *warp mind*; 8th: *disappearance*, *uncontrollable dance*; 9th: *phantasmagoria*

School Spells initial: *charming push*; advanced: *invisibility cloak*

School of Protean Form

The uninitiated often think of wizards as cerebral, focused on their studies more than the body, yet your school of magic taught of the relationship between the two. Your magic, whether learned at a storied institution like Kintargo's Alabaster Academy or someplace more sinister, like the Fleshforges of Nex, focuses on the ways that living matter can be convinced into another shape for a time, allowing you to polymorph a seed into a vine, a human into a beast, or a harmless germ into a deadly toxin.

Curriculum cantrips: *gouging claw*, *tangle vine*; 1st: *jump*, *pest form*, *spider sting*; 2nd: *enlarge*, *humanoid form*; 3rd: *feet to fins*, *vampiric feast*; 4th: *mountain resilience*, *vapor form*; 5th: *elemental form*, *toxic cloud*; 6th: *cursed metamorphosis*, *petrify*; 7th: *duplicate foe*, *fiery body*; 8th: *desiccate*, *monstrosity form*; 9th: *metamorphosis*

School Spells initial: *scramble body*; advanced: *shifting form*

School of Unified Magical Theory

You eschew the idea that magic can be neatly expressed by the teachings of any single school or college, instead directing your self-study to pick up the best of every school of magic. In doing so, you'll find the truths that lie at the intersection of each school, coming closer to the ideal nature of arcane magic. One day, you'll uncover that single elegant theory detailing all magic (perhaps a theory bearing your name?), but until then, your studies continue.

No Curriculum You don't have a set curriculum, and so you don't have curriculum spells and can't benefit from abilities that specifically affect them. Instead, you gain an additional 1st-level wizard class feat, and you add one 1st-rank spell of your choice to your spellbook to represent your diverse studies.

Your studies into the very nature of magic itself have let you use it more efficiently—instead of using Drain Bonded Item only once per day, you can use it once per day for each rank of spell you can cast, recalling a spell of that rank each time.

School Spells initial: *hand of the apprentice*; advanced: *interdisciplinary incantation*

Wizard Feats

At each level that you gain a wizard feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

Counterspell ↻ — Feat 1

ARCANE WIZARD

Trigger A creature Casts a Spell that you have prepared.

When a foe Casts a Spell and you can see its manifestations, you can use your own magic to counter it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (page 431).

Familiar — Feat 1

WIZARD

You make a pact with a creature that serves you and assists your spellcasting. You gain a familiar (page 212).

Reach Spell ❖ — Feat 1

CONCENTRATE SPELLSHAPE WIZARD

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.

Spellbook Prodigy — Feat 1

WIZARD

Prerequisites trained in Arcana

You are particularly adept at learning spells to add to your spellbook. You gain the Magical Shorthand skill feat (page 258) without needing to meet its prerequisites. Further, when you roll a critical failure on your check to Learn a Spell, you get a failure instead.

Widen Spell ❖ — Feat 1

CONCENTRATE SPELLSHAPE WIZARD

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

Cantrip Expansion — Feat 2

WIZARD

Dedicated study allows you to prepare a wider range of simple spells for every situation. You can prepare two additional cantrips each day.

Conceal Spell ❖ — Feat 2

CONCENTRATE SPELLSHAPE WIZARD

By shaping the magical energies and parameters of your spells all in your head through sheer concentration, you can simplify the incantations and gestures needed to spellcast, leaving them barely noticeable. If the next action you use is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away your spellcasting. The trait hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

Energy Ablation ❖ — Feat 2

SPELLSHAPE WIZARD

As you direct destructive energy at a foe, you can divert some of its power into a protective barrier that shields you from harm. If your next action is to Cast a Spell that deals at least one type of energy damage (acid, cold, electricity, fire, force, sonic, vitality, or void), you gain resistance to an energy damage type of your choice equal to the spell's rank. The resistance lasts until the end of your next turn. You get the resistance regardless of whether or not your spell dealt damage.

Enhanced Familiar — Feat 2

WIZARD

Prerequisites a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

Special If your arcane thesis is improved familiar attunement, your familiar's base number of familiar abilities, before adding any extra abilities from the arcane thesis, is four.

Nonlethal Spell ❖ — Feat 2

MANIPULATE SPELLSHAPE WIZARD

You can alter offensive spells to be less deadly. If your next action is to Cast a Spell that deals damage and doesn't have the death or void trait, that spell gains the nonlethal trait (page 407).

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Sample Wizard

MINDBENDER

You excel at bypassing threats without violence, using mental nudges and illusions to fool the senses.

Attributes

Prioritize Intelligence. Increase Dexterity and Charisma so you can sneak and deceive people with skills as well as spells.

Skills

Arcana, Deception, Diplomacy, Occultism, Society, Stealth, Thievery

Arcane School

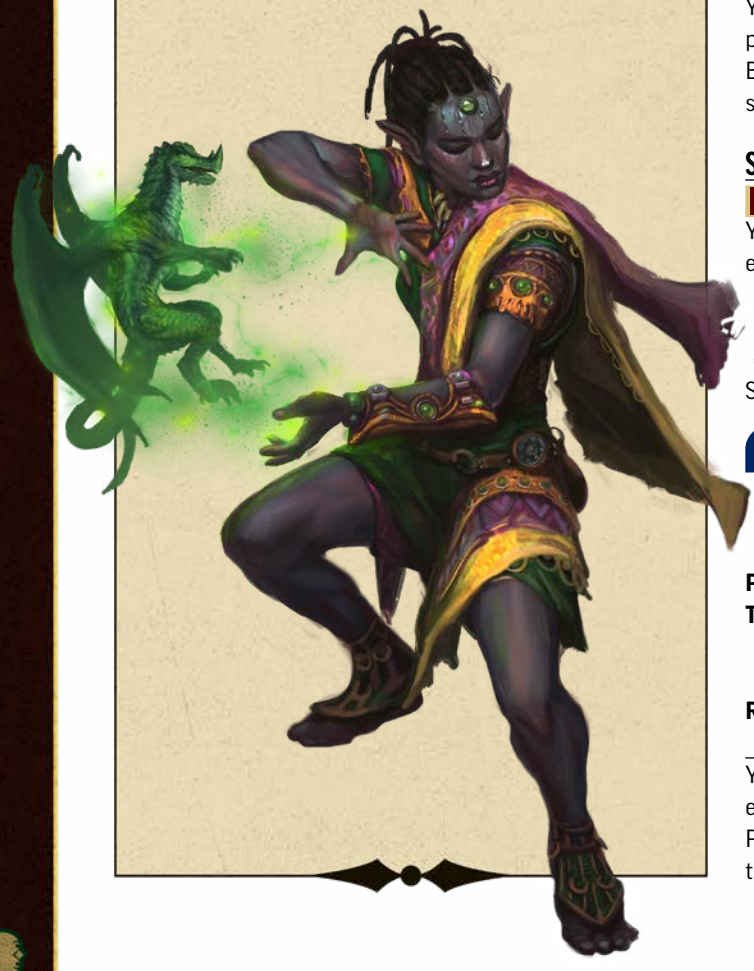
School of Mentalism

Thesis

Spell blending

Higher-Level Feats

Conceal Spell (2nd), Convincing Illusion (6th), Advanced School Spell (8th), Magic Sense (12th)



4TH LEVEL

BESPELL STRIKES ◆ — FEAT 4

WIZARD

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 arcane 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).

CALL WIZARDLY TOOLS ◆◆ — FEAT 4

CONCENTRATE TELEPORTATION WIZARD

Prerequisites arcane bond

You're mystically connected to your wizardly tools, ensuring you can always find them when you've misplaced them. You teleport your bonded item or spellbook to you. It arrives in your hand if you have a free hand or at your feet if you don't. The item must be within 1 mile and have 1 Bulk or less.

LINKED FOCUS — FEAT 4

WIZARD

Prerequisites arcane bond, curriculum spells

You have linked your bonded item to the well of energy that powers your school spells. Once per day when you Drain your Bonded Item to cast one of your arcane school's curriculum spells, you also regain 1 Focus Point.

SPELL PROTECTION ARRAY ◆◆ — FEAT 4

ARCANE MANIPULATE WIZARD

You inscribe a circle of arcane runes that dampen enemies' magic. You create a glowing magic circle in a 5-foot burst within 30 feet. Creatures in the circle gain a +1 status bonus to saving throws against magic. The circle lasts until the end of your next turn, and you can Sustain it, to a maximum duration of 1 minute.

6TH LEVEL

CONVINCING ILLUSION ↷ — FEAT 6

WIZARD

Prerequisites expert in Deception

Trigger A creature succeeded, but didn't critically succeed, at a Perception check or Will save to disbelieve an illusion from a spell that you cast.

Requirements You are within 30 feet of the observer and the illusion.

You use your deceptive skills to make your illusions seem even more real. Attempt a Deception check against the target's Perception DC. If you succeed, the target fails to disbelieve the illusion.

EXPLOSIVE ARRIVAL ◆ FEAT 6

CONCENTRATE MANIPULATE SPELLSHAPE WIZARD

Your summoned creature appears in a detonation of arcane runes. If your next action is to Cast a Spell with the summon trait, all creatures in a 10-foot emanation around the creature you summoned take 1d4 fire damage per spell rank. If the creature summoned has the acid, cold, electricity, sonic, or spirit trait, you can deal damage of that type instead.

IRRESISTIBLE MAGIC FEAT 6

WIZARD

You've studied ways of overcoming the innate defenses against magic that dragons, otherworldly beings, and certain other powerful creatures have. Any creature that has a status bonus to saving throws against magic reduces that bonus by 1 against your spells.

SPLIT SLOT FEAT 6

WIZARD

You can prepare two spells in one slot, giving you the freedom to choose the spell when you cast it. When you prepare your spells for the day, you can choose one spell slot at least 1 rank lower than the highest-rank spell you can cast and prepare two spells in that slot. When you Cast a Spell from that slot, choose which spell to cast. Once you've chosen, the unused spell dissipates as though you hadn't prepared it at all—for example, it isn't available for use with Drain Bonded Item.

STEADY SPELLCASTING FEAT 6

WIZARD

Confident in your technique and possessing ironclad concentration, you don't easily lose 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

ADVANCED SCHOOL SPELL FEAT 8

WIZARD

You gain access to the advanced teachings of your arcane institution, learning a powerful new school spell. You gain the advanced school spell for your arcane school.

BOND CONSERVATION ◆ FEAT 8

MANIPULATE SPELLSHAPE WIZARD

Prerequisites arcane bond

Requirements The last action you used was to Cast a Spell enabled by Drain Bonded Item.

By efficiently and carefully manipulating the arcane energies unleashed by your bonded item, you can conserve just enough power to cast another spell, though this second spell is slightly weaker. You gain an extra use of Drain Bonded Item. You can use it to cast a spell 2 or more ranks lower than the previous spell, and must use it before the end of your next turn or you lose it.

FORM RETENTION FEAT 8

WIZARD

You have trained your mind and body to tolerate polymorph magic for longer periods of time, so long as you prepare for the change appropriately. When preparing a polymorph spell that lasts 1 minute and grants a battle form, you can prepare the spell in a slot 2 ranks higher than normal. This doesn't grant any of the normal benefits of heightening a spell, but the spell lasts up to 10 minutes. For example, if you prepared *animal form* in a 4th-rank slot with Form Retention, you would cast a 2nd-rank *animal form* that lasts for up to 10 minutes. If the spell can be Dismissed, that doesn't change.

KNOWLEDGE IS POWER FEAT 8

WIZARD

Your academic knowledge about a creature allows you to subtly alter your magic to defeat them. When you critically succeed at a Recall Knowledge check about a creature, you can invoke your knowledge to make the creature take a –1 circumstance penalty to either AC and saves against the next attack you make against it, or the next spell you cast that it needs to defend against. The creature takes the same penalty to its attack or DC the next time it attacks against you or causes you to attempt a save against one of its effects.

If you share this information with your allies, they gain the benefits as well. If not used, the bonuses end after 1 minute.

10TH LEVEL

OVERWHELMING ENERGY ◆◆ FEAT 10

MANIPULATE SPELLSHAPE WIZARD

Multiple circles of runes rotate around your hand as you overcharge your spell to tear through your enemy's defenses. If the next action you use is to Cast a Spell, the spell ignores an amount of the target's resistance to acid, cold, electricity, fire, or sonic 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 SPELLSHAPE WIZARD

Frequency once per day

Straining your mind, you collapse as much of your spell's formulas as you can, resulting in a shorter but much more complex incantation. If your next action is to cast a wizard cantrip or a wizard spell that is at least 2 ranks lower than the highest-rank wizard spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

SCROLL ADEPT FEAT 10

WIZARD

During your daily preparations, you can create two temporary scrolls containing arcane spells from your spellbook. Each scroll must be of a different spell rank, and both spell ranks must be 2 or more ranks lower than your highest-rank spell. Any scrolls

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you create this way become non-magical the next time you make your daily preparations. A temporary scroll has no value if sold. As normal for a scroll, these are consumable items of light Bulk, and someone holding the item in one hand can Cast the Spell from it if it's on their spell list, using their spell attack modifier and spell DC. Scrolls are detailed fully on page 262 of *GM Core*.

If you have master proficiency in spell DC, you can create three temporary scrolls during your daily preparations, and if you have legendary proficiency, you can create four temporary scrolls.

12TH LEVEL

CLEVER COUNTERSPELL — FEAT 12

WIZARD

Prerequisites Counterspell, Quick Recognition (page 260)

You creatively apply your prepared spells to Counterspell a much wider variety of your opponents' magic. Instead of being able to counter a foe's spell with Counterspell only if you have that same spell prepared, you can use Counterspell as long as you have the spell the foe is casting in your spellbook. When you use Counterspell in this way, you must still expend a prepared spell; the prepared spell you expend must share a trait with the triggering spell other than concentrate, manipulate, or its tradition trait. The GM might allow you to instead use a spell that has an opposing trait or that otherwise logically would counter the triggering spell (such as using a cold or water spell to counter *fireball* or using *clear mind* to counter a *fear* spell).

FORCIBLE ENERGY ❖ — FEAT 12

MANIPULATE SPELLSHAPE WIZARD

You perform complex manipulations to make the energy from your spells so powerful that your enemies remain vulnerable to it afterward. If your next action is to Cast a Spell that deals acid, cold, electricity, fire, or sonic damage, you can select one target that was damaged to gain weakness 5 to that damage type until the end of your next turn. If a spell deals multiple types of energy damage, choose one that the target gains weakness to. This has no effect on creatures with resistance or immunity to the energy type you choose.

KEEN MAGICAL DETECTION — FEAT 12

FORTUNE WIZARD

You sense magical dangers. When using the Detect Magic exploration activity, you can roll initiative twice and use the better result so long as at least one opponent has a magical effect or magic item and is in range of your *detect magic*.

MAGIC SENSE — FEAT 12

ARCANE DETECTION WIZARD

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 see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

14TH LEVEL

BONDED FOCUS — FEAT 14

WIZARD

Prerequisites arcane bond

Your connection to your bonded item increases your focus pool. Whenever you Refocus while your bonded item is in your possession, you completely refill your focus pool.

REFLECT SPELL — FEAT 14

WIZARD

Prerequisites Counterspell

When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

SECONDARY DETONATION ARRAY ❖ — FEAT 14

MANIPULATE SPELLSHAPE WIZARD

You divert some of your spell's energy into an unstable runic array. If your next action is to Cast a Spell that deals damage, has no duration, and affects an area, a glowing magic circle appears in a 5-foot burst within that area. At the beginning of your next turn, the circle detonates, dealing 1d6 force damage per rank of the spell to all creatures within the circle, with a basic Reflex save against your spell DC. If the spell dealt a different type of damage, the circle deals this type of damage instead (or one type of your choice if the spell could deal multiple types of damage).

SUPERIOR BOND — FEAT 14

WIZARD

Prerequisites arcane bond

When you draw upon your bonded item, you can leave a bit of energy within it for later use. You can use Drain Bonded Item one additional time per day, but only to cast a spell 2 or more ranks lower than your highest-rank wizard spell slot.

16TH LEVEL

EFFORTLESS CONCENTRATION ◈ — FEAT 16

WIZARD

Trigger Your turn begins.

You maintain your active spells with hardly a thought. You immediately gain the effects of a Sustain action for one of your active wizard spells.

SCINTILLATING SPELL ❖ — FEAT 16

CONCENTRATE LIGHT SPELLSHAPE WIZARD

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.

SPELL TINKER ◆◆ FEAT 16

CONCENTRATE WIZARD

You've learned to alter choices you make when casting spells on yourself. After casting a spell on only yourself that offers several choices of effect (such as *resist energy* or a polymorph spell that offers several potential forms), you can alter the choice you made when Casting the Spell (for instance, choosing a different type of damage for *resist energy*).

You can't use this feat if the benefits of the spell have already been used up or if the effects of the first choice would persist in any way after switching (for instance, if one of the choices was to create a consumable item you already used, or to heal you), or if the feat would create an effect more powerful than that offered by the base spell. The GM is the final arbiter of what Spell Tinker can be applied to.

18TH LEVEL

INFINITE POSSIBILITIES FEAT 18

WIZARD

You can prepare a spell slot that exists in your mind as many different possibilities at once. Once during your daily preparations, you can use a spell slot to hold that infinite potential, rather than using it to prepare a spell. You can use this spell slot to cast any spell from your spellbook that's at least 2 ranks lower than the slot you designate; the spell acts in all ways as a spell of 2 ranks lower. You don't have any particular spell prepared in that slot until you cast it.

REPREPARE SPELL FEAT 18

WIZARD

You've discovered how to reuse some of your spell slots over and over. You can spend 10 minutes to prepare a spell that you already cast today, regaining access to that spell slot. The spell must be of 4th rank or lower and can't have a duration. You can reprepare a spell in this way even if you've already reprepared that spell previously in the same day.

If you have the spell substitution arcane thesis, you can instead prepare a different spell in an expended slot, as long as the new spell doesn't have a duration. You can use spell substitution on that slot again, but you remain restricted to preparing only spells without a duration in that slot until the next time you make your daily preparations.

SECOND THOUGHTS ↻ FEAT 18

CONCENTRATE MENTAL WIZARD

Trigger You cast a mental spell that targets one creature, and it critically succeeds at its Will save.

When your target proves resilient to your magical deceptions, you can try them again on someone else. You can Cast the triggering Spell a second time, targeting a different creature, without expanding an additional spell slot. You can do so only until the end of your next turn, and you can't use Second Thoughts on it after the second casting of the spell.

20TH LEVEL

ARCHWIZARD'S MIGHT FEAT 20

WIZARD

Prerequisites archwizard's spellcraft

You have mastered the greatest secrets of arcane magic. You gain an additional 10th-rank spell slot.

SPELL COMBINATION FEAT 20

WIZARD

You can merge spells, producing multiple effects with a single casting. One slot of each rank of spell you can cast, except 2nd rank and 1st rank, becomes a spell combination slot (this doesn't apply to cantrips). When you prepare your spells, you can fill a combination slot with a combination of two spells. Each spell in the combination must be 2 or more spell ranks below the slot's rank, and both must target only one creature or object or have the option to target only one creature or object. Each spell in the combination must also have the same means of determining whether it has an effect—both spells must require a ranged spell attack, require the same type of saving throw, or automatically affect the target.

When you cast a combined spell, it affects only one target, even if the component spells normally affect more than one. If any spell in the combination has further restrictions (such as targeting only living creatures), you must abide by all restrictions. The combined spell uses the shorter of the component spells' ranges. Resolve a combined spell as if were a single spell, but apply the effects of both component spells. For example, if the spell's target succeeded at the save against a combined spell, it would apply the success effect of each spell, and if it critically failed, it would apply the critical failure effect of both spells.

SPELL MASTERY FEAT 20

WIZARD

You have mastered a handful of spells to such a degree that you can cast them even if you haven't prepared them in advance. Select any four spells of 9th rank or lower that are in your spellbook; each spell you select must be of a different rank. These spells are automatically prepared when you make your daily preparations, and you gain an extra spell slot for each spell. You can select a different combination of spells by spending 1 week of downtime studying your spellbook and retraining your mastered spells.

SPELLSHAPE MASTERY FEAT 20

WIZARD

Your mastery of magic ensures that you can alter your spells just as easily as you can cast them normally. You can use spellshape single actions as free actions.

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COMPANIONS

Some adventurers travel with loyal allies known as animal companions and familiars. The former begin as young animals but acquire impressive physical abilities as you level up, while the latter share a magical bond with you.

Animal companions and familiars are special benefits for certain classes or class feats. If you simply want a pet regardless of your class, you can take the Pet feat (page 259). You can have a familiar or pet, but not both. Because animal companions function much differently, you can have both an animal companion and a familiar or pet.

Animal Companions

An animal companion is a loyal comrade who follows your orders. Your animal companion has the animal and minion traits, and it gains 2 actions during your turn if you use the Command an Animal action to command it; this replaces the usual effects of Command an Animal, and you don't need to attempt a Nature check. If your companion dies, you can spend a week of downtime to replace it at no cost. You can have only one animal companion at a time.

Young Animal Companions

The following are the base statistics for a young animal companion, the first animal companion most characters get. You adjust these statistics depending on the type of animal you choose. Animal companions calculate their modifiers and DCs just as you do with one difference: the only item bonuses they can benefit from are to Speed and AC (their maximum item bonus to AC is +3). As you gain levels, you might be able to make your companion stronger by advancing it as described on page 211.

An animal companion's starting statistics are as follows.

Level: Your animal companion's level is equal to yours.

Proficiencies: Your animal companion is trained in its unarmed attacks, unarmored defense, barding (a type of armor for animals), all saving throws, Perception, Acrobatics, and Athletics. Animal companions can't use abilities that require greater Intelligence, such as Coerce or Decipher Writing, even if trained in the appropriate skill, unless they have a specialization that allows it.

Attribute Modifiers: An animal companion begins with base attribute modifiers listed in its stat block.

Hit Points: Your animal companion has ancestry Hit Points from its type, plus a number of Hit Points equal to 6 plus its Constitution modifier for each level you have.

Companion Types

The species of animal you choose is called your companion's type. Each companion type has its own statistics, as follows.

Size The companion's size

Unarmed Attacks One or more entries with the companion's unarmed attacks and their traits and damage

Attribute Modifiers Starting attribute modifiers

Hit Points The companion's ancestry Hit Points

Skill An additional trained skill your companion has

Senses Special senses your companion has

Speed Your companion's Speeds

Special If present, this lists any special ability your companion has, such as whether it often serves as a mount.

Support Benefit A special benefit you gain by Commanding the Animal to use the Support action (see below).

Advanced Maneuver A powerful new action your companion learns how to use if it becomes a nimble or savage animal companion.

SUPPORT ❖

Requirements The creature is an animal companion.

Your animal companion supports you. You gain the benefits listed in the companion type's Support Benefit entry. If the animal uses the Support action, the only other actions it can use on this turn are basic move actions to get into position to take advantage of the Support benefits; if it has already used any other action this turn, it can't Support you.

Ape

Your companion is an ape or other primate.

Size Small

Melee ❖ fist, **Damage** 1d8 bludgeoning

Str +3, **Dex** +1, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

Hit Points 8

Skill Intimidation

Senses low-light vision

Speed 25 feet, climb 25 feet

Support Benefit Your ape threatens your foes with menacing growls. Until the start of your next turn, if you hit and deal damage to a creature in your ape's reach, the creature becomes frightened 1.

Advanced Maneuver Frightening Display

FRIGHTENING DISPLAY ❖

Your ape makes a loud and frightening display, throwing a foe off balance. The ape attempts to Demoralize the target creature; this display gains the visual trait and doesn't require language. While frightened by this ability, the target is off-guard to your ape.

Arboreal Sapling

UNCOMMON PLANT

Access You are a member of the leaf order.

Your companion is a walking tree, a cousin of the great arboreal wardens and regents. An arboreal sapling has the plant trait

instead of the animal trait, but it otherwise functions normally as an animal companion. They are typically only selected by animal order druids who are also members of the leaf order.

Size Small
Melee ❖ branch, **Damage** 1d8 bludgeoning
Str +3, **Dex** +1, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0
Hit Points 8
Skill Stealth
Senses low-light vision
Speed 25 feet
Support Benefit Your arboreal sapling plants roots around your foe, impeding its movement. Until the start of your next turn, if you hit and deal damage to a creature in your arboreal sapling's reach, the first square the creature moves into after taking that damage is difficult terrain.
Advanced Maneuver Throw Rock

THROW ROCK ↷

The arboreal sapling Interacts to pick up a rock within reach or retrieve a stowed rock, then throws it with a ranged rock Strike that deals a base of 1d6 bludgeoning damage with a range increment of 30 feet. The damage is 2d6 for a mature arboreal sapling and 3d6 for a specialized one.

Badger

Your companion is a badger, wolverine, or other big mustelid.

Size Small
Melee ❖ jaws, **Damage** 1d8 piercing
Melee ❖ claw (agile), **Damage** 1d6 slashing
Str +2, **Dex** +2, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0
Hit Points 8
Skill Survival
Senses low-light vision, scent (imprecise, 30 feet)
Speed 25 feet, burrow 10 feet, climb 10 feet
Support Benefit Your badger digs around your foe's position, interfering with its footing. Until the start of your next turn, if you hit and deal damage to a creature your badger threatens, the target can't use a Step action (unless it can Step through difficult terrain) until it moves from its current position.
Advanced Maneuver Badger Rage

BADGER RAGE ❖

CONCENTRATE EMOTION MENTAL

Requirements The badger isn't fatigued or raging.

The badger enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. It can't voluntarily stop raging. While raging, the badger is affected in the following ways.

- It deals 4 additional damage with its bite attacks and 2 additional damage with its claw attacks.
- It takes a –1 penalty to AC.
- It can't use actions that have the concentrate trait. The animal companion can Seek even while raging.

After it has stopped raging, it can't use Badger Rage again for 1 minute.

RIDING ANIMAL COMPANIONS

You or an ally can ride your animal companion as long as it is at least one size larger than the rider. If it is carrying a rider, the animal companion can use only its land Speed, and it can't move and Support you on the same turn. However, if your companion has the mount special ability, it's especially suited for riding and ignores both of these restrictions.

Bat

Your companion is a particularly large bat, such as a giant bat.

Size Small
Melee ❖ jaws (finesse), **Damage** 1d6 piercing
Melee ❖ wing (agile, finesse), **Damage** 1d4 slashing
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Stealth
Senses echolocation 20 feet (the bat can use hearing as a precise sense within this range), low-light vision
Speed 15 feet, fly 30 feet
Support Benefit Your bat flaps around your foes' arms and faces, getting in the way of their attacks. Until the start of your next turn, creatures in your bat's reach that you damage with Strikes take a –1 circumstance penalty to their attack rolls.
Advanced Maneuver Wing Thrash

WING THRASH ❖❖

The bat thrashes wildly with its wings, making wing Strikes against up to three adjacent foes. Each attack counts toward the bat's multiple attack penalty, but the penalty only increases after all the attacks have been made.

Bear

Your companion is a black, grizzly, polar, or other type of bear.

Size Small
Melee ❖ jaws, **Damage** 1d8 piercing
Melee ❖ claw (agile), **Damage** 1d6 slashing
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 8
Skill Intimidation
Senses low-light vision, scent (imprecise, 30 feet)
Speed 35 feet
Support Benefit Your bear mauls your enemies when you create an opening. Until the start of your next turn, each time you hit a creature in the bear's reach with a Strike, the creature takes 1d8 slashing damage from the bear. If your bear is nimble or savage, the slashing damage increases to 2d8.
Advanced Maneuver Bear Hug

BEAR HUG ❖

Requirements The bear's last action was a successful claw Strike.

The bear makes another claw Strike against the same target. If this Strike hits, the target is also grabbed, as if the bear had successfully Grappled the target.

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Bird

Your companion is a bird of prey, such as an eagle, hawk, or owl.
Size Small
Melee ❖ jaws (finesse), **Damage** 1d6 piercing
Melee ❖ talon (agile, finesse), **Damage** 1d4 slashing
Str +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** +0
Hit Points 4
Skill Stealth
Senses low-light vision
Speed 10 feet, fly 60 feet
Support Benefit The bird pecks at your foes' eyes when you create an opening. Until the start of your next turn, your Strikes that damage a creature that your bird threatens also deal 1d4 persistent bleed damage, and the target is dazzled until it removes the bleed damage. If your bird is nimble or savage, the persistent bleed damage increases to 2d4.
Advanced Maneuver Flyby Attack

FLYBY ATTACK ❖❖

The bird Flies and makes a talon Strike at any point along the way.



Boar

Your companion is a boar or pig.
Size Small
Melee ❖ tusk, **Damage** 1d8 piercing
Str +3, **Dex** +1, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0
Hit Points 8
Skill Survival
Senses low-light vision, scent (imprecise) 30 feet
Speed 35 feet
Support Benefit Your boar gores your foes. Until the start of your next turn, your Strikes that damage a creature in your boar's reach also deal 1d6 persistent bleed damage. If your boar is nimble or savage, the persistent bleed damage increases to 2d6.
Advanced Maneuver Boar Charge

BOAR CHARGE ❖❖

The boar Strides twice in a straight line and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

Cat

Your companion is a big cat, such as a leopard or tiger.
Size Small
Melee ❖ jaws (finesse), **Damage** 1d6 piercing
Melee ❖ claw (agile, finesse), **Damage** 1d4 slashing
Str +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** +0
Hit Points 4
Skill Stealth
Senses low-light vision, scent (imprecise, 30 feet)
Speed 35 feet
Special Your cat deals 1d4 extra precision damage against off-guard targets.
Support Benefit Your cat throws your enemies off-balance when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature within your cat's reach make the target off-guard until the end of your next turn.
Advanced Maneuver Cat Pounce

CAT POUNCE ❖

FLOURISH

The cat Strides and then Strikes. If it was undetected at the start of its Cat Pounce, it remains undetected until after the attack.

Crocodile

Your companion is a crocodile or a similar crocodilian reptile, such as an alligator or caiman.
Size Small
Melee ❖ jaws, **Damage** 1d8 piercing
Melee ❖ tail (agile), **Damage** 1d6 bludgeoning
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Stealth
Senses low-light vision
Speed 20 feet, swim 25 feet

Special The crocodile can hold its breath for about 2 hours.

Support Benefit Your crocodile clamps its jaws on your foe, refusing to let go. Until the start of your next turn, if your Strike damages a creature in your crocodile's reach, your crocodile can latch onto the creature. While thus attached, the crocodile can move along with the target whenever the target moves until the end of your next turn. Your crocodile can latch onto only one creature in this way, and it must release the creature to make a jaws Strike. If the target is smaller than the crocodile, it takes a –10-foot circumstance penalty to its Speeds and can't Fly while the crocodile is latched on.

Advanced Maneuver Death Roll

DEATH ROLL ❖

Requirements The crocodile has a creature grabbed.

The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it misses, it releases the creature.

Dromaeosaur

Your companion is a dromaeosaur (also called a raptor), such as a velociraptor or deinonychus.

Size Small

Melee ❖ jaws (finesse), **Damage** 1d8 piercing

Melee ❖ talon (agile, finesse), **Damage** 1d6 slashing

Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses low-light vision, scent (imprecise, 30 feet)

Speed 50 feet

Support Benefit Your raptor constantly darts into flanking position. Until the start of your next turn, it counts as being in its space or an empty space of your choice within 10 feet when determining whether you and your companion are flanking; you can choose a different space for each of your attacks.

Advanced Maneuver Darting Attack

DARTING ATTACK ❖

FLOURISH

The raptor Steps up to 10 feet and then Strikes, or Strikes and then Steps up to 10 feet.

Horse

Your companion is a horse, pony, or similar equine.

Size Medium or Large

Melee ❖ hoof (agile), **Damage** 1d6 bludgeoning

Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Survival

Senses low-light vision, scent (imprecise, 30 feet)

Speed 40 feet

Special mount

Support Benefit Until the start of your next turn, if you're mounted on your horse and moved 10 feet or more on the action before a melee Strike, add a circumstance bonus to damage for that Strike equal to twice the number of weapon damage dice. If your weapon already has the jousting weapon trait, increase the trait's damage bonus by 2 per die instead.

Advanced Maneuver Gallop

GALLOP ❖❖

MOVE

The horse Strides twice at a +10-foot circumstance bonus to Speed.

Riding Drake

UNCOMMON DRAGON

Your companion is a swift, flightless drake with limited intelligence, less vicious than most drakes but fiercely loyal to you. A riding drake has the dragon trait instead of the animal trait, but it otherwise functions normally as an animal companion.

Size Large

Melee ❖ jaws, **Damage** 1d8 piercing

Melee ❖ tail, **Damage** 1d6 bludgeoning

Str +2, **Dex** +1, **Con** +2, **Int** –4, **Wis** +1, **Cha** +2

Hit Points 8

Skill Intimidation

Senses darkvision

Speed 45 feet

Special mount

Support Benefit Your drake snorts fire in your foes' faces. Until the start of your next turn, each time you Strike while riding the drake and hit a creature in the drake's reach, the creature takes 1d4 fire damage from the drake. If your drake is nimble or savage, the fire damage increases to 2d4.

Advanced Maneuver Fire Breath



DROMAEOSAUR

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FIRE BREATH ◆◆

Frequency once per hour

The riding drake breathes a 30-foot cone of fire, dealing 1d6 fire damage for every 2 levels the drake has to all creatures in the area (basic Reflex save). This uses a trained DC using the drake's Constitution modifier or an expert DC if the drake is specialized.

Scorpion

Your companion is one of the various species of giant scorpion.

Size Small

Melee ◆ stinger, **Damage** 1d6 piercing plus poison (see Special)

Melee ◆ pincer (agile), **Damage** 1d6 slashing

Str +3, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses darkvision

Speed 30 feet

Special The scorpion's stinger attack deals an additional 1d4 poison damage or 2d4 poison damage if the scorpion is a specialized companion.

Support Benefit Your scorpion drips poison from its stinger when you create an opening. Until the start of your next turn, your Strikes that damage a creature in your scorpion's reach also deal 1d6 persistent poison damage. If your scorpion is nimble or savage, the persistent poison damage increases to 2d6.

Advanced Maneuver Grab and Sting

GRAB AND STING ◆◆

The scorpion holds its foe in place with its pincers in order to sting it. It makes a pincer Strike. If the Strike hits, the target creature automatically becomes grabbed by the scorpion, which then makes a stinger Strike against it. The grabbed condition lasts until the end of your next turn.



Shark

Your companion is a shark of any kind, such as a hammerhead, great white, or jigsaw shark.

Size Small

Melee ◆ jaws, **Damage** 1d8 piercing

Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses blood scent, scent (imprecise, 60 feet)

Speed swim 40 feet

Special The shark has the aquatic trait. Its blood scent enables it to smell blood in the water from up to 1 mile away.

Support Benefit When your shark senses blood, it tears into your enemies. Until the start of your next turn, each time you hit a creature in the shark's reach with a Strike and deal slashing or piercing damage, the creature takes 1d8 slashing damage from the shark. If your shark is nimble or savage, the slashing damage increases to 2d8.

Advanced Maneuver Shred

SHRED ◆

Requirements The shark hit with a jaws Strike on its most recent action this turn.

The shark viciously rips into the wound. The target of the shark's Strike takes 1d8 slashing damage (2d8 for a mature shark or 3d8 for a specialized companion).

Snake

Your companion is a constrictor snake, such as a boa or python.

Size Small

Melee ◆ jaws (finesse), **Damage** 1d8 piercing

Str +3, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses low-light vision, scent (imprecise, 30 feet)

Speed 20 feet, climb 20 feet, swim 20 feet

Support Benefit Your snake holds your enemies with its coils, interfering with reactions. Until the start of your next turn, any creature your snake threatens can't use reactions triggered by your actions unless its level is higher than yours.

Advanced Maneuver Constrict

CONSTRICT ◆

Requirements The snake has a smaller creature grabbed.

The snake deals 12 bludgeoning damage to the grabbed creature; the creature must attempt a basic Fortitude save against your class DC. If the snake is a specialized animal companion, increase this damage to 20.

Wolf

Your companion is a wolf, dog, or other canine.

Size Small

Melee ❖ jaws (finesse), **Damage** 1d8 piercing
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Survival
Senses low-light vision, scent (imprecise, 30 feet)
Speed 40 feet
Support Benefit Your wolf tears tendons with each opening. Until the start of your next turn, your Strikes that damage creatures your wolf threatens give the target a –5-foot status penalty to its Speeds for 1 minute (–10 on a critical success).
Advanced Maneuver Takedown

TAKEDOWN ❖

Requirements The animal companion's last action was a successful jaws Strike.

The wolf automatically knocks the target of its jaws Strike prone.

Companion Advancement

You can advance an animal companion, usually due to one of your class feat choices. Normally, you can advance a young animal companion to a mature animal companion, advance a mature companion to either a nimble or savage companion, and advance a nimble or savage companion into a specialized companion.

Mature Animal Companions

When you advance a young animal companion to a mature animal companion:

- If your companion is Medium or smaller, it grows by one size.
- Increase its Strength, Dexterity, Constitution, and Wisdom modifiers by 1.
- Increase its proficiency rank for Perception and all saving throws to expert. Increase its proficiency ranks in Intimidation, Stealth, and Survival to trained, and if it was already trained in one of those skills from its type, increase its proficiency rank in that skill to expert.
- Increase its unarmed attack damage from one die to two dice (for instance 1d8 to 2d8)

Nimble Animal Companions

To advance a mature animal companion to a nimble animal companion:

- Increase its Dexterity modifier by 2 and its Strength, Constitution, and Wisdom modifiers by 1.
- Increase its proficiency ranks in Acrobatics to expert.
- It deals 2 additional damage with its unarmed attacks. Its attacks become magical for the purpose of ignoring resistances.
- It learns the advanced maneuver for its type.

Savage Animal Companions

To advance a mature animal companion to a savage animal companion:

- If your companion is Medium or smaller, it grows by one size.
- Increase its Strength modifier by 2 and its Dexterity, Constitution, and Wisdom modifiers by 1.
- Increase its proficiency rank in Athletics to expert.
- It deals 3 additional damage with its unarmed attacks. Its attacks become magical for the purpose of ignoring resistances.
- It learns the advanced maneuver for its type.

Specialized Animal Companions

Specialized animal companions are more intelligent and engage in more complex behaviors. Most animal companions can have only one specialization. The first time an animal gains a specialization, it also gains the following.

- Its proficiency rank for unarmed attacks increases to expert.
- Its proficiency ranks for saving throws and Perception increase to master.
- Increase its Dexterity modifier by 1 and its Intelligence modifier by 2.
- Its unarmed attack damage increases from two dice to three dice, and it increases its additional damage with unarmed attacks from 2 to 4 or from 3 to 6.
- The extra benefit of the specialization listed below.

Ambusher: In your companion's natural environment, it can use a Sneak action even if it's currently observed. Its proficiency rank in Stealth increases to expert (or master if it was already an expert from its type), and its Dexterity modifier increases by 1. Its proficiency rank for unarmored defense increases to expert.

Bully: Your companion terrorizes foes with dominance displays and pushes them around the battlefield. Its proficiency ranks for Athletics and Intimidation increase to expert (or master if it was already expert from its type), its Strength modifier increases by 1, and its Charisma modifier increases by 3.

Daredevil: Your companion joins the fray with graceful leaps and dives. It gains the deny advantage ability, so it isn't off-guard to hidden, undetected, or flanking creatures unless such a creature's level is greater than yours. Its proficiency rank in Acrobatics increases to master, and its Dexterity modifier increases by 1. Its proficiency rank in unarmored defense increases to expert.

Racer: Your companion races. It gains a +10-foot status bonus to its Speed, swim Speed, or fly Speed (your choice). Its proficiency in Fortitude saves increases to legendary, and its Constitution modifier increases by 1.

Tracker: Your companion is an incredible tracker. It can move at full Speed while following tracks. Its proficiency rank in Survival increases to expert (or master if it was already an expert from its type), and its Wisdom modifier increases by 1.

Wrecker: Your companion smashes things. Its unarmed attacks ignore half an object's Hardness. Its Athletics proficiency increases to master, and its Strength modifier increases by 1.

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Familiars

Familiars are mystically bonded creatures tied to your magic. Most familiars were originally animals, though the ritual of becoming a familiar makes them something more. You gain the Pet general feat (page 259), except that your pet has special abilities. Common choices for familiars include bats, cats, foxes, ravens, and snakes. Some familiars are different, usually described in the ability that granted you a familiar; for example, a druid's leshy familiar has the plant or fungus trait instead of animal. A familiar is different from a basic pet in the following ways.

Modifiers and AC

For Perception, Acrobatics, and Stealth, you can have your familiar use your spellcasting attribute modifier + your level instead of 3 + your level if it's higher.

Communication

Your familiar can communicate empathically with you as long as it's within 1 mile of you, sharing emotions. It doesn't understand or speak languages normally, but it can gain speech from a familiar ability.

Selecting Familiar and Master Abilities

Instead of choosing two abilities only when you gain your familiar as you do with a normal pet, you can choose the two abilities each day during your daily preparations. You can choose from familiar abilities and master abilities. You can choose the pet abilities from the feat as familiar abilities as well. You can't swap out abilities that are innate to your familiar. For example, you couldn't choose not to give a raven familiar flying.

Familiar Abilities

Familiar abilities primarily affect the familiar itself. A familiar can have no more than one ability that changes its creature trait (such as construct or plant). You can choose a pet ability (from the Pet feat, page 259) as a familiar ability: amphibious, burrower, climber, darkvision, echolocation, fast movement, flier, manual dexterity, scent, or tough (see the sidebar).

Accompanist: Your familiar helps you perform. Whenever you attempt a Performance check, if your familiar is nearby and can act, it accompanies you with chirps, claps, or its own miniature instrument. This grants you a +1 circumstance bonus, or +2 if you're a master in Performance.

Construct: Your familiar has the construct trait instead of the animal trait. The familiar is immune to death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, and void. Your familiar must have the tough pet ability (page 259) to select this.

Damage Avoidance: Choose one type of save. Your familiar takes no damage when it rolls a success on that type of save; this doesn't prevent effects other than damage.

Dragon: Your familiar has the dragon trait instead of the animal trait.

Elemental: Your familiar has the elemental trait instead of the animal trait. Choose air, earth, fire, metal, water, or wood. Your familiar gains that trait. The familiar is immune to bleed, paralyzed, poison, sleep, and the element matching its trait. Your familiar must have the resistance familiar ability to select this.

Focused Rejuvenation: When you Refocus, you generate magical energy that heals your familiar. Your familiar regains 1 Hit Point per level whenever you Refocus.

Fungus: Your familiar has the fungus trait instead of the animal trait.

Independent: In an encounter, if you don't Command your familiar, it still gains 1 action each round. Typically, you still decide how it spends that action, but, the GM might determine that your familiar chooses its own tactics rather than performing your preferred action. This doesn't work with valet or similar abilities that require a command, if you're capable of riding your familiar, or similar situations.

Kinspeech: Your familiar can understand and speak with animals of the same species. To select this, your familiar must be an animal, it must have the speech ability, and you must be at least 6th level.

Major Resistance: Your familiar increases the resistance it gains from its resistance familiar ability to a value equal to your level. To select this you must be at least 8th level.

Master's Form: Your familiar can change shape as a single action, transforming into a humanoid of your ancestry with the same age, gender, and build of its true form, though it always maintains a clearly unnatural remnant of its nature, such as a cat's eyes or a serpent's tongue. This form is always the same each time it uses this ability. This otherwise uses the effects of *humanoid form*, except the change is purely cosmetic. It only appears humanoid and gains no new capabilities. Your familiar must have the manual dexterity and speech abilities to select this.

Partner in Crime: Your familiar is your criminal associate. Despite being a minion, your familiar gains 1 reaction at the start of its turns, which it can use only to Aid you on a Deception or Thievery skill check (it still has to prepare to help you as normal for the Aid reaction). It automatically succeeds at its check to Aid you with those skills or automatically critically succeeds if you're a master of the skill in question.

Plant: Your familiar has the plant trait instead of the animal trait.

Plant Form: Your plant familiar can change shape as a single action, transforming into a Tiny plant of a type roughly similar to the familiar's nature. This otherwise uses the effects of *one with plants*. You must have a familiar with the plant trait to select this ability.

Resistance: Choose two of the following: acid, cold, electricity, fire, poison, or sonic. Your familiar gains resistance equal to half your level (minimum resistance 1) against the chosen damage types.

Skilled: Choose a skill other than Acrobatics or Stealth. Your familiar's modifier for that skill is equal to your level plus your spellcasting attribute modifier, rather than just your level. You can select this ability repeatedly, choosing a different skill each time.

Speech: Your familiar understands and speaks a language you know.

Spellcasting: Choose a spell in your repertoire or that you prepared today at least 5 levels lower than your highest-rank spell slot. Your familiar can Cast that Spell once per day using your magical tradition, spell attack modifier, and spell DC. If the spell has a drawback that affects the caster, both you and your familiar are affected. You must be able to cast 6th-rank spells using spell slots to select this.

Toolbearer: Your familiar can carry a toolkit of up to light Bulk. So long as your familiar is adjacent to you, you can draw and replace the tools as part of the action that uses them as if you were wearing them. Your familiar must have the manual dexterity ability to select this.

Touch Telepathy: Your familiar can telepathically communicate with you via touch. If it also has the speech ability, it can telepathically communicate via touch with any creature if they share a language.

Valet: You can command your familiar to deliver you items more efficiently. Your familiar doesn't use its 2 actions immediately upon your command. Instead, up to twice before the end of your turn, you can have your familiar Interact to retrieve an item of light or negligible Bulk you are wearing and place it into one of your free hands. The familiar can't use this ability to retrieve stowed items. If the familiar has a different number of actions, it can retrieve one item for each action it has when commanded this way.



PET FEAT ABILITIES

The following abilities you can choose from the Pet general feat (page 259) are repeated here for convenience.

- **Amphibious** It gains the amphibious trait, allowing it to breathe in both air and water, and has both a land Speed and a swim Speed, each equal to its highest land Speed or swim Speed.
- **Burrower** It gains a burrow Speed of 5 feet, allowing it to dig Tiny holes.
- **Climber** It gains a climb Speed of 25 feet.
- **Darkvision** It gains darkvision.
- **Echolocation** It can use hearing as a precise sense within 20 feet.
- **Fast Movement** Increase one of the pet's Speeds from 25 feet to 40 feet.
- **Flier** It gains a fly Speed of 25 feet.
- **Manual Dexterity** It can use up to two of its limbs as if they were hands to perform manipulate actions.
- **Scent** It can use scent as an imprecise sense within 30 feet
- **Tough** Your pet's max HP increase by 2 per level.

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TARGETING COMPANIONS

Some spells and abilities can affect your companion. When "companion" is used in a stat block, it refers to animal companions, familiars, and types of companions appearing in other books—such as elemental companions. Some spells are even more specific. For example, if the spell says, "**Targets** your familiar," you could cast it only on a familiar, not other kinds of companions. If you Cast a Spell that can benefit only a type of creature you don't have, such as Casting a Spell that can target only a familiar when you don't have a familiar, the spell does nothing.

If the spell would affect an ability the creature doesn't have, the spell doesn't give the creature that ability unless the spell says it does. For example, a spell that causes your companion to make a Strike wouldn't let a familiar make a Strike but would give it all other benefits of the spell.

Master Abilities

Master abilities primarily affect you or the magic that passes between you and your familiar.

Absorb Familiar: Your familiar can transform into a mark you carry on your flesh, typically seeming like a birthmark, tattoo, or gem that vaguely resembles its normal form. When transformed, the familiar can't act except to turn back into a familiar. It isn't affected by area effects and must be targeted separately to affect it, which requires knowledge that it's a creature. This means you and your allies can heal or assist the familiar while most enemies stay unaware of its true nature. Creatures must attempt a DC 20 Perception check to Seek to realize a it is actually a familiar. Your familiar can still communicate its feelings empathically. Transforming the familiar between forms is a 1-minute activity that has the concentrate trait.



Cantrip Connection: You can prepare an additional cantrip or, if you have a repertoire, designate a cantrip to add to your repertoire every time you select this ability; you can retrain it but can't otherwise change it. You must be able to prepare cantrips or add them to your repertoire to select this.

Familiar Focus: Once per day, your familiar can use 2 actions with the concentrate trait to restore 1 Focus Point to your focus pool, up to your usual maximum. You must have a focus pool to select this.

Innate Surge: Once per day, you can draw upon your familiar's innate magic to replenish your own. You can cast one innate spell gained from an ancestry feat that you have already cast today. You must still Cast the Spell and meet the spell's other requirements.

Lifelink: If your familiar would be reduced to 0 HP by damage, as a reaction with the concentrate trait, you can take all the damage, and your familiar takes none. However, special effects that would occur due to that damage (such as snake venom) still apply.

Share Senses: Once every 10 minutes, you can use a single action with the concentrate trait to project your senses into your familiar. When you do, you lose all sensory information from your own body, but can sense through your familiar's body for up to 1 minute. You can Dismiss this effect.

Spell Battery: You gain one additional spell slot at least 3 ranks lower than your highest-rank spell slot; you must be able to cast 4th-rank spells using spell slots to select this master ability.

Spell Delivery: If your familiar is in your space, you can cast a spell with a range of touch, transfer its power to your familiar, and command the familiar to deliver the spell. If you do, the familiar uses its 2 actions for the round to move to a target of your choice and touch that target. If it doesn't reach the target to touch it this turn, the spell has no effect.

Recall Familiar: Once per day, you can use a 3-action activity, which has the concentrate trait, to teleport your familiar to your space. Your familiar must be within 1 mile or the attempt to summon it fails. This is a teleportation effect.

Restorative Familiar: Once per day, your familiar can use 2 actions with the concentrate trait to give up some of its energy and heal you. It must be in your space to do so. You restore a number of Hit Points equal to 1d8 times half your level (minimum 1d8).

ARCHETYPES

Character concepts come in infinite possibilities, but you might find that the feats and skill choices from a single class aren't sufficient to fully realize your character. Archetypes allow you to expand the scope of your character's class.

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 dedicated effort learning 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

All 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 cleric archetype's Basic Dogma feat to gain the Healing Hands 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 druid's master spellcasting feat is called Master Druid Spellcasting. All spell slots you gain from spellcasting archetypes are subject to the restrictions within the archetype. For instance, the witch archetype allows you to pick a patron when you take its dedication feat. If you pick patron granting occult spells, the archetype then grants you spell slots you can use only to cast occult spells you prepare as a witch, even if you are a bard with occult spells in your 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 rolls and DCs of the appropriate magical tradition 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 rolls and DCs of the appropriate magical tradition 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 grant you an 8th-rank spell slot. Archetypes refer to these benefits as the "master spellcasting benefits."

Special Archetypes

Some archetype feats in other books 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. There are also 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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Bard

A muse has called you to dabble in occult lore, allowing you to cast a few spells. The deeper you delve, the more powerful your performances become.

Multiclass Bard Characters

The bard archetype grants knowledge and powerful compositions that support your allies, whether from the front line or at a safe distance. These compositions use actions; making them a great choice if you have actions to spare.

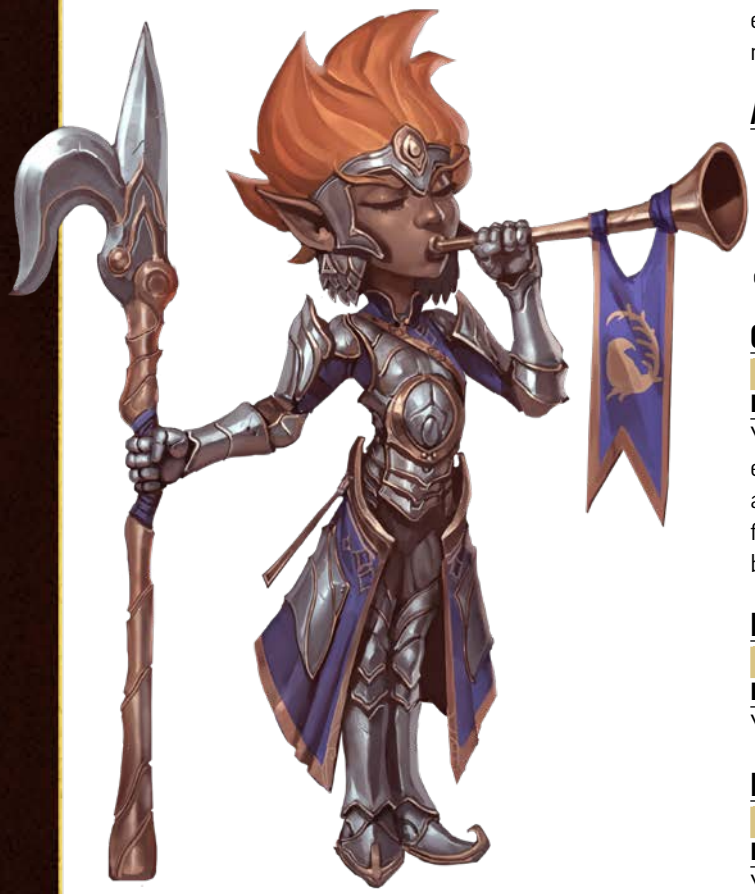
BARD DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Charisma +2

You cast spells like a bard and gain the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the occult spell list or any other occult cantrips you've learned or discovered. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for bard archetype spells is Charisma, and they are occult bard spells. You become trained in Occultism and Performance; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.

Choose a muse as you would if you were a bard. You can take that muse's feats, but you don't gain the starting feat, spell or any other abilities the choice of muse grants.



BASIC BARD SPELLCASTING — FEAT 4

ARCHETYPE

Prerequisites Bard Dedication

You gain the basic spellcasting benefits (page 215). Each time you gain a spell slot of a new rank from the bard archetype, add a common occult spell of the appropriate rank, or another appropriate occult spell you learned or discovered, to your repertoire.

BASIC MUSE'S WHISPERS — FEAT 4

ARCHETYPE

Prerequisites Bard Dedication

You gain a 1st- or 2nd-level bard feat.

ADVANCED MUSE'S WHISPERS — FEAT 6

ARCHETYPE

Prerequisites Basic Muse's Whispers

You gain one bard feat. For the purpose of meeting its prerequisites, your bard 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 bard feat.

COUNTER PERFORM — FEAT 6

ARCHETYPE

Prerequisites Bard Dedication

You gain the *counter performance* composition spell (page 370). This is a focus spell, granting you a focus pool or expanding that pool. You can Refocus by engaging your muse. (For more on focus spells, see page 298.)

ANTHEMIC PERFORMANCE — FEAT 8

ARCHETYPE

Prerequisites Bard Dedication

Your music, speech, or other performance inspires your allies to dive into battle. You gain the *courageous anthem* composition cantrip (page 370).

OCCULT BREADTH — FEAT 8

ARCHETYPE

Prerequisites Basic Bard Spellcasting

Your repertoire expands, and you can cast more occult spells each day. Increase the number of spells in your repertoire and the number of spell slots you gain from bard archetype feats by 1 for each spell rank other than your two highest bard spell slots.

EXPERT BARD SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Bard Spellcasting, master in Occultism

You gain the expert spellcasting benefits (page 215).

MASTER BARD SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Bard Spellcasting, legendary in Occultism

You gain the master spellcasting benefits (page 215).

Cleric

You are an ordained priest of your deity and have even learned how to cast a few divine spells. Though your main training lies elsewhere, your religious calling provides you divine gifts.

Multiclass Cleric Characters

Although many characters profess faith in the gods, the cleric archetype represents a character of another class who's been acknowledged by a particular deity and granted divine spellcasting. Before a character takes the cleric archetype, it's important to consider the god's anathema and whether they'll be able to avoid it. The many domains available to clerics of different deities also present a variety of options for focus spells.

- Martial clerics are typically looking for a potent domain spell or some healing to use in a pinch.
- Divine witch clerics double down as the ultimate divine spellcasters.
- Other spellcaster clerics diversify their options, becoming theurgic characters who combine two magical traditions.

CLERIC DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Wisdom +2

You cast spells like a cleric. You gain the Cast a Spell activity. You can prepare two common cantrips each day from the divine spell list or any other divine cantrips you have access to. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for cleric archetype spells is Wisdom, and they are divine cleric spells.

Choose a deity as you would if you were a cleric. You become bound by that deity's anathema and can receive that deity's divine sanctification. 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 don't gain any other abilities from your choice of deity.

BASIC CLERIC SPELLCASTING FEAT 4

ARCHETYPE

Prerequisites Cleric Dedication

You gain the basic spellcasting benefits (page 215). You can prepare your deity's spells in your spell slots of the appropriate rank from the cleric archetype.

BASIC DOGMA FEAT 4

ARCHETYPE

Prerequisites Cleric Dedication

You gain a 1st- or 2nd-level cleric feat.

ADVANCED DOGMA FEAT 6

ARCHETYPE

Prerequisites Basic Dogma

You gain one cleric feat. For the purpose of meeting its prerequisites, your cleric 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 cleric feat.

DIVINE BREADTH FEAT 8

ARCHETYPE

Prerequisites Basic Cleric Spellcasting

As your understanding increases, your god grants you more divine spells each day. Increase the spell slots you gain from cleric archetype feats by 1 for each spell rank other than your two highest cleric spell slots.

EXPERT CLERIC SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Cleric Spellcasting, master in Religion

You gain the expert spellcasting benefits (page 215).

MASTER CLERIC SPELLCASTING FEAT 18

ARCHETYPE

Prerequisites Expert Cleric Spellcasting, legendary in Religion

You gain the master spellcasting benefits (page 215).



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Druid

You have entered a druidic circle and learned a few of the order's secrets, granting you primal power.

Multiclass Druid characters

The druid archetype can provide a bit of healing or elemental damage and can increase your utility in a natural environment with spells like *speak with animals* and *one with stone*.

DRUID DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Wisdom +2

You cast spells like a druid. You gain the Cast a Spell activity. You can prepare two common cantrips each day from the primal spell list or any other primal cantrips you learn or discover. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for druid archetype spells is Wisdom, and they are primal druid spells.

You learn the Wildsong language, and you are bound by the druid's anathema.

Choose a druidic order. You become a member of that order and are also bound by its specific anathema, allowing you to take the order's feats. You become trained in Nature and your order's associated skill; for each of these skills in which you were already trained, you become trained in a skill of your choice. You don't gain any other abilities from your choice of order.



BASIC DRUID SPELLCASTING — FEAT 4

ARCHETYPE

Prerequisites Druid Dedication

You gain the basic spellcasting benefits (page 215).

BASIC WILDING — FEAT 4

ARCHETYPE

Prerequisites Druid Dedication

You gain a 1st- or 2nd-level druid feat.

ORDER SPELL — FEAT 4

ARCHETYPE

Prerequisites Druid Dedication

You gain the initial order spell from your order. This is a focus spell, granting you a focus pool or expanding that pool. You can Refocus by being one with nature. (For more on focus spells, see page 298.)

ADVANCED WILDING — FEAT 6

ARCHETYPE

Prerequisites Basic Wilding

You gain one druid feat. For the purpose of meeting its prerequisites, your druid 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 druid feat.

PRIMAL BREADTH — FEAT 8

ARCHETYPE

Prerequisites Basic Druid Spellcasting

Increase the spell slots you gain from druid archetype feats by 1 for each spell rank other than your two highest druid spell slots.

EXPERT DRUID SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Druid Spellcasting, master in Nature

You gain the expert spellcasting benefits (page 215).

MASTER DRUID SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Druid Spellcasting, legendary in Nature

You gain the master spellcasting benefits (page 215).

Fighter

You have spent time learning the art of warfare, increasing your skill with martial arms and at wearing armor. With further training, you can become a true combat specialist.

Multiclass Fighter Characters

The fighter archetype grants access to great feats for characters focusing on any combat style, and it's particularly helpful for characters looking to diversify their offensive abilities or focus on more powerful weapons.

- Bard fighters lead warriors from the front, using their martial skills to stay in the thick of combat where their audience is.
- Cleric fighters focus on a style of combat exemplified by their deity. A shield-using warpriest benefits from the best of both worlds in shield feats.
- Ranger fighters can either specialize in archery or use their fighter feats to pick up an unusual combat style combination.
- Rogue fighters can make good use of fighter's free hand, two-weapon fighting, or archery feats. Making multiple Strikes can serve them well.
- Spellcaster fighters benefit greatly from the additional weapon proficiencies, and fighter is a solid choice for any spellcaster of a particularly martial bent.

Fighter Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Strength +2, Dexterity +2

You become trained in martial weapons. You become trained in your choice of Acrobatics or Athletics; if you are already trained in both of these skills, you instead become trained in a skill of your choice. You become trained in fighter class DC.

Basic Maneuver — Feat 4

ARCHETYPE

Prerequisites Fighter Dedication

You gain a 1st- or 2nd-level fighter feat.

Fighter Resiliency — Feat 4

ARCHETYPE

Prerequisites Fighter Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each fighter archetype class feat you have. As you continue selecting fighter archetype class feats, you continue to gain additional Hit Points in this way.

Reactive Striker — Feat 4

ARCHETYPE

Prerequisites Fighter Dedication

You gain the Reactive Strike reaction, found on page 138.

Advanced Maneuver — Feat 6

ARCHETYPE

Prerequisites Basic Maneuver

You gain a fighter feat. For the purpose of meeting its prerequisites, your fighter 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 fighter feat.

Diverse Weapon Expert — Feat 12

ARCHETYPE

Prerequisites Fighter Dedication, expert in any kind of weapon or unarmed attack

Your proficiency ranks for simple weapons and martial weapons increase to expert, and your proficiency rank for advanced weapons increases to trained.



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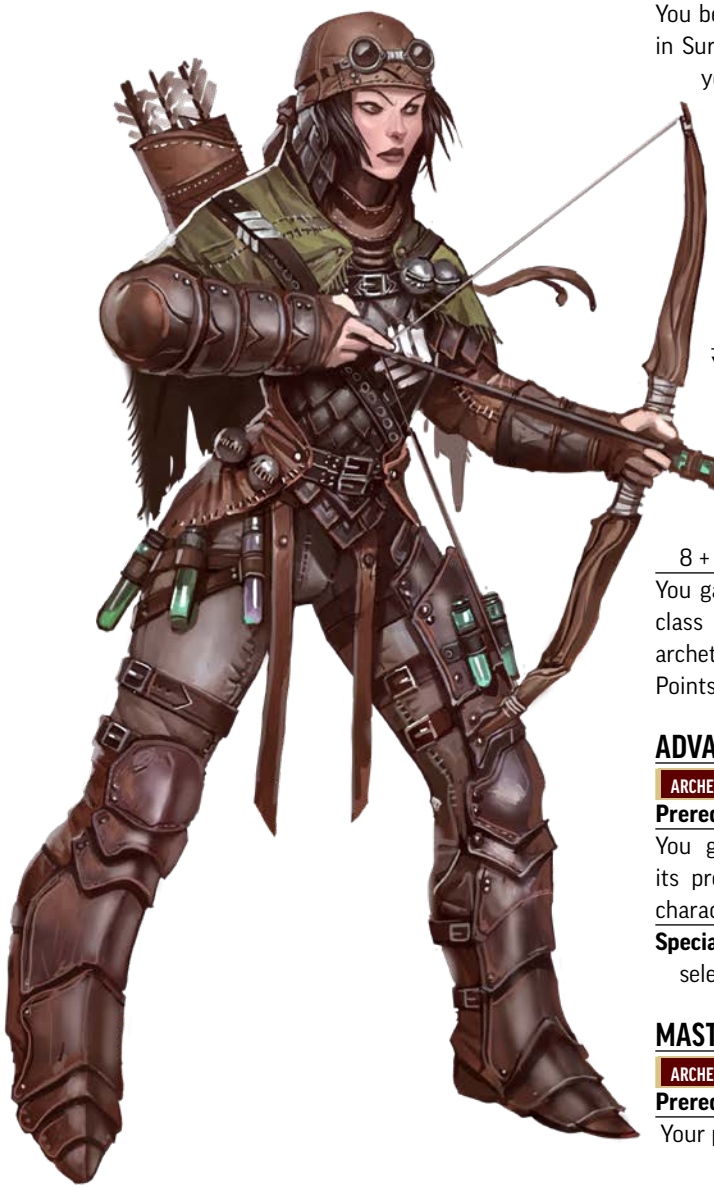
Ranger

You have studied hunting, tracking, and wilderness survival, adding a ranger's tools to your skill set. Your keen eyes while hunting prey help gather more information.

Multiclass Ranger characters

The ranger archetype has access to excellent options to improve a character's monster knowledge and survival skills, but ranger is of particular interest to any character wanting to become a dedicated archer.

- Bard rangers support their allies and animal companions with expanded combat options. The bard's knowledge can also complement the ranger's investigation of their foes.
- Cleric rangers are particularly fitting for deities who connect thematically to nature or have a bow as their favored weapon. (Or, in the case of Erastil, both!)
- Druids have the most thematic overlap with rangers among the spellcasters, allowing you to create a true master of the wilderness.
- Fighter rangers are among the most fearsome archers, combining the feats from both classes to create a fighting style unique to each fighter ranger. Some warden spells can also be particularly helpful to a fighter.
- Rogue rangers make excellent snipers or ranged skirmishers, with their rogue skills naturally playing into the ranger's strengths.
- Witch rangers add a new prowess scouting to the information they can gain through their familiar and patron.
- Wizard rangers benefit greatly from ranger's feat support, backing up their spells with ranged weapon attacks.



RANGER DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Dexterity +2

You become trained in Survival; if you were already trained in Survival, you instead become trained in another skill of your choice. You become trained in ranger class DC.

If you gain a warden spell through this archetype, you become trained in spell attacks and spell DCs. Your spellcasting attribute is Wisdom.

You can use the Hunt Prey action (page 154).

BASIC HUNTER'S TRICK — FEAT 4

ARCHETYPE

Prerequisites Ranger Dedication

You gain a 1st- or 2nd-level ranger feat.

RANGER RESILIENCY — FEAT 4

ARCHETYPE

Prerequisites Ranger Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each ranger archetype class feat you have. As you continue selecting ranger archetype class feats, you continue to gain additional Hit Points in this way.

ADVANCED HUNTER'S TRICK — FEAT 6

ARCHETYPE

Prerequisites Basic Hunter's Trick

You gain one ranger feat. For the purpose of meeting its prerequisites, your ranger 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 ranger feat.

MASTER SPOTTER — FEAT 12

ARCHETYPE

Prerequisites Ranger Dedication, expert in Perception

Your proficiency rank in Perception increases to master.

Rogue

You've learned to sneak, steal, and disable traps. With time and luck, you'll become capable of moving through the shadows, striking unseen, and escaping without notice.

Multiclass Rogue characters

Nearly any character can benefit from the many skills and tricks the rogue archetype grants.

- Bard rogues expand their robust base of skills. They are also well-suited to take advantage of the distractions caused by their performances and otherwise apply their skills to combat.
- Cleric rogues often follow gods that support trickery in combat, such as Calistria, learning a combat style that fits their god. However, many clerics might need stealth and trickery when their voices are unwelcome.
- Druid rogues can ambush foes in other forms, seamlessly fading into the shadows of the natural world.
- Fighter rogues combine the fighter's accuracy with extra damage, a deadly combination for archers or finesse fighters.
- Ranger rogues benefit from the shared focus on trailing foes and catching them off-guard. The flurry edge can get you many sneak attacks, and the precision edge doubles down on precision damage.
- Witch rogues apply the hexes of their patrons from the shadows and improve many of the simple weapons they're trained in.
- Wizard rogues use the rogue multiclass to shore up skills or to pick up tricky rogue feats to help keep them safe.

ROGUE DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Dexterity +2

You gain a skill feat and the rogue's surprise attack class feature (page 167). You become trained in light armor. In addition, you become trained in Stealth or Thievery plus one skill of your choice; if you are already trained in both Stealth and Thievery, you become trained in an additional skill of your choice. You become trained in rogue class DC.

BASIC TRICKERY — FEAT 4

ARCHETYPE

Prerequisites Rogue Dedication

You gain a 1st- or 2nd-level rogue feat.

SNEAK ATTACKER — FEAT 4

ARCHETYPE

Prerequisites Rogue Dedication

You gain the sneak attack class feature (page 167), except it deals 1d4 damage, increasing to 1d6 at 6th level. You don't increase the number of dice as you gain levels.

ADVANCED TRICKERY — FEAT 6

ARCHETYPE

Prerequisites Basic Trickery

You gain one rogue feat. For the purpose of meeting its prerequisites, your rogue 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 rogue feat.

SKILL MASTERY — FEAT 8

ARCHETYPE

Prerequisites Rogue 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; you must meet all its prerequisites.

Special You can select this feat up to five times.

UNCANNY DODGE — FEAT 10

ARCHETYPE

Prerequisites Rogue Dedication

You gain the deny advantage class feature (page 167).

EVASIVENESS — FEAT 12

ARCHETYPE

Prerequisites Rogue Dedication, expert in Reflex saves

Your proficiency rank for Reflex saves increases to master.



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Witch

You have heard the whispers of a distant patron, who sent an emissary to teach you powerful magic.

Multiclass Witch Characters

The witch archetype grants versatile prepared spells, perfect for characters looking to add some extra utility.

Witch Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Intelligence +2

You cast spells like a witch. Choose a patron; you gain a familiar with two common cantrips of your choice from your chosen patron's tradition, but aside from the tradition, you don't gain any other effects the patron would usually grant. Your familiar gains the normal number of abilities for a familiar instead of those a witch familiar normally gets. (See page 212 for more on familiars.)

You gain the Cast a Spell activity. You can prepare one cantrip each day from your familiar. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for witch archetype spells is Intelligence, and they are witch spells of your patron's tradition. You become trained in the skill associated with the patron's tradition; if you were already trained in it, you instead become trained in a skill of your choice.



Basic Witch Spellcasting — Feat 4

ARCHETYPE

Prerequisites Witch Dedication

You gain the basic spellcasting benefits (page 215). Each time you gain a spell slot of a new rank from the witch archetype, add two common spells of that rank to your familiar.

Basic Witchcraft — Feat 4

ARCHETYPE

Prerequisites Witch Dedication

You gain a 1st- or 2nd-level witch feat of your choice. You can select three familiar abilities for your familiar each day, instead of two.

Advanced Witchcraft — Feat 6

ARCHETYPE

Prerequisites Basic Witchcraft

You gain one witch feat. For the purpose of meeting its prerequisites, your witch level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another witch feat.

Patron's Breadth — Feat 8

ARCHETYPE

Prerequisites Basic Witch Spellcasting

You can cast more spells each day. Increase the spell slots you gain from witch archetype feats by 1 for each spell rank other than your two highest spell ranks.

Expert Witch Spellcasting — Feat 12

ARCHETYPE

Prerequisites Basic Witch Spellcasting, master in the skill associated with your patron's tradition

You gain the expert spellcasting benefits (page 215).

Master Witch Spellcasting — Feat 18

ARCHETYPE

Prerequisites Expert Witch Spellcasting, legendary in the skill associated with your patron's tradition

You gain the master spellcasting benefits (page 215).

Wizard

You have dabbled in the arcane arts and, through discipline and academic study, learned how to cast a few spells.

Multiclass Wizard Characters

The wizard archetype grants versatile prepared spells, perfect for characters looking to add some extra utility.

WIZARD DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Intelligence +2

You cast spells like a wizard, gaining a spellbook with four common arcane cantrips of your choice. You gain the Cast a Spell activity. You can prepare two cantrips each day from your spellbook. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for wizard archetype spells is Intelligence, and they are arcane wizard spells. You become trained in Arcana; if you were already trained in Arcana, you instead become trained in a skill of your choice. Select a school; you don't gain any abilities from your choice of school, but qualify for feats as a member.

ARCANE SCHOOL SPELL — FEAT 4

ARCHETYPE

Prerequisites Wizard Dedication

You gain your school's initial school spell. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by studying.

BASIC ARCANA — FEAT 4

ARCHETYPE

Prerequisites Wizard Dedication

You gain a 1st- or 2nd-level wizard feat of your choice.

BASIC WIZARD SPELLCASTING — FEAT 4

ARCHETYPE

Prerequisites Wizard Dedication

You gain the basic spellcasting benefits (page 215). Each time you gain a spell slot of a new rank from the wizard archetype, add two common spells of that rank to your spellbook.

ADVANCED ARCANA — FEAT 6

ARCHETYPE

Prerequisites Basic Arcana

You gain one wizard feat. For the purpose of meeting its prerequisites, your wizard 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 wizard feat.

ARCANE BREADTH — FEAT 8

ARCHETYPE

Prerequisites Basic Wizard Spellcasting

Your thorough studies allow you to cast more arcane spells each day. Increase the spell slots you gain from wizard archetype feats by 1 for each spell rank other than your two highest wizard spell slots.

EXPERT WIZARD SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Wizard Spellcasting, master in Arcana

You gain the expert spellcasting benefits (page 215).

MASTER WIZARD SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Wizard Spellcasting, legendary in Arcana

You gain the master spellcasting benefits (page 215).



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CHAPTER 4: SKILLS

While your character's attributes represent their raw talent and potential, skills represent their training and experience at performing certain tasks. Each skill is keyed to one of your character's attributes and used for an array of related actions. Your character's expertise in a skill comes from several sources, including their background and class. In this chapter, you'll learn about skills, their scope, and the actions they can be used for.

A character's acumen in skills can come from all sorts of training, from practicing acrobatic tricks to studying academic topics to rehearsing a performing art. When you create your character and as they advance in level, you have flexibility as to which skills they become better at and when. Some classes depend heavily on certain skills—such as the bard's reliance on Performance—but for most classes, you can choose whichever skills make the most sense for your character's theme and backstory at 1st level, then use their adventure and downtime experiences to inform how their skills should improve as your character levels up.

A character gains training in certain skills at 1st level: typically two from their background, a small number of predetermined skills from their class, and several skills of your choice granted by their class. This training increases your proficiency ranks for those skills to trained instead of untrained and lets you use more of the skills' actions. Sometimes you might become trained in the same skill from multiple sources, such as if your background granted training in Survival and you took the ranger class, which also grants training in Survival. Each time after the first that you'd become trained in a given skill, you instead allocate the trained proficiency to any other skill of your choice—though if the skill is a Lore skill, the new skill must also be a Lore skill.

Key Attribute

Each skill is tied to a key attribute. You add your modifier for this attribute to checks and DCs when using that skill. For example, skulking about the shadows of a city at night with Stealth uses your Dexterity modifier, navigating the myriad personalities and power plays of court politics with Society uses your Intelligence modifier, and so on. The key attribute for each skill is listed on the Skills, Key Attributes, and Actions table on page 227 and also appears in parentheses following the skill's name in the descriptions on the following pages. If the GM deems it appropriate for a certain situation, however, they might have you use a different attribute modifier for a skill check or when determining your skill DC.

Skill Actions

The actions you can perform with a given skill are sorted into those you can use untrained and those that require you to be trained in the skill, as shown on the Skills, Key Attributes, and Actions table (page 227). The untrained and trained actions of each skill appear in separate sections within the skill's description.

Anyone can use a skill's untrained actions, but you can use trained actions only if you have a proficiency rank of trained or better in that skill. A circumstance, condition, or effect might bar you from a skill action regardless of your proficiency rank, and sometimes using a skill in a specific situation might require you to have a higher proficiency rank than what is listed on the table. For instance, even though a fighter untrained in Arcana could identify a construct with a lucky roll using Arcana to Recall Knowledge, the GM might decide that Recalling Knowledge to determine the spells used to create such a construct is beyond the scope of the fighter's anecdotal knowledge. The GM decides whether a task requires a particular proficiency rank.

IMPROVING SKILLS

As your character advances in level, there are two main ways their skills improve: skill increases and skill feats. Your class lists the levels at which you gain each of these improvements.

Skill Increases

Skill increases improve your proficiency in skills of your choice. You can use these increases to become trained in new skills or increase your proficiency rank in skills you're trained in (from trained to expert at any level, expert to master at 7th level or higher, and master to legendary at 15th level or higher). Unlike when you first become trained at a skill, if two different abilities would make you an expert, master, or legendary in a skill, you don't get to choose a second skill to become expert in—the redundant benefit simply has no effect.

Skill Feats

Skill feats are a type of general feat that often grant you a new way to use a skill or make you better at using a skill in a particular way. Skill feats always have the skill trait. These feats appear in Chapter 5.

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Skill Checks and DCs

When you're actively using a skill, often by performing one of its actions, you might attempt a skill check: rolling a d20 and adding your skill modifier. To determine this modifier, add your attribute modifier for the skill's key attribute, your proficiency bonus for the skill, and any other bonuses and penalties.

Skill modifier = skill's key attribute modifier + proficiency bonus + other bonuses + penalties

When noting the modifier on your character sheet, you should write down only the numbers that always apply—typically just your attribute modifier and proficiency bonus at 1st level. At higher levels, you may wear or use items to improve your skills with item bonuses pretty much all the time; you should include those in your calculation, too.



The GM sets the DC of a skill check, using the guidelines in Chapter 10: Game Mastering. The DCs you're most likely to encounter frequently are the five simple skill DCs below, which are presented here to give you a sense of what number you'll need to roll to succeed at most tasks.

Task Difficulty	Simple DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

When someone or something tests your skill, they attempt a check against your skill DC, which is equal to 10 plus your skill modifier. A skill DC works like any other DC to determine the effect of an opposing creature's skill action.

See page 400 in Chapter 8: Playing the Game for more information about modifiers, bonuses, and penalties.

Armor and Skills

Some armor imposes a penalty on specific skill checks and DCs. If a creature is wearing armor that imparts a skill penalty, that penalty is applied to the creature's Strength- and Dexterity-based skill checks and skill DCs, unless the action has the attack trait. Check penalties from armor are detailed on page 274 in Chapter 6: Equipment.

Secret Checks

Sometimes you won't know whether you have succeeded at a skill check. If an action has the secret trait, the GM rolls the check for you and informs you of the effect without revealing the result of the roll or the degree of success. The GM rolls secret checks when your knowledge about the outcome is imperfect, like when you're searching for a hidden creature or object, attempting to deceive someone, translating a tricky bit of ancient text, or remembering some piece of lore. This way, you as the player don't know things that your character wouldn't. This rule is the default for actions with the secret trait, but the GM can choose not to use secret checks if they would rather some or all rolls be public.

Exploration and Downtime Activities

Some skill activities have the exploration or downtime trait. Exploration activities usually take a minute or more, while downtime activities may take a day or more. They usually can't be used during an encounter, though the GM might bend this restriction. If you're not sure whether you have the time to use one of these activities, ask your GM.

SKILLS, KEY ATTRIBUTES, AND ACTIONS

Skill	Page	Key Attribute	Untrained Actions	Trained Actions
Acrobatics	233	Dexterity	Balance ◆ Tumble Through ◆	Maneuver in Flight ◆ Squeeze[E]
Arcana	234	Intelligence	Recall Knowledge[G] ◆ (page 231)	Borrow an Arcane Spell[E] Decipher Writing[E, G] (page 228) Identify Magic[E, G] (page 230) Learn a Spell[E, G] (page 230)
Athletics	234–236	Strength	Climb ◆ Force Open ◆ Grapple ◆ High Jump ◆◆ Long Jump ◆◆ Reposition ◆ Shove ◆ Swim ◆ Trip ◆	Disarm ◆
Crafting	236–237	Intelligence	Recall Knowledge[G] ◆ (page 231) Repair[E]	Craft[D] Earn Income[D, G] (page 228) Identify Alchemy[E]
Deception	237–238	Charisma	Create a Diversion ◆ Impersonate[E] Lie	Feint ◆
Diplomacy	239	Charisma	Gather Information[E] Make an Impression[E] Request ◆	
Intimidation	240	Charisma	Coerce[E] Demoralize ◆	
Lore	240–241	Intelligence	Recall Knowledge[G] ◆ (page 231)	Earn Income[D, G] (page 228)
Medicine	241–242	Wisdom	Administer First Aid ◆◆ Recall Knowledge[G] ◆ (page 231)	Treat Disease[D] Treat Poison ◆ Treat Wounds[E]
Nature	242–243	Wisdom	Command an Animal ◆ Recall Knowledge[G] ◆ (page 231)	Identify Magic[E, G] (page 230) Learn a Spell[E, G] (page 230)
Occultism	243	Intelligence	Recall Knowledge[G] ◆ (page 231)	Decipher Writing[E, G] (page 228) Identify Magic[E, G] (page 230) Learn a Spell[E, G] (page 230)
Performance	243	Charisma	Perform ◆	Earn Income[D, G] (page 228)
Religion	244	Wisdom	Recall Knowledge[G] ◆ (page 231)	Decipher Writing[E, G] (page 228) Identify Magic[E, G] (page 230) Learn a Spell[E, G] (page 230)
Society	244–245	Intelligence	Recall Knowledge[G] ◆ (page 231) Subsist[D, G] (page 232)	Create Forgery[D] Decipher Writing[E, G] (page 228)
Stealth	244	Dexterity	Conceal an Object ◆ Hide ◆ Sneak ◆	
Survival	246	Wisdom	Sense Direction[E] Subsist[D, G] (page 232)	Cover Tracks[E] Track[E]
Thievery	246–247	Dexterity	Palm an Object ◆ Steal ◆	Disable a Device ◆◆ Pick a Lock ◆◆

[D] This skill action is used during downtime.
[E] This skill action is used during exploration.
[G] This is a general skill action, with a description appearing on the listed page number instead of in the skill's entry.

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General Skill Actions

General skill actions are skill actions that can be used with multiple different skills. When you use a general skill action, you might use your modifier from any skill that lists it as one of the skill's actions, depending on the situation.

General Skill Action	Proficiency	Page
Decipher Writing	Trained	228
Earn Income	Trained	228–230
Identify Magic	Trained	230
Learn a Spell	Trained	230–231
Recall Knowledge ❖	Untrained	231–232
Subsist	Untrained	232

Decipher Writing (Trained)

Skills: Arcana, Occultism, Religion, Society

When you encounter particularly archaic or esoteric texts, the GM might require you to Decipher the Writing before you can understand it. You must be trained in the relevant skill to Decipher Writing.

The skills used for Deciphering Writing and the types of texts they usually decipher are:

- Arcana for writing about magic or science
- Occultism for esoteric texts about mysteries and philosophy
- Religion for scripture
- Society for coded messages or archaic documents.

DECIPHER WRITING

CONCENTRATE EXPLORATION SECRET

You attempt to decipher complicated writing or literature on an obscure topic. This usually takes 1 minute per page of text, but might take longer (typically an hour per page for decrypting ciphers or the like). The text must be in a language you can read, though the GM might allow you to attempt to decipher text written in an unfamiliar language using Society instead.

The DC is determined by the GM based on the state or complexity of the document. The GM might have you roll one check for a short text or a check for each section of a larger text.

Critical Success You understand the true meaning of the text.

Success You understand the true meaning of the text. If it was a coded document, you know the general meaning but might not have a word-for-word translation.

Failure You can't understand the text and take a –2 circumstance penalty to further checks to decipher it.

Critical Failure You believe you understand the text on that page, but you have in fact misconstrued its message.

Sample Decipher Tasks

Trained entry-level philosophy treatise
Expert complex code, such as a cipher
Master spymaster's code or advanced research notes
Legendary esoteric planar text written in metaphor by an ancient celestial

Earn Income (Trained)

Skills: Crafting, Lore, Performance, others

You can use a skill to earn money during downtime. You must be trained in the skill to do so. This takes time to set up, and your income depends on your proficiency rank and how lucrative a task you can find. Because this process requires a significant amount of time and involves tracking things outside the progress of adventures, it won't come up in every campaign.

The most typical ways to Earn Income, detailed further in this section are:

- Crafting goods for the market (Crafting)
- Practicing a Trade (Lore)
- Staging a Performance (Performance)

In some cases, the GM might let you use a different skill to Earn Income through specialized work. Usually, this is scholarly work, such as using Religion in a monastery to study old texts—but giving sermons at a church would still fall under Performance instead of Religion. You also might be able to use physical skills to make money, such as using Acrobatics to perform feats in a circus or Thievery to pick pockets. If you're using a skill other than Crafting, Lore, or Performance, the DC tends to be significantly higher.

EARN INCOME

DOWNTIME

You use one of your skills to make money during downtime. The GM assigns a task level representing the most lucrative job available. You can search for lower-level tasks, with the GM determining whether you find any. Sometimes you can attempt to find better work than the initial offerings, though this takes time and requires using the Diplomacy skill to Gather Information, doing some research, or socializing.

When you take on a job, the GM secretly sets the DC of your skill check. After your first day of work, you roll to determine your earnings. You gain an amount of income based on your result, the task's level, and your proficiency rank (as listed on the Income Earned table).

You can continue working at the task on subsequent days without needing to roll again. For each day you spend after the first, you earn the same amount as the first day, up until the task's completion. The GM determines how long you can work at the task. Most tasks last a week or two, though some can take months or even years.

Critical Success You do outstanding work. Gain the amount of currency listed for the task level + 1 and your proficiency rank.

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INCOME EXAMPLES

The following examples show the kinds of tasks your character might take on to Earn Income during low-level and high-level play.

Harsk Makes Tea

Harsk is a 3rd-level ranger and an expert at harvesting and brewing tea. He has a Tea Lore modifier of +7.

He has 30 days of downtime at his disposal and decides to work at a prestigious local tea house. The GM decides this is a 5th-level task if Harsk wants to assist the tea master, or a 2nd-level task if he wants to serve tea. Harsk chooses the tougher task, and the GM secretly sets the DC at 20.

Harsk rolls a 4 on his Tea Lore check for a result of 11. Poor Harsk has failed! He earns only 2 sp for his efforts and continues working for 3 more days, for a total of 8 sp.

At that point, the GM offers Harsk a choice: either he can finish out the week with the tea master and look for a new job, or he can lower his ambitions and serve in the tea house. Harsk, now more aware of his own capabilities, accepts the less prestigious job for now. He moves to his new job and attempts a new Tea Lore check against DC 16. Rolling a 19, he gets a result of 26—a critical success! He earns 5 sp per day (like a success at a 3rd-level task).

The GM rules that demand will be high enough that Harsk can work there for the remainder of his downtime if he so chooses, a total of 26 days. Harsk accepts and earns a total of 138 sp (13 gp, 8 sp) that month.

Lem Performs

Lem is a 16th-level bard and legendary in Performance, and he has a magical flute that grants him an item bonus on Performance checks. He has a Performance modifier of +31 when playing his magical flute.

With 30 days of downtime ahead of him, Lem wonders if he can find something that might excite him more than performing in front of a bunch of stuffy nobles. He finds a momentous offer indeed—a performance in a celestial realm, and Lem's patron goddess Shelyn might even be in attendance! This is a 20th-level task, and the GM secretly sets the DC at 40.

Lem rolls an 11 on his Performance check for a result of 42. Success! The engagement lasts for a week, and at the end, the grateful celestials present Lem with a beautiful living diamond rose in constant bloom worth 1,400 gold pieces (200 gp per day for 7 days).

With 23 days of downtime left, Lem accepts a 14th-level task performing at a prestigious bardic college for members of a royal court. The GM secretly sets the DC at 32, and Lem critically succeeds, earning 28 gp per day for a total of 644 gp. Between the two performances, Lem has earned just over 2,000 gold pieces during his downtime—though he's not sure he'll ever sell that rose.

Success You do competent work. Gain the amount of currency listed for the task level and your proficiency rank.

Failure You do shoddy work and get paid the bare minimum for your time. Gain the amount of currency listed in the failure column for the task level. The GM will likely reduce how long you can continue at the task.

Critical Failure You earn nothing for your work and are fired immediately. You can't continue at the task. Your reputation suffers, potentially making it difficult for you to find rewarding jobs in that community in the future.

Sample Earn Income Tasks

These examples use Alcohol Lore to work in a bar or Legal Lore to perform legal work.

Trained bartend, do legal research

Expert curate drink selection, present minor court cases

Master run a large brewery, present important court cases

Legendary run an international brewing franchise, present a case in Hell's courts

Crafting Goods for the Market (Crafting)

Using Crafting, you can work at producing common items for the market. It's usually easy to find work making basic items whose level is 1 or 2 below your settlement's level.

INCOME EARNED

Task Level	Failure	Trained	Expert	Master	Legendary
0	1 cp	5 cp	5 cp	5 cp	5 cp
1	2 cp	2 sp	2 sp	2 sp	2 sp
2	4 cp	3 sp	3 sp	3 sp	3 sp
3	8 cp	5 sp	5 sp	5 sp	5 sp
4	1 sp	7 sp	8 sp	8 sp	8 sp
5	2 sp	9 sp	1 gp	1 gp	1 gp
6	3 sp	1 gp, 5 sp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2 gp, 5 sp	2 gp, 5 sp	2 gp, 5 sp
8	5 sp	2 gp, 5 sp	3 gp	3 gp	3 gp
9	6 sp	3 gp	4 gp	4 gp	4 gp
10	7 sp	4 gp	5 gp	6 gp	6 gp
11	8 sp	5 gp	6 gp	8 gp	8 gp
12	9 sp	6 gp	8 gp	10 gp	10 gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1 gp, 5 sp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2 gp, 5 sp	13 gp	25 gp	36 gp	40 gp
17	3 gp	15 gp	30 gp	45 gp	55 gp
18	4 gp	20 gp	45 gp	70 gp	90 gp
19	6 gp	30 gp	60 gp	100 gp	130 gp
20	8 gp	40 gp	75 gp	150 gp	200 gp
20 (critical)	–	50 gp	90 gp	175 gp	300 gp



EXTRA PREPARATION

When Earning Income, you might be able to spend days of downtime to prepare for your task and lower the DC of the skill check. This might involve rehearsing a play, studying a topic, and so on. The GM determines how long preparation takes and how much the DC changes. This is most useful when you're trying a task that's higher level than you.

Ending or Interrupting Tasks

When a task you're doing is complete, or if you stop in the middle of one, you normally have to find a new task if you want to keep Earning Income. For instance, if you quit your job working at the docks, you'll need to find another place of employment instead of picking up where you left off. This usually takes 1 day or more of downtime looking for leads on new jobs.

However, you might pause a task due to an adventure or event that wouldn't prevent you from returning to the old job later. The GM might decide that you can pick up where you left off, assuming the task hasn't been completed by others in your absence. Whether you roll a new skill check when you resume is also up to the GM. Generally speaking, if you had a good initial roll and want to keep it, you can, but if you had a bad initial roll, you can't try for a better one by pausing to do something else. If your statistics changed during the break—usually because you leveled up while adventuring—you can attempt a new check.

Higher-level tasks represent special commissions, which might require you to Craft a specific item using the Craft downtime activity and sell it to a buyer at full Price. These opportunities don't occur as often and might have special requirements—or serious consequences if you disappoint a prominent client.

Practicing a Trade (Lore)

You apply the practical benefits of one of your Lore specialties during downtime by practicing your trade. This is most effective for Lore specialties such as business, law, or sailing, where there's high demand for workers. The GM might increase the DC or determine only low-level tasks are available if you're attempting to use an obscure Lore skill to Earn Income. You might also need specialized tools to accept a job, like mining tools to work in a mine or a merchant's scale to buy and sell valuables in a market.

Staging a Performance (Performance)

You perform for an audience to make money. The available audiences determine the level of your task, since more discerning audiences are harder to impress but provide a bigger payout. The GM determines the task level based on the audiences available. Performing for a typical audience of commoners on the street is a level 0 task, but a performance for a group of artisans with more refined tastes might be a 2nd- or 3rd-level task, and ones for merchants, nobility, and royalty are increasingly higher level.

Your degree of success determines whether you moved your audience and whether you were rewarded with applause or rotten fruit.

Identify Magic (Trained)

Skills: Arcana, Nature, Occultism, Religion

Using the skill related to the appropriate tradition, as explained in Magical Traditions and Skills on page 231, you can attempt to identify a magical item, location, or ongoing effect. In many cases, you can use a skill to attempt to Identify Magic of a tradition other than your own at a higher DC. The GM determines whether you can do this and what the DC is.

IDENTIFY MAGIC

CONCENTRATE EXPLORATION SECRET

Once you discover that an item, location, or ongoing effect is magical, you can spend 10 minutes to try to identify the particulars of its magic. If your attempt is interrupted, you must start over. The GM sets the DC for your check. Cursed magic or esoteric subjects usually have higher DCs or might even be impossible to identify using this activity alone. Heightening a spell doesn't increase the DC to identify it.

Critical Success You learn all the attributes of the magic, including its name (for an effect), what it does, any means of activating it (for an item or location), and whether it is cursed.

Success For an item or location, you get a sense of what it does and learn any means of activating it. For an ongoing effect (such as a spell with a duration), you learn the effect's name and what it does. You can't try again in hopes of getting a critical success.

Failure You fail to identify the magic and can't try again for 1 day.

Critical Failure You misidentify the magic as something else of the GM's choice.

Learn a Spell (Trained)

Skills: Arcana, Nature, Occultism, Religion

If you're a spellcaster, you can use the skill corresponding to your magical tradition to learn a new spell of that tradition. The Learning a Spell table lists the Price of the materials needed to Learn a Spell of each rank. Learning a Spell is most useful for classes that use a limited list of spells, like the bard, witch, or wizard, though other classes might use it gain rare or uncommon spells.

LEARN A SPELL

CONCENTRATE EXPLORATION

Requirements You have a spellcasting class feature, and the spell you want to learn is on your magical tradition's spell list.

You can gain access to a new spell of your tradition from someone who knows that spell or from magical writing like a spellbook or scroll. If you can cast spells of multiple traditions, you can Learn a Spell of any of those traditions, but you must use the corresponding skill to do so. For example, if you were a cleric with the bard multiclass archetype, you couldn't use Religion to add an occult spell to your bardic spell repertoire.

To learn the spell, you must do the following:

- Spend 1 hour per spell rank, during which you must remain in conversation with a person who knows the spell or have the magical writing in your possession.
- Have materials with the Price indicated in the Learning a Spell table.
- Attempt a skill check for the skill corresponding to your tradition (DC determined by the GM, often close to the DC on the Learning a Spell Table). Uncommon or rare spells have higher DCs; full guidelines for the GM appear on page 52 of *GM Core*.

Critical Success You expend half the materials and learn the spell.

Success You expend the materials and learn the spell.

Failure You fail to learn the spell but can try again after you gain a level. The materials aren't expended.

Critical Failure As failure, except you expend half the materials.

LEARNING A SPELL

Spell Rank	Price	Typical DC
1st or cantrip	2 gp	15
2nd	6 gp	18
3rd	16 gp	20
4th	36 gp	23
5th	70 gp	26
6th	140 gp	28
7th	300 gp	31
8th	650 gp	34
9th	1,500 gp	36
10th	7,000 gp	41

Learned Spells

A spell you learn is added to your repository of spells, such as a spellbook for a wizard, familiar for a witch, or spell list for a cleric or druid. If you have a spell repertoire, such as a bard, it's not automatically added since you can only know a limited number of spells. Instead, you can select it when you add or swap spells.

Recall Knowledge (Untrained)

Skills: Arcana, Crafting, Lore, Medicine, Nature, Occultism, Religion, Society, others

To remember useful information on a topic, you can attempt to Recall Knowledge. This action is one you're likely to use frequently. Learning more about the world and people around you is one of the best ways to inform your decisions, and Recalling Knowledge can help you figure out how to best fight monsters and figure out puzzles and social challenges.

MAGICAL TRADITIONS AND SKILLS

Each magical tradition has a corresponding skill, as shown on the table below. You must have the trained proficiency rank in a skill to use it to Identify Magic or Learn a Spell. Something without a specific tradition, such as an item with the magical trait, can be identified using any of these skills.

Magical Tradition	Corresponding Skill
Arcane	Arcana
Divine	Religion
Occult	Occultism
Primal	Nature

You might know basic information about something without needing to attempt a check, but Recall Knowledge requires you to stop and think for a moment so you can recollect more specific facts and apply them. You might even need to spend time investigating first. For instance, to use Medicine to learn the cause of death, you might need to conduct a forensic examination before attempting to Recall Knowledge.

RECALL KNOWLEDGE ❖

CONCENTRATE SECRET

You attempt a skill check to try to remember a bit of knowledge regarding a topic related to that skill. Suggest which skill you'd like to use and ask the GM one question. The GM determines the DC. You might need to collaborate with the GM to narrow down the question or skills, and you can decide not to Recall Knowledge before committing to the action if you can't don't like your options.

Critical Success You recall the knowledge accurately. The GM answers your question truthfully and either tells you additional information or context, or answers one follow-up question.

Success You recall the knowledge accurately. The GM answers your question truthfully.

Critical Failure You recall incorrect information. The GM answers your question falsely (or decides to give you no information, as on a failure).

Recall Knowledge Tasks

The following examples use Society or Religion.

Untrained name of a ruler, head of state, key noble, or major deity

Trained line of succession for a major noble family, core doctrines of a major deity

Expert genealogy of a minor noble, teachings of an ancient priest

Master hierarchy of a genie noble court, major extraplanar temples of a deity

Legendary existence of a long-lost noble heir, secret doctrines of a religion

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Recall Knowledge Skills

The following skills can be used to Recall Knowledge about the listed topics. Some topics might appear on multiple lists, but the skills could give different information. For example, Arcana might tell you about the magical defenses of a construct, whereas Crafting could tell you about its sturdy resistance to physical attacks.

- **Arcana:** Arcane theories, magical traditions, creatures of arcane significance, and arcane planes.
- **Crafting:** Alchemical reactions and creatures, item value, engineering, unusual materials, and constructs.
- **Lore:** The subject of the Lore skill's subcategory.
- **Medicine:** Diseases, poisons, wounds, and forensics.
- **Nature:** The environment, flora, geography, weather, creatures of natural origin, and natural planes.
- **Occultism:** Ancient mysteries, folk superstition, obscure philosophy, creatures of occult significance, and esoteric planes.
- **Religion:** Divine agents, divine planes, theology, obscure myths, and creatures of religious significance.
- **Society:** Local history, key personalities, legal institutions, societal structure, and humanoid culture.

Using an applicable Lore to Recall Knowledge about a topic, such as Engineering Lore instead of Crafting to find structural weaknesses in a bridge, typically comes with a lower DC. Your special interests can pay off! In some cases, you can get the GM's permission to use a different but related skill, usually against a higher DC than normal. The GM might allow checks to Recall Knowledge using other skills. For example, you might assess the skill of an acrobat using Acrobatics. If you're using a physical skill (like in this example), the GM will most likely have you use a mental modifier—typically Intelligence—instead of the skill's normal physical attribute modifier.

Recall Knowledge Questions

When encountering a subject for the first time, your first question will likely be a basic "What is it?", which the GM can answer with a name and basic description like, "That's an ogre, a tough and cruel giant" or "This is the symbol of Urgathoa, a goddess of disease, gluttony, and undeath." If you already know this base level of detail on the subject, the list below includes some reasonable questions. The GM determines what other questions to allow. Usually this is simple as long as you stick to *one* question. Any question must be about something observable in the game world, not the abstract numbers of the rules. The GM might tell you a lumbering monster's Reflex save is its weakest—translating a concept your character could understand using the game term for clarity—but wouldn't reveal the exact Reflex modifier. The GM can find more guidance on page 54 of *GM Core*.

Creatures: "Can it be reasoned with?" "What environments does it live in?" "What's its most notable offensive ability?" "Is it highly vulnerable or resistant to anything?" "Are any of its defenses weak?"

Magic: "How can it be avoided?" "What type of people use this magic?" "How long does it last?"

Organizations: "What kind of influence does it have?" "Where is it headquartered?" "How large is it?" "What kind of members does it have?" "Who are its major authorities?" "Do they have any notable allies and enemies?"

People: "What's their personality like?" "What do they look like?" "Do they have any notable talents?" "Do they have notable allies and enemies?" "What kind of influence do they have?" "Do they have any vices?"

Sites: "What's its general location?" "How large is it?" "What's the government like?" "Do any notable people live there?" "What kind of monsters dwell there?" "What's the environment and terrain like?"

Subsist (Untrained)

Skills: Society, Survival

If you need to provide food and shelter, you can use the Subsist downtime activity. This typically uses Society if you're in a settlement or Survival if you're in the wild.

SUBSIST

DOWNTIME

You try to provide food and shelter for yourself, and possibly others as well, with a standard of living described on page 295. The GM determines the DC based on the nature of the place where you're trying to Subsist. You might need a minimum proficiency rank to Subsist in particularly strange environments. Unlike most downtime activities, you can Subsist after 8 hours or less of exploration, but if you do, you take a –5 penalty.

Critical Success You either provide a subsistence living for yourself and one additional creature, or you improve your own food and shelter, granting yourself a comfortable living.

Success You find enough food and shelter with basic protection from the elements to provide you a subsistence living.

Failure You're exposed to the elements and don't get enough food, becoming fatigued until you attain sufficient food and shelter.

Critical Failure You attract trouble, eat something you shouldn't, or otherwise worsen your situation. You take a –2 circumstance penalty to checks to Subsist for 1 week. You don't find any food at all; if you don't have any stored up, you're in danger of starving or dying of thirst if you continue failing.

Sample Subsist Tasks

Untrained a lush forest with calm weather or a large city with plentiful resources
Trained typical hillside or village
Expert typical mountains or insular hamlet
Master typical desert or city under siege
Legendary barren wasteland or city of undead

SKILLS

The following entries describe the skills in the game. The heading for each entry provides the skill's name, with that skill's key attribute in parentheses.

A brief description of the skill is followed by a list of actions anyone can use, and then the actions you can perform only if you are trained in that skill. Some actions list sample tasks for each rank to give you a better sense of what you can accomplish as your proficiency increases. As the actions of a skill aren't comprehensive, there may be times when the GM asks you to attempt a skill check without using any of the listed actions, or times when the GM asks you to roll using a different key attribute modifier.

Most skills include entries for success and failure, as well as descriptions of what occurs on a critical success or a critical failure. If either of the critical entries is absent, treat those results as a success or failure, as normal.

Acrobatics (Dex)

Acrobatics measures your ability to perform tasks requiring coordination and grace. When you use the Escape basic action (page 416), you can use your Acrobatics modifier instead of your unarmed attack modifier. You can also use it for the basic actions Arrest a Fall (page 418) and Grab an Edge (page 418) instead of Reflex.

BALANCE ❖

MOVE

Requirements You are in a square that contains a narrow surface, uneven ground, or another similar feature.

You move across a narrow surface or uneven ground, attempting an Acrobatics check against its Balance DC. You are off-guard while on a narrow surface or uneven ground.

Critical Success You move up to your Speed.

Success You move up to your Speed, treating it as difficult terrain (every 5 feet costs 10 feet of movement).

Failure You must remain stationary to keep your balance (wasting the action) or you fall. If you fall, your turn ends.

Critical Failure You fall and your turn ends.

Sample Balance Tasks

Untrained tangled roots, uneven cobblestones
Trained wooden beam
Expert deep, loose gravel
Master tightrope, smooth sheet of ice
Legendary razor's edge, chunks of floor falling in midair

TUMBLE THROUGH ❖

MOVE

You Stride up to your Speed. During this movement, you can try to move through the space of one enemy. Attempt an Acrobatics check against the enemy's Reflex DC as soon as you try to enter its space. You can Tumble Through using Climb, Fly, Swim, or another action instead of Stride in the appropriate environment.

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.

Failure Your movement ends, and you trigger reactions as if you had moved out of the square you started in.

Acrobatics Trained Actions

MANEUVER IN FLIGHT ❖

MOVE

Requirements You have a fly Speed.

You try a difficult maneuver while flying. Attempt an Acrobatics check. The GM determines what maneuvers are possible, but they rarely allow you to move farther than your fly Speed.

Success You succeed at the maneuver.

Failure Your maneuver fails. The GM chooses if you simply can't move or if some other detrimental effect happens. The outcome should be appropriate for the maneuver you attempted (for instance, being blown off course if you were trying to fly against a strong wind).

Critical Failure As failure, but the consequence is more dire.

Sample Maneuver in Flight Tasks

Trained steep ascent or descent
Expert fly against the wind
Master reverse direction
Legendary fly through gale force winds

SQUEEZE

EXPLORATION MOVE

You contort yourself to squeeze through a space so small you can barely fit through. This action is for exceptionally small spaces; many tight spaces are difficult terrain (page 423) that you can move through more quickly and without a check.

Critical Success You squeeze through the tight space in 1 minute per 10 feet of squeezing.

Success You squeeze through in 1 minute per 5 feet.

Critical Failure You become stuck in the tight space. While you're stuck, you can spend 1 minute attempting another Acrobatics check at the same DC. Any result on that check other than a critical failure causes you to become unstuck.

Sample Squeeze Tasks

Trained space barely fitting your shoulders
Master space barely fitting your head

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Falling

When you fall more than 5 feet, you take falling damage when you land, which is bludgeoning damage equal to half the distance you fell. If you take any damage from a fall, you're knocked prone when you land. You can Grab an Edge as a reaction (page 418) to reduce or eliminate the damage from some falls. More detailed rules for falling damage appear on page 421.

Multiple Attacks with Athletics

Several Athletics actions have the attack trait, meaning that using them more than once in the same turn makes them less accurate. Since these actions use your free hand, you use the traits for your fist attack to determine the multiple attack penalty, so your fist's agile trait applies. Therefore, you take a –4 penalty if the action is your second attack of the turn, or a –8 if it's the third.

Some weapon traits allow you to take these actions using a weapon, in which case the penalty might be –5 or –10 if the weapon doesn't have the agile trait. Some characters can get unarmed attacks without the agile trait as well. If it's unclear which penalty to use, the GM makes the call.

Arcana (Int)

Arcana measures how much you know about arcane magic and creatures. Even if you're untrained, you can Recall Knowledge.

- **Recall Knowledge** (page 231) about arcane theories; magic traditions; creatures of arcane significance (like constructs, beasts, and elementals); and the Astral Plane, Elemental Planes, and the Netherworld.

Arcana Trained Actions

You must be trained in Arcana to use it for the following general skill actions.

- **Decipher Writing** (page 228) about arcane theory.
- **Identify Magic** (page 230), particularly magic of the arcane tradition.
- **Learn a Spell** (page 230) from the arcane tradition.

Borrow an Arcane Spell

CONCENTRATE EXPLORATION

If you're an arcane spellcaster who prepares spells, you can attempt to prepare a spell from someone else's arcane spellbook, arcane witch familiar, or the like. The GM sets the DC for the check based on the spell's rank and rarity; it's typically a bit easier than Learning the Spell (page 230).

Success You prepare the borrowed spell as part of your normal spell preparation.

Failure You fail to prepare the spell, but the spell slot remains available for you to prepare a different spell. You can't try to borrow this spell again until the next time you prepare spells.

Athletics (Str)

Athletics allows you to perform deeds of physical prowess. Most Athletics actions let you move about the environment (Climb, High Jump, Long Jump, Swim) or control your opponent's movement in combat (Grapple, Reposition, Shove, Trip, and Disarm).

Escape: When you use the Escape basic action (page 416), you can use your Athletics modifier instead of your unarmed attack modifier.

Climb ❖

MOVE

Requirements You have two hands free.

You attempt an Athletics check to move a maximum distance of 5 feet up, down, or across an incline. You're off-guard while climbing unless you have a climb Speed. The GM determines the DC based on the nature of the incline and environmental circumstances; you might get an automatic critical success on an incline that's trivial to climb. If your land Speed is 40 feet or higher, increase the maximum distance by 5 feet for every 20 feet of Speed above 20 feet.

Critical Success You move along the incline, increasing the maximum distance by 5 feet.

Success You move along the incline.

Critical Failure You fall. If you began the climb on stable ground, you fall and land prone.

Sample Climb Tasks

Untrained ladder, steep slope, low-branched tree
Trained rigging, rope, typical tree
Expert wall with small handholds and footholds
Master ceiling with handholds and footholds, rock wall
Legendary smooth surface

Force Open ❖

ATTACK

Using your body, a lever, or some other tool, you attempt to forcefully open a door, window, container or heavy gate. With a high enough result, you can even smash through walls. Without a crowbar, prying something open takes a –2 item penalty to the Athletics check to Force Open.

Critical Success You open the door, window, container, or gate and can avoid damaging it in the process.

Success You break the door, window, container, or gate open, and it gains the broken condition. If it's especially sturdy, the GM might have it take damage but not be broken.

Critical Failure Your attempt jams the door, window, container, or gate shut, imposing a –2 circumstance penalty on future attempts to Force it Open.

Sample Force Open Tasks

Untrained fabric, flimsy glass
Trained ice, sturdy glass
Expert flimsy wooden door, wooden portcullis
Master sturdy wooden door, iron portcullis, metal bar
Legendary stone or iron door

GRAPPLE ◆

ATTACK

Requirements You have at least one free hand and your target is no more than one size larger than you.

You attempt to grab a creature or object with your free hand. Attempt an Athletics check against the target's Fortitude DC. You can Grapple a target you already have grabbed or restrained without having a hand free.

Critical Success Your target is restrained until the end of your next turn unless you move or your target Escapes (page 416).

Success Your target is grabbed until the end of your next turn unless you move or your target Escapes.

Failure You fail to grab your target. If you already had the target grabbed or restrained using a Grapple, those conditions on the target end.

Critical Failure If you already had the target grabbed or restrained, it breaks free. Your target can either grab you, as if it succeeded at using the Grapple action against you, or force you to fall and land prone.

HIGH JUMP ◆◆

You Stride, then attempt a DC 30 Athletics check to jump vertically. If you didn't Stride at least 10 feet, you automatically fail. This DC might be increased or decreased due to the situation, as determined by the GM.

Critical Success You Leap up to 8 feet vertically and 10 feet horizontally.

Success You Leap up to 5 feet vertically and 5 feet horizontally.

Failure You Leap normally.

Critical Failure You fall prone in your space.

LONG JUMP ◆◆

You Stride, then attempt a DC 15 Athletics check to make a long jump in the direction you were Striding. If you didn't Stride at least 10 feet, you automatically fail your check. The GM might increase or decrease this DC depending on the situation.

Success You Leap a distance equal to your check result rounded down to the nearest 5 feet. You can't jump farther than your land Speed.

Failure You make a normal horizontal Leap.

Critical Failure You make a normal horizontal Leap, then fall and land prone.

REPOSITION ◆

ATTACK

Requirements You either have at least one hand free, or you're grabbing or restraining the target. The target can't be more than one size larger than you.

You muscle a creature or object around. Attempt an Athletics check against the target's Fortitude DC.

Critical Success You move the creature up to 10 feet. It must remain within your reach during this movement, and you can't move it into or through obstacles.

Success You move the target up to 5 feet. It must remain within your reach during this movement, and you can't move it into or through obstacles.

LEAP

The Leap basic action is used for High Jump and Long Jump. A **horizontal** Leap lets you jump up to 10 feet horizontally if your Speed is at least 15 feet, or up to 15 feet horizontally if your Speed is at least 30 feet. You land in the space where your Leap ends (meaning you can typically clear a 5-foot gap if your Speed is between 15 feet and 30 feet, or a 10-foot gap if your Speed is 30 feet or more).

A **vertical** Leap lets you jump up to 3 feet vertically and 5 feet horizontally onto an elevated surface.

FORCED MOVEMENT

Reposition and Shove force a creature to move. When an effect forces you to move, or if you start falling, the distance you move is defined by the effect that moved you, not by your Speed. Because you're not acting to move, this doesn't trigger reactions triggered by movement. See page 422 for full details.

Critical Failure The target can move you up to 5 feet as though it successfully Repositioned you.

SHOVE ◆

ATTACK

Requirements You have at least one hand free. The target can't be more than one size larger than you.

You push a creature away from you. Attempt an Athletics check against your target's Fortitude DC.

Critical Success You push your target up to 10 feet away from you. You can Stride after it, but you must move the same distance and in the same direction.

Success You push your target back 5 feet. You can Stride after it, but you must move the same distance and in the same direction.

Critical Failure You lose your balance, fall, and land prone.

SWIM ◆

MOVE

You attempt an Athletics check to move a maximum distance of 10 feet through water. The GM determines the DC based on the turbulence or danger of the water; in most instances of calm water, you get an automatic critical success. If your land Speed is 40 feet or higher, increase the maximum possible distance by 5 feet for every 20 feet of Speed above 20 feet.

If you end your turn in water and haven't succeeded at a Swim action that turn, you sink 10 feet or get moved by the current, as determined by the GM. This doesn't apply if your last action on your turn was to enter the water.

Critical Success You move through the water, increasing the maximum distance by 5 feet.

Success You move through the water.

Critical Failure You make no progress. If you're holding your breath (page 437), you lose 1 round of air.

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Sample Swim Tasks

Untrained lake or other still water
Trained flowing water, like a river
Expert swiftly flowing river
Master stormy sea
Legendary maelstrom, waterfall

TRIP ❖

ATTACK

Requirements You have at least one hand free. Your target can't be more than one size larger than you.

You try to knock a creature to the ground. Attempt an Athletics check against the target's Reflex DC.

Critical Success The target falls, lands prone, and takes 1d6 bludgeoning damage.
Success The target falls and lands prone.
Critical Failure You lose your balance, fall, and land prone.

Athletics Trained Action

DISARM ❖

ATTACK

Requirements You have at least one hand free. The target can't be more than one size larger than you.

You try to knock an item out of a creature's grasp. Attempt an Athletics check against the target's Reflex DC.

Critical Success You knock the item out of the target's grasp. It falls to the ground in the target'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.
Critical Failure You lose your balance and become off-guard until the start of your next turn.

Crafting (Int)

You can use this skill to create and repair items. Even if you're untrained, you can Recall Knowledge.

- **Recall Knowledge** (page 231) about alchemical reactions, the value of items, engineering, unusual materials, and alchemical or mechanical creatures. The GM determines which creatures this applies to, but it usually includes constructs.

REPAIR

EXPLORATION MANIPULATE

Requirements You are holding or wearing a repair toolkit (page 290).

You spend 10 minutes attempting to fix a damaged item, placing the item on a stable surface and using the repair toolkit with both hands. Roll a Crafting check. The GM sets the DC, but it's usually about the same DC to Repair a given item as it is to Craft it in the first place. You can't Repair a destroyed item.

Critical Success You restore 10 Hit Points to the item, plus an additional 10 Hit Points per proficiency rank you have in Crafting (a total of 20 HP if you're trained, 30 HP if you're an expert, 40 HP if you're a master, or 50 HP if you're legendary).
Success You restore 5 Hit Points to the item, plus an additional 5 per proficiency rank you have in Crafting (for a total of 10 HP if you are trained, 15 HP if you're an expert, 20 HP if you're a master, or 25 HP if you're legendary).
Critical Failure You deal 2d6 damage to the item. Apply the item's Hardness to this damage.

Crafting Trained Actions

You must be trained in Crafting to use it to Earn Income.

- **Earn Income** (page 228) by crafting goods for the market.

CRAFT

DOWNTIME MANIPULATE

You can make an item from raw materials. You need the Alchemical Crafting skill feat to create alchemical items and the Magical Crafting skill feat to create magic items.

To Craft an item, you must meet the following requirements:

- The item is your level or lower. An item that doesn't list a level is level 0. If the item is 9th level or higher, you must be a master in Crafting, and if it's 17th or higher, you must be legendary.
- The item must be common, or you must otherwise have access to it.
- You have an appropriate set of tools and, in many cases, a workshop. For example, you need access to a smithy to forge a metal shield, or an alchemist's lab to produce alchemical items.
- You must supply raw materials worth at least half the item's Price. You always expend at least that amount of raw materials when you Craft successfully. If you're in a settlement, you can usually spend currency to get the amount of raw materials you need, except in the case of rarer precious materials.

You attempt a Crafting check after you spend 2 days of work setting up, or 1 day if you have the item's formula. The GM determines the DC to Craft the item based on its level, rarity, and other circumstances.

If your attempt to create the item is successful, you expend the raw materials you supplied. You can pay the remaining portion of the item's Price in materials to complete the item immediately, or you can spend additional downtime days working on it. For each additional day you spend, reduce the value of the materials you need to expend to complete the item. This amount is determined using the Income Earned table (page 229), based on your proficiency rank in Crafting and using your own level instead of a task level.

After any of these downtime days, you can complete the item by spending the remaining portion of its Price in materials. If the downtime days you spend are interrupted,

you can return to finish the item later, continuing where you left off. An example of Crafting appears in the sidebar below.

Critical Success Your attempt is successful. Each additional day spent Crafting reduces the materials needed to complete the item by an amount based on your level + 1 and your proficiency rank in Crafting.

Success Your attempt is successful. Each additional day spent Crafting reduces the materials needed to complete the item by an amount based on your level and your proficiency rank.

Failure You fail to complete the item. You can salvage the raw materials you supplied for their full value. If you want to try again, you must start over.

Critical Failure You fail to complete the item. You ruin 10% of the raw materials you supplied, but you can salvage the rest. If you want to try again, you must start over.

Alchemical and Magical Items

If you want to Craft alchemical items or magic items, you need to select the skill feat for Alchemical Crafting (page 252) or Magical Crafting (page 258) in addition to being trained. Stat blocks and details of these items appear in *GM Core*, so consult with your GM.

Crafting Example

Ezren is a 5th-level wizard and an expert in Crafting. He has a Crafting modifier of +13 and the Magical Crafting feat. With 2 weeks of downtime ahead of him, he decides to craft a *striking rune*, a 4th-level item. The GM secretly chooses a DC of 19.

The item has a Price of 65 gp, so Ezren prepares 32 gp, 5 sp worth of raw materials. He has another 32 gp, 5 sp worth of raw materials on hand. After spending 1 day building and incanting spells, he rolls a 12 on his Crafting check, for a result of 25. That's a success! At this point, Ezren can spend the additional 32 gp, 5 sp worth of materials to complete the item immediately for 65 gp.

However, Ezren has 13 more days on his hands, so he decides to spend additional time to complete the item. Because he's a 5th-level character and an expert at Crafting, he reduces the amount he has to pay by 1 gp for each day spent. After spending 13 days working, he reduces the total cost to complete the item from 65 gp to 52 gp. He spends the remaining portion of its Price in materials, completes the *striking rune*, and goes out on his next adventure. (He could have stayed home to keep working on the *striking rune*, eventually reducing the item's total Price to just the half he paid up front, but adventuring is far more lucrative!)

If Ezren's Crafting check result were a 29 or higher, he'd have gotten a critical success. In that case, he'd reduce the remaining amount by 2 gp per day (the amount for a 6th-level expert), lowering the amount needed to complete the item after 13 additional days of work to 39 gp.

Consumables and Ammunition

You can Craft items with the consumable trait in batches, making up to four of the same item at once with a single check. This requires you to include the raw materials for all the items in the batch at the start, and you must complete the batch all at once. You also Craft non-magical ammunition in batches, using the quantity listed in the Ranged Weapons Table (typically 10, page 281).

Formulas

A written formula for an item helps you create it with less difficulty. This has two functions. First, it reduces the time needed to start Crafting from 2 days to 1, as you have less preparation to do. Second, you can Craft uncommon and rarer items if you're able to acquire their formulas. See the rules on page 294 for information on formulas.

Identify Alchemy

CONCENTRATE EXPLORATION SECRET

Requirements You are holding or wearing an alchemist's toolkit (page 287).

You can identify the nature of an alchemical item with 10 minutes of testing using your alchemist's toolkit. If your attempt is interrupted in any way, you must start over.

Success You identify the item and the means of activating it.

Failure You fail to identify the item but can try again.

Critical Failure You misidentify the item as another item of the GM's choice.

Deception (Cha)

You can trick and mislead others using disguises, lies, and other forms of subterfuge. Deception often has a drawback if you get found out, and it's often best to be out of town by the time this happens.

Create a Diversion ❖

MENTAL

With a gesture, a trick, or some distracting words, you can create a diversion that draws creatures' attention elsewhere. If you use a gesture or trick, this action gains the manipulate trait. If you use distracting words, it gains the auditory and linguistic traits.

Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're trying to divert. Whether or not you succeed, creatures you attempt to divert gain a +4 circumstance bonus to their Perception DCs against your attempts to Create a Diversion for 1 minute.

Success You become hidden to each creature whose Perception DC is less than or equal to your result. (The hidden condition allows you to Sneak away, as described on page 245.) This lasts until the end of your turn or until you do anything except Step or use the Stealth skill to Hide or Sneak (pages 244 and 245). If you Strike

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a creature, the creature remains off-guard against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise.

Failure You don't divert the attention of any creatures whose Perception DC exceeds your result, and those creatures are aware you were trying to trick them.

IMPERSONATE

CONCENTRATE EXPLORATION MANIPULATE SECRET

You create a disguise to pass yourself off as someone or something you are not. Assembling a convincing disguise takes 10 minutes and requires a disguise kit (found on page 288), but a simpler, quicker disguise might do the job if you're not trying to imitate a specific individual, at the GM's discretion.

In most cases, creatures have a chance to detect your deception only if they use the Seek action to attempt Perception checks against your Deception DC. If you attempt to directly interact with someone while disguised, the GM rolls a secret Deception check for you against that creature's Perception DC instead.

If you're disguised as a specific individual, the GM might give creatures you interact with a circumstance bonus based on how well they know the person you're imitating, or the GM might roll a secret Deception check even if you aren't directly interacting with others.

Success You trick the creature into thinking you're the person you're disguised as. You might have to attempt a new check if your behavior changes.

Failure The creature can tell you're not who you claim to be.

Critical Failure The creature can tell you're not who you claim to be, and it recognizes you if it would know you without a disguise.

LIE

AUDITORY CONCENTRATE LINGUISTIC MENTAL SECRET

You try to fool someone with an untruth. Doing so takes at least 1 round, or longer if the lie is elaborate. You roll a single Deception check and compare it against the Perception DC of every creature you are trying to fool. The GM might give them a circumstance bonus based on the situation and the nature of the lie you are trying to tell. Elaborate or highly unbelievable lies are much harder to get a creature to believe than simpler and more believable lies, and some lies are so big that it's impossible to get anyone to believe them.

At the GM's discretion, if a creature initially believes your lie, it might attempt a Perception check later to Sense Motive against your Deception DC to realize it's a lie. This usually happens if the creature discovers enough evidence to counter your statements.

Success The target believes your lie.

Failure The target doesn't believe your lie and gains a +4

circumstance bonus against your attempts to Lie for the duration of your conversation. The target is also more likely to be suspicious of you in the future.

Deception Trained Action

FEINT ❖

MENTAL

Requirements You are within melee reach of the target you attempt to Feint.

With a misleading flourish, you leave an opponent unprepared for your real attack. Attempt a Deception check against your target's Perception DC.

Critical Success You throw your enemy's defenses against you entirely off. The target is off-guard against melee attacks that you attempt against it until the end of your next turn.

Success Your foe is fooled, but only momentarily. The target is off-guard against the next melee attack that you attempt against it before the end of your current turn.

Critical Failure Your feint backfires. You are off-guard against melee attacks the target attempts against you until the end of your next turn.

Diplomacy (Cha)

You influence others through negotiation and flattery, or find out information through friendly chats.

GATHER INFORMATION

EXPLORATION SECRET

You canvass local markets, taverns, and gathering places in an attempt to learn about a specific individual or topic. The GM determines the DC of the check and the amount of time it takes (typically 2 hours, but sometimes more), along with any benefit you might be able to gain by spending coin on bribes, drinks, or gifts.

Success You collect information about the individual or topic. The GM determines the specifics.

Critical Failure You collect incorrect information about the individual or topic.

Sample Gather Information Tasks

Untrained talk of the town
Trained common rumor
Expert obscure rumor, poorly guarded secret
Master well-guarded or esoteric information
Legendary information known only to an incredibly select few, or only to extraordinary beings

MAKE AN IMPRESSION

AUDITORY CONCENTRATE EXPLORATION LINGUISTIC MENTAL

With at least 1 minute of conversation, during which you engage in charismatic overtures, flattery, and other acts of goodwill, you seek to make a good impression on someone to make them temporarily agreeable. At the end of the conversation, attempt a Diplomacy check against the Will DC of one target. You can instead choose up to five targets if you take a –2 penalty. The GM might add other bonuses or penalties based on the situation. Any impression you make lasts for only the current social interaction unless the GM decides otherwise. See the Changing Attitudes sidebar for a summary of the attitude conditions.

CHANGING ATTITUDES

Your influence on NPCs is measured with a set of attitudes that reflect how they view your character. These are only a brief summary of a creature's disposition. The GM will supply additional nuance based on the history and beliefs of the characters you're interacting with, and their attitudes can change in accordance with the story. The attitudes are detailed in the Conditions Appendix and are summarized here.

- **Helpful:** Willing to help you and responds favorably to your requests.
- **Friendly:** Has a good attitude toward you, but won't necessarily stick their neck out to help you.
- **Indifferent:** Doesn't care about you either way. (Most NPCs start out indifferent.)
- **Unfriendly:** Dislikes you and doesn't want to help you.
- **Hostile:** Actively works against you—and might attack you just because of their dislike.

No one can ever change the attitude of a player character with these skills. You can roleplay interactions with player characters, and even use Diplomacy results if the player wants a mechanical sense of how convincing or charming a character is, but players make the ultimate decisions about how their characters respond.

Critical Success The target's attitude toward you improves by two steps.

Success The target's attitude toward you improves by one step.

Critical Failure The target's attitude toward you decreases by one step.

REQUEST ❖

AUDITORY CONCENTRATE LINGUISTIC MENTAL

You can make a request of a creature that's friendly or helpful to you. You must couch the request in terms that the target would accept given their current attitude toward you. The GM sets the DC based on the difficulty of the request. Some requests are unsavory or impossible, and even a helpful NPC would never agree to them.

Critical Success The target agrees to your request without qualifications.

Success The target agrees to your request, but they might demand added provisions or alterations to the request.

Failure The target refuses the request, though they might propose an alternative that is less extreme.

Critical Failure Not only does the target refuse the request, but their attitude toward you decreases by one step due to the temerity of the request.

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Common Lore Subcategories

You can learn any Lore skill your GM gives you permission to take. The following list covers a wide variety of common Lore topics appropriate for player characters in most campaigns. Backgrounds often grant you a Lore skill from this list.

- Academia Lore
- Accounting Lore
- Architecture Lore
- Art Lore
- Astronomy Lore
- Carpentry Lore
- Circus Lore
- Driving Lore
- Engineering Lore
- Farming Lore
- Fishing Lore
- Fortune-Telling Lore
- Games Lore
- Genealogy Lore
- Gladiatorial Lore
- Guild Lore
- Heraldry Lore
- Herbalism Lore
- Hunting Lore
- Labor Lore
- Legal Lore
- Library Lore
- Lore about a specific deity (Abadar Lore, Iomedae Lore)
- Lore about a specific creature or narrow category of creatures (Demon Lore, Giant Lore, Vampire Lore)
- Lore about a specific plane other than the Universe, or the plane in which the game is set if not the Universe (Astral Plane Lore, Heaven Lore, Outer Rifts Lore)
- Lore about a specific public organization (Hellknights Lore, Pathfinder Society Lore)
- Lore about a specific settlement (Absalom Lore, Magnimar Lore)
- Lore about a specific terrain (Mountain Lore, River Lore)
- Lore about a type of food or drink (Alcohol Lore, Baking Lore, Butchering Lore, Cooking Lore, Tea Lore)
- Mercantile Lore
- Midwifery Lore
- Milling Lore
- Mining Lore
- Piloting Lore
- Sailing Lore
- Scouting Lore
- Scribing Lore
- Stabling Lore
- Tanning Lore
- Theater Lore
- Underworld Lore
- Warfare Lore

Intimidation (Cha)

You bend others to your will using threats. Unlike Deception or Diplomacy, Intimidation is typically a blunt instrument with little room for nuance or care.

Coerce

AUDITORY CONCENTRATE EMOTION EXPLORATION LINGUISTIC MENTAL

With threats either veiled or overt, you attempt to bully a creature into doing what you want. You must spend at least 1 minute of conversation with the creature. At the end of the conversation, attempt an Intimidation check against the target's Will DC, modified by any circumstances the GM determines. (The attitudes referenced in the effects below are summarized in the Changing Attitudes sidebar on page 239 and described in full in the Conditions Appendix, starting on page 442.)

Critical Success The target gives you the information you seek or agrees to follow your directives so long as they aren't likely to harm the target in any way. The target continues to comply for an amount of time determined by the GM but not exceeding 1 day, at which point the target becomes unfriendly (if it wasn't already unfriendly or hostile). However, the target is too scared of you to retaliate—at least in the short term.

Success As critical success, but once the target becomes unfriendly, they might decide to act against you—for example, by reporting you to the authorities or assisting your enemies.

Failure The target doesn't do what you say, and if they were not already unfriendly or hostile, they become unfriendly.

Critical Failure The target refuses to comply, becomes hostile if they weren't already, and is temporarily immune to your Coercion for at least 1 week.

Demoralize ❖

AUDITORY CONCENTRATE EMOTION FEAR MENTAL

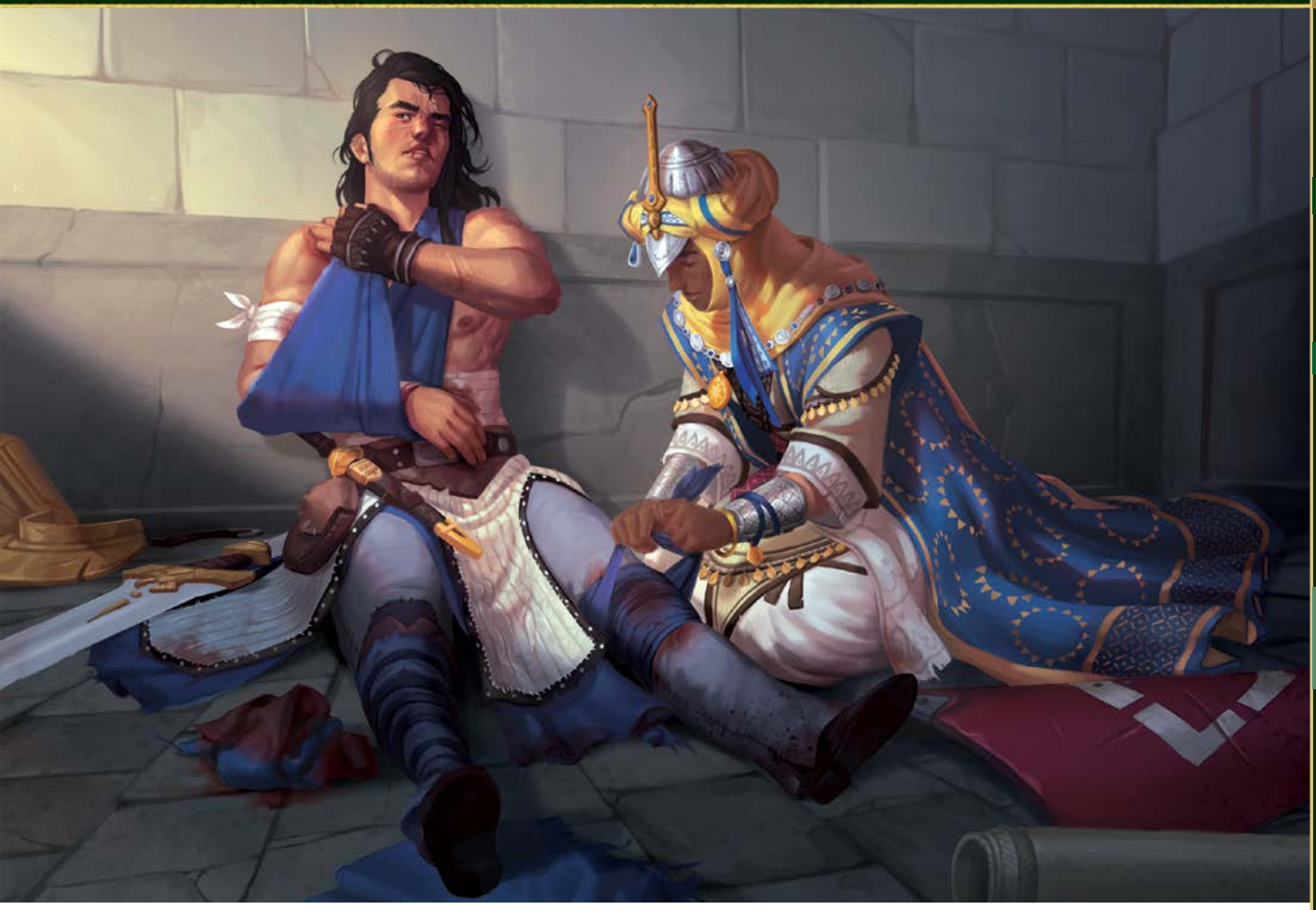
With a sudden shout, a well-timed taunt, or a cutting put-down, you can shake an enemy's resolve. Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against that target's Will DC. If the target doesn't understand the language you are speaking, or you're not speaking a language, you take a –4 circumstance penalty to the check. Regardless of your result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

Critical Success The target becomes frightened 2.

Success The target becomes frightened 1.

Lore (Int)

You have specialized information on a narrow topic. Lore features many subcategories. You might have Military Lore, Sailing Lore, Vampire Lore, or any similar subcategory of the skill. Each subcategory counts as its own skill, so applying a skill increase to Planar Lore wouldn't increase your proficiency with Sailing Lore, for example.



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Most backgrounds make you trained in a specific subcategory of the Lore skill. The GM determines what other subcategories they'll allow as Lore skills, though these categories are always less broad than any of the other skills that allow you to Recall Knowledge, and they should never be able to take the place of another skill's Recall Knowledge action. For instance, you couldn't choose Magic Lore to recall the breadth of knowledge about magic covered by Arcana, Nature, Occultism, and Religion, or choose Adventuring Lore to give you all the information an adventurer needs, or choose Planar Lore to gain all the information spread across various skills and subcategories such as Heaven Lore.

If you're making a check and multiple subcategories of Lore could apply, or a non-Lore skill could apply, you can use whichever skill you prefer. If there's any doubt whether a Lore skill applies to a specific topic or action, the GM decides whether it can be used or not.

Even if you're untrained in Lore, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 231) about the subject of the Lore skill's subcategory.

Lore Trained Action

You must be trained in Lore to use it to Earn Income.

- **Earn Income** (page 228) by using your knowledge to practice a trade.

Medicine (Wis)

You can patch up wounds and help people recover from diseases and poisons. Treat Wounds is especially useful, allowing your adventuring party to heal up between fights. It can be made more efficient with skill feats like Continual Recovery (page 254) and Ward Medic (page 265).

Even if you're untrained in Medicine, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 231) about diseases, injuries, poisons, and other ailments. You can use this to perform forensic examinations if you spend 10 minutes (or more, as determined by the GM) checking for evidence such as wound patterns. This is most useful when determining how a body was injured or killed.

Administer First Aid ◆◆

MANIPULATE

Requirements You're wearing or holding a healer's toolkit (page 288).

You perform first aid on an adjacent creature that is dying or bleeding. If a creature is both dying and bleeding, choose which ailment you're trying to treat before you roll. You can Administer First Aid again to attempt to remedy the other effect.

- **Stabilize** Attempt a Medicine check on a creature that has 0 Hit Points and the dying condition. The DC is



equal to 5 + that creature's recovery roll DC (typically 15 + its dying value).
- **Stop Bleeding** Attempt a Medicine check on a creature that is taking persistent bleed damage (page 409). The DC is usually the DC of the effect that caused the bleed.

Success If you're trying to stabilize, the target loses the dying condition (but remains unconscious). If you're trying to stop bleeding, the target benefits from an assisted recovery (page 445) with the lowered DC for particularly appropriate help.

Critical Failure If you were trying to stabilize, the target's dying value increases by 1. If you were trying to stop bleeding, the target immediately takes an amount of damage equal to its persistent bleed damage.

Medicine Trained Actions

TREAT DISEASE

DOWNTIME MANIPULATE

Requirements You're wearing or holding a healer's toolkit (page 288).

You spend at least 8 hours caring for a diseased creature. Attempt a Medicine check against the disease's DC. After you attempt to Treat a Disease for a creature, you can't try again until after that creature's next save against the disease.

Critical Success You grant the creature a +4 circumstance bonus to its next saving throw against the disease.

Success You grant the creature a +2 circumstance bonus to its next saving throw against the disease.

Critical Failure Your efforts cause the creature to take a –2 circumstance penalty to its next save against the disease.

TREAT POISON ❖

MANIPULATE

Requirements You're wearing or holding a healer's toolkit (page 288).

You treat a patient to prevent the spread of poison. Attempt a Medicine check against the poison's DC. After you attempt to Treat a Poison for a creature, you can't try again until after the next time that creature attempts a save against the poison.

Critical Success You grant the creature a +4 circumstance bonus to its next saving throw against the poison.

Success You grant the creature a +2 circumstance bonus to its next saving throw against the poison.

Critical Failure Your efforts cause the creature to take a –2 circumstance penalty to its next save against the poison.

TREAT WOUNDS

EXPLORATION HEALING MANIPULATE

Requirements You're wearing or holding a healer's toolkit (page 288).

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat it for a total of 1 hour, double the Hit Points it regains from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points and loses the wounded condition.

Success The target regains 2d8 Hit Points, and loses the wounded condition.

Critical Failure The target takes 1d8 damage.

Nature (Wis)

You know about the natural world, and you command and train animals and magical beasts. Even if you're untrained in Nature, you can use it to Recall Knowledge.

- **Recall Knowledge** about fauna, flora, geography, weather, the environment, creatures of natural origin (like animals, beasts, fey, and plants), the First World, and the Elemental Planes.

COMMAND AN ANIMAL ❖

AUDITORY CONCENTRATE

You issue an order to an animal. Attempt a Nature check against the animal's Will DC. The GM might adjust the DC if the animal has a good attitude toward you, you suggest a course of action it was predisposed toward, or you offer it a treat.

You automatically fail if the animal is hostile or unfriendly to you. If the animal is helpful to you, increase your degree of success by one step. You might be able to Command an Animal more easily with a feat like Ride (page 261).

Most animals know the Drop Prone, Leap, Seek, Stand, Stride, and Strike basic actions. If an animal knows an activity, such as a horse's Gallop, you can Command the Animal to perform the activity, but you must spend as many actions on Command an Animal as the activity's number of actions. You can also spend multiple actions to Command the Animal to perform that number of basic actions on its next turn; for instance, you could spend 3 actions to Command an Animal to Stride three times or to Stride twice and then make a Strike.

Success The animal does as you command on its next turn.

Failure The animal is hesitant or resistant, and it does nothing.

Critical Failure The animal misbehaves or misunderstands, and it takes some other action determined by the GM.

Nature Trained Actions

You must be trained in Nature to use it for the following general skill actions.

- **Identify Magic** (page 230), particularly magic of the primal tradition.
- **Learn a Spell** (page 230) from the primal tradition.

Occultism (Int)

You know a great deal about ancient philosophies, esoteric lore, obscure mysticism, and supernatural creatures. Even if you're untrained in Occultism, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 231) about ancient mysteries; obscure philosophies; creatures of occult significance (like aberrations, spirits, and oozes); and esoteric planes like the Astral Plane, Creation's Forge, the Ethereal Plane, the Netherworld, and the Void.

Occultism Trained Actions

You must be trained in Occultism to use it for the following general skill actions.

- **Decipher Writing** (page 228) on occult topics, including complex metaphysical systems, syncretic principles, obscure philosophies, and incoherent ramblings.
- **Identify Magic** (page 230), particularly magic of the occult tradition.
- **Learn a Spell** (page 230) from the occult tradition.

Performance (Cha)

You are skilled at a form of performance, using your talents to impress a crowd or make a living.

Basic Competence

Some performances require you to be more than just charismatic, and if you don't meet the demands of the art form or the audience, the GM might apply a penalty based on the relevant attribute. For example, if you're dancing and have a negative Dexterity modifier, you might take a penalty to your attempt at dancing. Likewise, if you are orating and have a negative Intelligence modifier, you might have to hope your raw Charisma can overcome the penalties from your intellectual shortcomings—or ask someone to help write your speeches!

Performance Traits

When you use an action that utilizes the Performance skill, it gains one or more traits relevant to the type of performance. The GM might change these depending on the circumstances, but the most common performance-based traits are listed below.

If you want to be particularly skilled with one type of performance, you can select the Virtuosic Performer skill feat (page 264). That feat breaks down some of the performance listed above into specific instrument types, and your GM might allow you to add your own type.

COMMANDED ANIMALS

Issuing commands to an animal doesn't always go smoothly. An animal is an independent creature with limited intelligence. Most animals understand only the simplest instructions, so you might be able to instruct an animal to move to a certain square but not dictate a specific path to get there, or command it to attack a certain creature but not to make its attack nonlethal. The GM decides the specifics of the action the animal uses.

The animal does what you commanded as soon as it can, usually as its first action on its next turn. If you successfully commanded it multiple times, it does what you said in order. It forgets all commands beyond what it can accomplish on its turn. If multiple people command the same animal, the GM determines how the animal reacts. The GM might also make the DC higher if someone has already tried to Command the Animal that round.

If you have a pet, animal companion, familiar, or similar minion, you can command it much more effectively.

Performance	Additional Traits
Act or perform comedy	Auditory, linguistic, and visual
Dance	Move and visual
Play an instrument	Auditory and manipulate
Orate or sing	Auditory and linguistic

PERFORM ❖

CONCENTRATE

When making a brief performance—one song, a quick dance, or a few jokes—you use the Perform action. This action is most useful when you want to prove your capability or impress someone quickly. Performing rarely has an impact on its own, but it might influence the DCs of subsequent Diplomacy checks against the observers, or even change their attitudes if the GM sees fit.

Critical Success Your performance impresses the observers, and they're likely to share stories of your ability.

Success You prove yourself, and observers appreciate the quality of your performance.

Failure Your performance falls flat.

Critical Failure You demonstrate only incompetence.

Sample Perform Tasks

Untrained audience of commoners
Trained audience of artisans
Expert audience of merchants or minor nobles
Master audience of high nobility or minor royalty
Legendary audience of major royalty or otherworldly beings

Performance Trained Action

You must be trained in Performance to use it to Earn Income.

- **Earn Income** (page 228) by staging a performance.

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Examining Forgeries

A creature on the lookout for forgeries, even one who was fooled on a passive glance, can take time to closely examine a document to see if it's a forgery. They apply different techniques and analysis methods to look beyond the surface elements and attempt a secret Perception or Society check against the forger's Society DC; any bonus you had to create the forgery initially applies to this DC. On a success, the examiner knows the document is a forgery. On a failure, they think the document is genuine and can't try again unless they get a new reason to be suspicious of the document. If a PC examines a genuine document, the GM might still pretend to roll a secret check before revealing the document is genuine.

Religion (Wis)

The secrets of deities, dogma, faith, and the realms of divine creatures both sublime and sinister are open to you. You also understand how magic works, though your training imparts a religious slant to that knowledge. Even if you're untrained in Religion, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 231) about divine agents, the finer points of theology, obscure myths regarding a faith, and creatures of religious significance (like celestials, fiends, and undead), Creation's Forge, the Void, and the Outer Sphere.

Religion Trained Actions

You must be trained in Religion to use it for the following general skill actions.

- **Decipher Writing** (page 228) of a religious nature, including allegories, homilies, and proverbs.
- **Identify Magic** (page 230), particularly magic of the divine tradition.
- **Learn a Spell** (page 230) from the divine tradition.

Society (Int)

You understand the people and systems that make civilization run, and you know the historical events that make societies what they are today. Further, you can use that knowledge to navigate the complex physical, societal, and economic workings of settlements. Even if you're untrained in Society, you can use it for the following general skill actions.

- **Recall Knowledge** (page 231) about local history, important personalities, legal institutions, societal structure, and humanoid cultures. The GM might allow Society to apply to other creatures that are major elements of society in your region, such as the draconic nobility in a kingdom of humans ruled by dragons.
- **Subsist** (page 232) in a settlement by finding shelter, scrounging, or begging for food.

Society Trained Actions

You must be trained in Society to use it to Decipher Writing.

- **Decipher Writing** (page 228) that's a coded message, text written in an incomplete or archaic form, or in some cases, text in a language you don't know.

Create Forgery

DOWNTIME SECRET

Requirements You provide the proper writing materials for your forgery.

You create a forged document, usually over the course of a day or a week. The GM rolls a secret DC 20 Society check. If you need to forge a specific person's handwriting, you need a sample of that person's handwriting. Otherwise, you need only to have seen a similar document, and you gain up to a +4 circumstance bonus to the check (the GM determines the bonus).

Success The forgery is of good enough quality that passive observers can't notice the fake (but see Examining Forgeries).

Failure The forgery has some obvious signs of being a fake, potentially allowing passive observers to detect it. Each time a passive observer sees the document, the GM compares your check result to the observer's Perception DC or Society DC, whichever is higher. If your result doesn't exceed a passive observer's DC, that observer knows the document is a forgery.

Stealth (Dex)

You are skilled at avoiding detection, allowing you to slip past foes, hide, or conceal an item.

Conceal an Object ❖

MANIPULATE SECRET

You hide a small object on your person (such as a weapon of light Bulk). When you try to sneak a concealed object past someone who might notice it, the GM rolls your Stealth check and compares it to this passive observer's Perception DC. Once the GM rolls your check for a concealed object, that same result is used no matter how many passive observers you try to sneak it past. If a creature is specifically searching you for an item, it can attempt a Perception check against your Stealth DC (finding the object on success).

You can also conceal an object somewhere other than your person, such as among undergrowth or in a secret compartment within a piece of furniture. In this case, characters Seeking in an area compare their Perception check results to your Stealth DC to determine whether they find the object.

Success The object remains undetected.

Failure The searcher finds the object.

Hide ❖

SECRET

You huddle behind cover or greater cover or deeper into concealment to become hidden, rather than observed. The GM

rolls your Stealth check in secret and compares the result to the Perception DC of each creature you're observed by but that you have cover or greater cover against or are concealed from. You get a +2 circumstance bonus to your check if you have standard cover (or +4 from greater cover).

Success If the creature could see you, you're now hidden from it instead of observed. If you were hidden from or undetected by the creature, you retain that condition.

If you successfully become hidden to a creature but then cease to have cover or greater cover against it or be concealed from it, you become observed again. You cease being hidden if you do anything except Hide, Sneak, or Step. If you attempt to Strike a creature, the creature remains off-guard against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise. The GM might allow you to perform a particularly unobtrusive action without being noticed, possibly requiring another Stealth check.

If a creature uses Seek to make you observed by it, you must successfully Hide to become hidden from it again.

SNEAK ❖

MOVE SECRET

You attempt to move to another place while becoming or staying undetected. Stride up to half your Speed. (You can use Sneak while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type; you must move at half that Speed.)

At the end of your movement, the GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you were hidden from or undetected by at the start of your movement. If you have cover or greater cover from the creature throughout your Stride, you gain the +2 circumstance bonus from cover (or +4 from greater cover) to your Stealth check. Because you're moving, the bonus increase from Taking Cover doesn't apply. You don't get to roll against a creature if, at the end of your movement, you neither are concealed from it nor have cover or greater cover against it. You automatically become observed by such a creature.

Success You're undetected by the creature during your movement and remain undetected by the creature at the end of it.

You become observed as soon as you do anything other than Hide, Sneak, or Step. If you attempt to Strike a creature, the creature remains off-guard against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise. The GM might allow you to perform a particularly unobtrusive action without being noticed, possibly requiring another Stealth check. If you speak or make a deliberate loud noise, you become hidden instead of undetected.

If a creature uses Seek and you become hidden to it as a result, you must Sneak if you want to become undetected by that creature again.

BEING STEALTHY

If you want to sneak around when there are creatures that can see you, you can use a combination of Hide and Sneak to do so.

- First, **Hide** behind something (either by taking advantage of cover or having the concealed condition due to fog, a spell, or a similar effect). A successful Stealth check makes you hidden, though the creatures still know roughly where you are.
- Second, now that you're hidden, you can **Sneak**. That means you can move at half your Speed and attempt another Stealth check. If it's successful, you're now undetected. That means the creatures don't know which square you're in anymore.

If you were approaching creatures that didn't know you were there, you could begin Sneaking right away, since they didn't know your location to start with. Some actions can cause you to become observed again, but they're mostly what you'd expect: standing out in the open, attacking someone, making a bunch of noise, and so forth. If you Strike someone after successfully Hiding or Sneaking, though, they're off-guard to that Strike.

Creatures can try to find you using the Seek action, described on page 417.

Three conditions explain the states of detection. Remember that these conditions are relative to each creature—you can be observed by one creature while hidden to another and undetected by a third.

Observed (page 444)

You're in the creature's clear view.

Hidden (page 444)

The creature knows your location but can't see you.

Undetected (page 446)

The creature doesn't know your location.

UNOBSERVABLE STEALTH

In some cases, it can be impossible for a creature to fully observe you. Typically this happens if you're invisible, the observer is blinded, or you're in darkness and the creature can't see in darkness. In such cases, any critical failure you roll on a check to Sneak is a failure instead. You also continue to be undetected if you lose cover or greater cover against or are no longer concealed from such a creature.

Failure A telltale sound or other sign gives your position away, though you still remain unseen. You're hidden from the creature throughout your movement and remain so.

Critical Failure You're spotted! You're observed by the creature throughout your movement and remain so. If you're invisible and were hidden from the creature, instead of being observed you're hidden throughout your movement and remain so.

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Survival (Wis)

You are adept at living in the wilderness, foraging for food and building shelter, and with training you discover the secrets of tracking and hiding your trail. Even if you're untrained, you can still use Survival to Subsist.

- **Subsist** (page 232) in the wild by foraging for food and building shelter.

Sense Direction

EXPLORATION SECRET

Using the stars, the position of the sun, traits of the geography or flora, or the behavior of fauna, you can stay oriented in the wild. Typically, you attempt a Survival check only once per day, but some environments or changes might necessitate rolling more often. The GM determines the DC and how long this activity takes (usually just a minute or so). More unusual locales or those you're unfamiliar with might require you to have a minimum proficiency rank to Sense Direction. Without a compass, you take a –2 item penalty to checks to Sense Direction.

Critical Success You get an excellent sense of where you are. If you are in an environment with cardinal directions, you know them exactly.

Success You gain enough orientation to avoid becoming hopelessly lost. If you are in an environment with cardinal directions, you have a sense of those directions.

Sense Direction Tasks

Untrained determine a cardinal direction using the sun
Trained find an overgrown path in a forest
Expert navigate a hedge maze
Master navigate a byzantine labyrinth or relatively featureless desert
Legendary navigate an ever-changing dream realm

Survival Trained Actions

Cover Tracks

CONCENTRATE EXPLORATION MOVE

You cover your tracks, moving up to half your travel Speed, using the rules on page 438. You don't need to attempt a Survival check to cover your tracks, but anyone tracking you must succeed at a Survival check against your Survival DC if it is higher than the normal DC to Track.

In some cases, you might Cover Tracks in an encounter. In this case, Cover Tracks is a single action and doesn't have the exploration trait.

Track

CONCENTRATE EXPLORATION MOVE

You follow tracks, moving at up to half your travel Speed, using the rules on page 438. After a successful check to Track, you can continue following the tracks at half your Speed without attempting additional checks for up to 1 hour.

In some cases, you might Track in an encounter. In this case, Track is a single action and doesn't have the exploration trait, but you might need to roll more often because you're in a tense situation. The GM determines how often you must attempt this check.

You attempt your Survival check when you start Tracking, once every hour you continue tracking, and any time something significant changes in the trail. The GM determines the DCs for such checks, depending on the freshness of the trail, the weather, and the type of ground.

Success You find the trail or continue to follow the one you're already following.

Failure You lose the trail but can try again after a 1-hour delay.

Critical Failure You lose the trail and can't try again for 24 hours.

Sample Track Tasks

Untrained the path of a large army following a road
Trained relatively fresh tracks of a rampaging bear through the plains
Expert a nimble panther's tracks through a jungle, tracks obscured by rainfall
Master tracks obscured by winter snow, tracks of a mouse or smaller creature, tracks left on surfaces that can't hold prints like bare rock
Legendary old tracks through a windy desert's sands, tracks obscured by a major blizzard or hurricane

Thievery (Dex)

You are trained in a particular set of skills favored by thieves and miscreants.

Palm an Object ❖

MANIPULATE

You pick up a small, unattended object and try not to be noticed. Roll a single Thievery check against the Perception DCs of all creatures who are currently observing you. You can typically only Palm Objects of negligible Bulk, though the GM might determine otherwise depending on the situation.

Success The creature doesn't notice you Palming the Object.

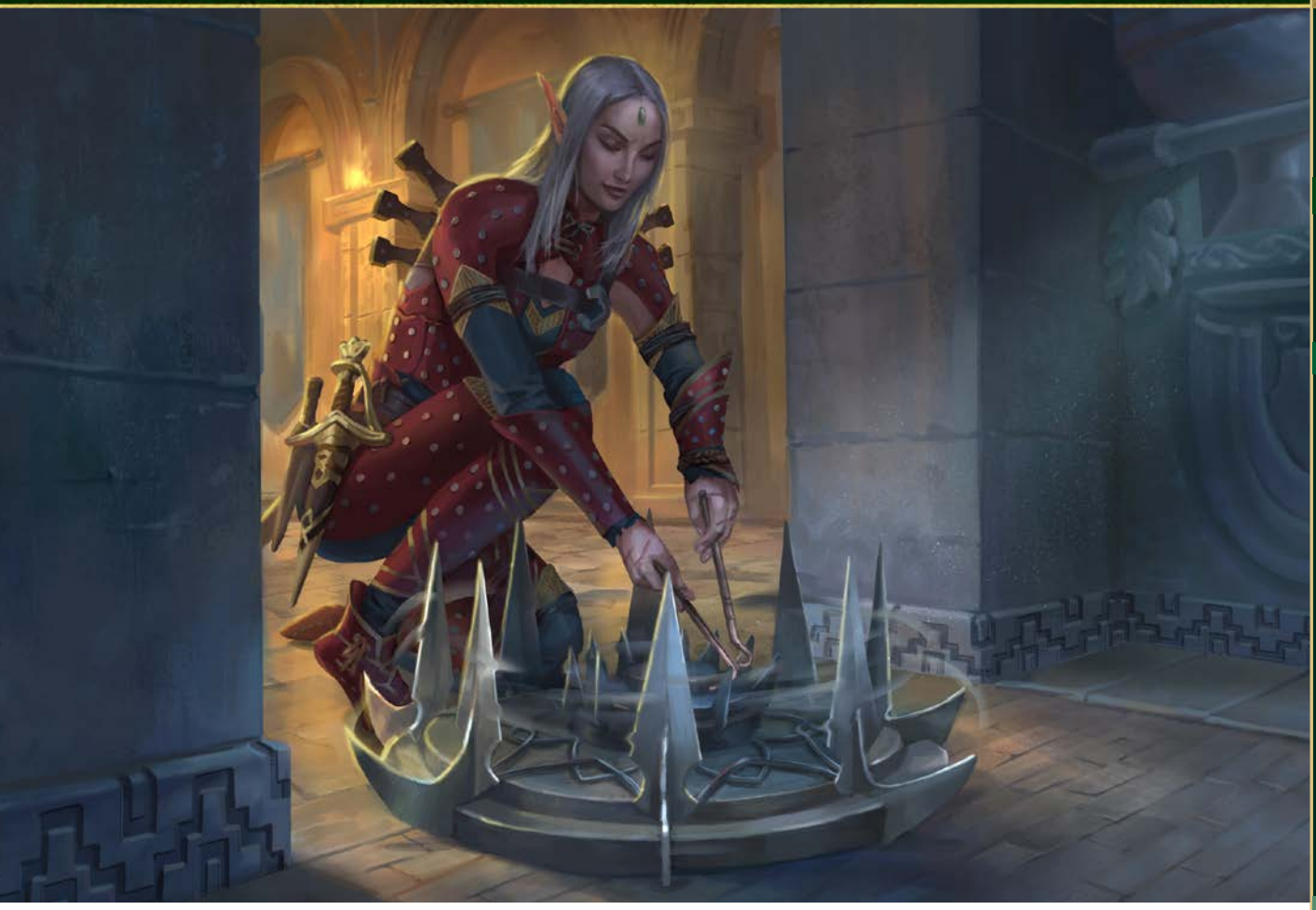
Failure The creature notices you Palming the Object.

Steal ❖

MANIPULATE

You try to take a small object from another creature without being noticed. Typically, you can Steal only an object of negligible Bulk, and you automatically fail if the creature who has the object is in combat or on guard.

Attempt a Thievery check to determine if you successfully Steal the object. The DC is usually the Perception DC of the creature wearing the object. It's easiest to steal an object that is worn but not closely guarded (like a loosely carried pouch filled with coins, or an object within such a pouch). The GM might increase the DC if the object is protected or if the nature of the object makes it harder to steal (such as a very small item in a large pack, or a sheet of parchment mixed in with other documents). For instance, the DC is typically 5 higher if the object is in a pocket, held in a creature's hand, or similarly protected.



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You might also need to compare your Thievery check result against the Perception DCs of observers other than the person wearing the object. The GM might impose a circumstance penalty to the DCs of observers who are distracted.

Success You steal the item without the bearer noticing, or an observer doesn't see you take or attempt to take the item.

Failure The item's bearer notices your attempt before you can take the object, or an observer sees you take or attempt to take the item. The GM determines the response of any creature that notices your theft.

Thievery Trained Actions

DISABLE A DEVICE ◆◆

MANIPULATE

This action allows you to disarm a trap or another complex device. Often, a device requires numerous successes before becoming disabled, depending on its construction and complexity. A thieves' toolkit is helpful and sometimes even required to Disable a Device, as determined by the GM, and sometimes a device requires a higher proficiency rank in Thievery to disable it.

Your Thievery check result determines your progress.

Critical Success You disable the device, or you achieve two successes toward disabling a device requiring more than one success. You leave no trace of your tampering, and you can rearm the device later, if that type of device can be rearmed.

Success You disable the device, or you achieve one success toward disabling a device that requires more than one success.

Critical Failure You trigger the device.

PICK A LOCK ◆◆

MANIPULATE

Requirements You're holding or wearing a thieves' toolkit (page 292).

Opening a lock without a key is very similar to Disabling a Device, but the DC of the check is determined by the complexity and construction of the lock you are attempting to pick (locks and their DCs are found on page 288). Locks of higher quality might require multiple successes to unlock. If you lack the proper tools, the GM might let you use improvised picks, which are treated as a shoddy toolkit.

Critical Success You unlock the lock, or you achieve two successes toward opening a lock that requires more than one success. You leave no trace of your tampering.

Success You open the lock, or you achieve one success toward opening a lock that requires more than one success. You leave behind damage that indicates the lock was picked on close scrutiny.

Critical Failure You break your toolkit and leave behind obvious damage. Fixing a broken toolkit requires using Crafting to Repair it or else swapping in replacement picks (costing 3 sp, or 3 gp for an infiltrator thieves' toolkit).



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CHAPTER 5: FEATS

All kinds of experiences and training can shape your character beyond what you learn by advancing in your class. Abilities that require a degree of training but can be learned by anyone—not only members of certain ancestries or classes—are called general feats.

For most classes, you gain a general feat when you reach 3rd level and every 4 levels thereafter. Each time you gain a general feat, you can select any feat with the general trait whose prerequisites you satisfy.

General feats also include a subcategory of skill feats, which expand on what you can accomplish via skills. These feats also have the skill trait. Most characters gain skill feats at 2nd level and every 2 levels thereafter. When you gain a skill feat, you must select a general feat with the skill trait; you can't select a general feat that lacks the skill trait. The level of a skill feat is typically the minimum level at which a character could meet its proficiency prerequisite.

In addition to the skill feats specifically associated with each skill, there are some that can be taken with various skills or even all skills, like Assurance.

GENERAL FEATS

Non-Skill Feats	Level	Prerequisites	Benefits
Adopted Ancestry	1	–	Gain access to ancestry feats from another ancestry
Armor Proficiency	1	–	Become trained in a type of armor
Breath Control	1	–	Hold your breath longer and gain benefits against inhaled threats
Canny Acumen	1	–	Become an expert in a saving throw or Perception
Diehard	1	–	Die at dying 5, rather than dying 4
Fast Recovery	1	Constitution +2	Regain more HP from rest, recover faster from disease
Feather Step	1	Dexterity +2	Step into difficult terrain
Fleet	1	–	Increase your Speed by 5 feet
Incredible Initiative	1	–	+2 to initiative rolls
Pet	1	–	You have a loyal pet
Ride	1	–	Automatically succeed at commanding your mount to move
Shield Block	1	–	Ward off a blow with your shield
Toughness	1	–	Increase your maximum HP and reduce the DCs of recovery checks
Weapon Proficiency	1	–	Become trained in a weapon type
Ancestral Paragon	3	–	Gain a 1st-level ancestry feat
Prescient Planner	3	–	Procure a piece of adventuring gear
Untrained Improvisation	3	–	Become more adept at using untrained skills
Expeditious Search	7	Master in Perception	Search areas in half the time
Prescient Consumable	7	Prescient Planner	Procure consumable items with Prescient Planner
Incredible Investiture	11	Charisma +3	Invest up to 12 magic items

GENERAL SKILL FEATS

Varying Skill Feats	Level	Prerequisites	Benefits
Assurance	1	Trained in at least one skill	Receive a fixed result on a skill check
Dubious Knowledge	1	Trained in a Recall Knowledge skill	Learn true and erroneous knowledge on failed check
Quick Identification	1	Trained in Arcana, Nature, Occultism, or Religion	Identify Magic in 1 minute or less
Recognize Spell	1	Trained in Arcana, Nature, Occultism, or Religion	Identify a spell as a reaction as it's being cast
Skill Training	1	Intelligence +1	Become trained in a skill
Trick Magic Item	1	Trained in Arcana, Nature, Occultism, or Religion	Activate a magic item you normally can't activate
Seasoned	1	Trained in Alcohol Lore, Cooking Lore, or Crafting	+1 to Craft food and drink, including elixirs and potions
Automatic Knowledge	2	Expert in Recall Knowledge action, Assurance in the relevant skill	Recall Knowledge as a free action once per round
Magical Shorthand	2	Expert in Arcana, Nature, Occultism, or Religion	Learn spells quickly and at a reduced cost



Varying Skill Feats	Level	Prerequisites	Benefits
Break Curse	7	Master in Occultism or Religion	Use your knowledge to break curses
Quick Recognition	7	Master in Arcana, Nature, Occultism, or Religion; Recognize Spell	Identify spells as a free action
Acrobatics Skill Feats	**Level**	**Prerequisites**	**Benefits**
Cat Fall	1	Trained in Acrobatics	Treat falls as shorter than they are
Quick Squeeze	1	Trained in Acrobatics	Move swiftly as you Squeeze
Steady Balance	1	Trained in Acrobatics	Maintain your balance in adverse conditions
Nimble Crawl	2	Expert in Acrobatics	Crawl at a faster rate
Kip Up	7	Master in Acrobatics	Stand up for free without triggering reactions
Arcana Skill Feats	**Level**	**Prerequisites**	**Benefits**
Arcane Sense	1	Trained in Arcana	Cast *detect magic* at will as an arcane innate spell
Unified Theory	15	Legendary in Arcana	Use Arcana for checks for all magical traditions
Athletics Skill Feats	**Level**	**Prerequisites**	**Benefits**
Combat Climber	1	Trained in Athletics	Fight more effectively as you Climb
Hefty Hauler	1	Trained in Athletics	Increase your Bulk limits by 2
Quick Jump	1	Trained in Athletics	High Jump or Long Jump as a single action
Titan Wrestler	1	Trained in Athletics	Disarm, Grapple, Shove, or Trip larger creatures
Underwater Marauder	1	Trained in Athletics	Fight more effectively underwater
Powerful Leap	2	Expert in Athletics	Jump farther and higher
Rapid Mantel	2	Expert in Athletics	Pull yourself onto ledges quickly
Quick Climb	7	Master in Athletics	Climb swiftly
Quick Swim	7	Master in Athletics	Swim quickly
Wall Jump	7	Master in Athletics	Jump off walls
Cloud Jump	15	Legendary in Athletics	Jump impossible distances
Crafting Skill Feats	**Level**	**Prerequisites**	**Benefits**
Alchemical Crafting	1	Trained in Crafting	Craft alchemical items
Quick Repair	1	Trained in Crafting	Repair items quickly
Snare Crafting	1	Trained in Crafting	Craft snares
Specialty Crafting	1	Trained in Crafting	Gain bonuses to Craft certain items
Communal Crafting	2	Trained in Crafting	Other PCs can help you Craft
Inventor	2	Expert in Crafting	Use Crafting to create item formulas
Magical Crafting	2	Expert in Crafting	Craft magic items
Impeccable Crafting	7	Master in Crafting, Specialty Crafting	Craft items more efficiently
Craft Anything	15	Legendary in Crafting	Ignore most requirements for crafting items
Deception Skill Feats	**Level**	**Prerequisites**	**Benefits**
Charming Liar	1	Trained in Deception	Improve a target's attitude with your lies
Lengthy Diversion	1	Trained in Deception	Remain hidden after you Create a Diversion
Lie to Me	1	Trained in Deception	Use Deception to detect lies
Confabulator	2	Expert in Deception	Reduce the bonuses against your repeated lies
Quick Disguise	2	Expert in Deception	Set up a disguise in less time
Slippery Secrets	7	Master in Deception	Evade attempts to uncover your true nature
Diplomacy Skill Feats	**Level**	**Prerequisites**	**Benefits**
Bargain Hunter	1	Trained in Diplomacy	Earn Income by searching for deals
Group Impression	1	Trained in Diplomacy	Make an Impression on multiple targets more easily
Hobnobber	1	Trained in Diplomacy	Gather Information rapidly
No Cause for Alarm	1	Trained in Diplomacy	Reduce creatures' frightened condition values
Glad-Hand	2	Expert in Diplomacy	Make an Impression on a target you've just met
Shameless Request	7	Master in Diplomacy	Make Requests of others with lesser consequences
Legendary Negotiation	15	Legendary in Diplomacy	Quickly parley with foes
Intimidation Skill Feats	**Level**	**Prerequisites**	**Benefits**
Group Coercion	1	Trained in Intimidation	Coerce multiple targets simultaneously
Intimidating Glare	1	Trained in Intimidation	Demoralize a creature without speaking
Quick Coercion	1	Trained in Intimidation	Coerce a creature quickly
Intimidating Prowess	2	Strength +3, expert in Intimidation	Gain a bonus to physically Demoralize a target
Lasting Coercion	2	Expert in Intimidation	Coerce a target into helping you longer
Battle Cry	7	Master in Intimidation	Demoralizes foes when you roll for initiative
Terrified Retreat	7	Master in Intimidation	Cause foes you Demoralize to flee
Scare to Death	15	Legendary in Intimidation	Scare a target so much, they might die

Lore Skill Feats	Level	Prerequisites	Benefits
Additional Lore	1	—	Become trained in another Lore subcategory
Experienced Professional	1	Trained in Lore	Prevent critical failures when Earning Income
Unmistakable Lore	2	Expert in Lore	Recall Knowledge about your Lore more effectively
Legendary Professional	15	Legendary in Lore	Gain renown for your Lore
Medicine Skill Feats	**Level**	**Prerequisites**	**Benefits**
Battle Medicine	1	Trained in Medicine	Heal yourself or an ally in battle
Continual Recovery	2	Expert in Medicine	Treat Wounds on a patient more often
Robust Recovery	2	Expert in Medicine	Greater benefits from Treat Disease and Treat Poison
Ward Medic	2	Expert in Medicine	Treat several patients at once
Unusual Treatment	2	Expert in Medicine	Treat Wounds tends to additional conditions
Advanced First Aid	7	Master in Medicine	Use First Aid to reduce frightened and sickened condition values
Legendary Medic	15	Legendary in Medicine	Remove disease, blinded, deafened, doomed, or drained
Nature Skill Feats	**Level**	**Prerequisites**	**Benefits**
Natural Medicine	1	Trained in Nature	Use Nature to Treat Wounds
Train Animal	1	Trained in Nature	Teach an animal a trick
Bonded Animal	2	Expert in Nature	An animal becomes permanently easier to command
Occultism Skill Feats	**Level**	**Prerequisites**	**Benefits**
Oddity Identification	1	Trained in Occultism	Recognize magic involving minds, fortune, or secrets.
Schooled in Secrets	1	Trained in Occultism	Gather Information about and Impersonate members of secret societies
Bizarre Magic	7	Master in Occultism	Your magic becomes more difficult to identify
Performance Skill Feats	**Level**	**Prerequisites**	**Benefits**
Fascinating Performance	1	Trained in Performance	Perform to fascinate observers
Impressive Performance	1	Trained in Performance	Make an Impression with Performance
Virtuosic Performer	1	Trained in Performance	+1 with a certain type of performance
Legendary Performer	15	Legendary in Performance, Virtuosic Performer	Gain renown for your Performance
Religion Skill Feats	**Level**	**Prerequisites**	**Benefits**
Student of the Canon	1	Trained in Religion	More accurately recognize the tenets of your faith or philosophy
Divine Guidance	15	Legendary in Religion	Find guidance in the writings of your faith
Society Skill Feats	**Level**	**Prerequisites**	**Benefits**
Courtly Graces	1	Trained in Society	Get along in noble society
Multilingual	1	Trained in Society	Learn two new languages
Read Lips	1	Trained in Society	Read the lips of people you can see
Sign Language	1	Trained in Society	Learn sign languages
Streetwise	1	Trained in Society	Use Society to Gather Information and Recall Knowledge
Legendary Codebreaker	15	Legendary in Society	Quickly Decipher Writing using Society
Legendary Linguist	15	Legendary in Society, Multilingual	Create pidgin languages to communicate with anyone
Stealth Skill Feats	**Level**	**Prerequisites**	**Benefits**
Experienced Smuggler	1	Trained in Stealth	Conceal items from observers more effectively
Terrain Stalker	1	Trained in Stealth	Sneak in certain terrain without attempting a check
Quiet Allies	2	Expert in Stealth	Roll a single Stealth check when sneaking with allies
Foil Senses	7	Master in Stealth	Take precautions against special senses
Swift Sneak	7	Master in Stealth	Move your full Speed while you Sneak
Legendary Sneak	15	Legendary in Stealth, Swift Sneak	Hide and Sneak without cover or being concealed
Survival Skill Feats	**Level**	**Prerequisites**	**Benefits**
Experienced Tracker	1	Trained in Survival	Track at your full Speed at a –5 penalty
Forager	1	Trained in Survival	Forage for supplies to provide for multiple creatures
Survey Wildlife	1	Trained in Survival	Identify nearby creatures through signs and clues
Terrain Expertise	1	Trained in Survival	+1 to Survival checks in certain terrain
Monster Crafting	7	Master in Survival	Craft items using monster parts
Planar Survival	7	Master in Survival	Use Survival to Subsist on different planes
Legendary Survivalist	15	Legendary in Survival	Survive extreme conditions
Thievery Skill Feats	**Level**	**Prerequisites**	**Benefits**
Pickpocket	1	Trained in Thievery	Steal or Palm an Object more effectively
Subtle Theft	1	Trained in Thievery	Your thefts are harder to notice
Wary Disarmament	2	Expert in Thievery	+2 to AC or saves against devices or traps while disarming
Quick Unlock	7	Master in Thievery	Pick a Lock with 1 action
Legendary Thief	15	Legendary in Thievery, Pickpocket	Steal what would normally be impossible to steal

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ADDITIONAL LORE FEAT 1

GENERAL SKILL

Your knowledge has expanded to encompass a new field. Choose a Lore skill subcategory. You become trained in it. At 3rd, 7th, and 15th levels, you gain an additional skill increase you can apply only to the chosen Lore subcategory.

Special You can select this feat more than once. Each time you must select a new subcategory of Lore and you gain the additional skill increases to that subcategory for the listed levels.

ADOPTED ANCESTRY FEAT 1

GENERAL

You're fully immersed in another ancestry's culture and traditions, whether born into them, earned through rite of passage, or bonded through a deep friendship or romance. Choose a common ancestry or another ancestry to which you have access. You can select ancestry feats from the ancestry you chose, in addition to your character's own ancestry, as long as the ancestry feats don't require any physiological feature that you lack, as determined by the GM.

ADVANCED FIRST AID FEAT 7

GENERAL HEALING MANIPULATE SKILL

Prerequisites master in Medicine

You use your medical training to ameliorate sickness or assuage fears. When you use Medicine to Administer First Aid, instead of Stabilizing a character or Stopping Bleeding, you can reduce an ally's frightened or sickened condition by 2, or remove either of those conditions entirely on a critical success. You can remove only one condition at a time. The DC for the Medicine check is usually the DC of the effect that caused the condition.

ALCHEMICAL CRAFTING FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

You can use the Craft activity to create alchemical items. When you select this feat, you immediately add the formulas for four common 1st-level alchemical items to your formula book (page 288).

ANCESTRAL PARAGON FEAT 3

GENERAL

Whether through instinct, study, or magic, you feel a deeper connection to your ancestry. You gain a 1st-level ancestry feat.

ARCANE SENSE FEAT 1

GENERAL SKILL

Prerequisites trained in Arcana

Your study of magic allows you to instinctively sense its presence. You can cast 1st-rank *detect magic* at will as an arcane innate spell. If you're a master in Arcana, the spell is heightened to 3rd rank; if you're legendary, it is heightened to 4th rank.

ARMOR PROFICIENCY FEAT 1

GENERAL

You become trained in light armor. If you already were trained in light armor, you gain training in medium armor. If you were trained in both, you become trained in heavy armor. If you are at least 13th level, you become an expert in this armor type.

Special You can select this feat more than once. Each time, you become trained in the next type of armor, as detailed above.

ASSURANCE FEAT 1

FORTUNE GENERAL SKILL

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Special You can select this feat multiple times. Each time, choose a different skill and gain the benefits for that skill.

AUTOMATIC KNOWLEDGE FEAT 2

GENERAL SKILL

Prerequisites expert in a skill with the Recall Knowledge action, Assurance in that skill

You know basic facts off the top of your head. Choose a skill you're an expert in that has the Recall Knowledge action and for which you have the Assurance feat. You can use the Recall Knowledge action with that skill as a free action once per round. If you do, you must use Assurance on the skill check.

Special You can select this feat multiple times, choosing a different skill each time. You can use Automatic Knowledge with any skills you have chosen, but you can still use Automatic Knowledge only once per round.

BARGAIN HUNTER FEAT 1

GENERAL SKILL

Prerequisites trained in Diplomacy

You can Earn Income (page 228) using Diplomacy, spending your days hunting for bargains and reselling at a profit. You can also spend time specifically sniffing out a great bargain on an item; this works as if you were using Earn Income with Diplomacy, except instead of gaining money, you purchase the item at a discount equal to the money you would have gained, gaining the item for free if your earned income equals or exceeds its cost. Finally, if you select Bargain Hunter during character creation at 1st level, you start play with an additional 2 gp.

BATTLE CRY FEAT 7

GENERAL SKILL

Prerequisites master in Intimidation

When you roll initiative, you can yell a mighty battle cry and Demoralize an observed foe as a free action. If you're legendary in Intimidation, you can use a reaction to Demoralize your foe when you critically succeed at an attack roll.

BATTLE MEDICINE ❖ FEAT 1

GENERAL HEALING MANIPULATE SKILL

Prerequisites trained in Medicine

Requirements You're holding or wearing a healer's toolkit (page 288).

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

BIZARRE MAGIC FEAT 7

GENERAL SKILL

Prerequisites master in Occultism

You can draw upon strange variations in your spellcasting, whether or not you can cast occult spells. The DCs to Recognize Spells you cast and Identify Magic you use increase by 5.

BONDED ANIMAL FEAT 2

DOWNTIME GENERAL SKILL

Prerequisites expert in Nature

You forge strong connections with animals. You can spend 7 days of downtime regularly interacting with a normal animal (not a companion or other special animal) that is friendly or helpful to you. After this duration, attempt a Nature check against the animal's Will DC. If successful, you bond with the animal. The animal is permanently bonded to you until you form a bond with a different animal or do something egregious to break your bond.

A helpful animal is easier to direct, as described on page 242. If your bonded animal is level –1, it gains the minion trait (page 301), allowing you to command it more efficiently. The maximum level of creature that can be your minion increases to 3 if you're a master in Nature and to 11 if you're legendary.

Special You can't have both a bonded animal and an animal companion (though you can have both a bonded animal and a pet or familiar).

BREAK CURSE FEAT 7

CONCENTRATE EXPLORATION GENERAL HEALING SKILL

Prerequisites master in Occultism or Religion

You spend 8 hours praying or performing occult rites over the target, weakening a curse's power over them. Attempt to counteract (page 431) the curse, using Occultism or Religion for your counteract check and half your level rounded up for the counteract rank. Break Curse only takes 10 minutes of prayer and rites if you are legendary in Occultism or Religion.

BREATH CONTROL FEAT 1

GENERAL

You can breathe even in hazardous or sparse air. You can hold your breath for 25 times as long as usual before suffocating. You gain a +1 circumstance bonus to saving throws against inhaled threats, such as inhaled poisons, and if you roll a success on such a saving throw, you get a critical success instead.

CANNY ACUMEN FEAT 1

GENERAL

Your avoidance or observation is beyond the ken of most in your profession. Choose Fortitude saves, Reflex saves, Will saves, or Perception. You become an expert in your choice. At 17th level, you become a master in your choice.

CAT FALL FEAT 1

GENERAL SKILL

Prerequisites trained in Acrobatics

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter and 50 feet if you're a master. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

CHARMING LIAR FEAT 1

GENERAL SKILL

Prerequisites trained in Deception

Your charm allows you to win over those you lie to. When you get a critical success using the Lie action, the target's attitude toward you improves by one step, as though you'd succeeded at using Diplomacy to Make an Impression. This works only once per conversation, and if you critically succeed against multiple targets using the same result, you choose one creature's attitude to improve. You must be lying to impart seemingly important information, inflate your status, or ingratiate yourself, which trivial or irrelevant lies can't achieve.

CLOUD JUMP FEAT 15

GENERAL SKILL

Prerequisites legendary in Athletics

You unparalleled athletic skill allows you to jump impossible distances. Triple the distance you Long Jump (so you could jump 60 feet on a successful DC 20 check). When you High Jump, use the calculation for a Long Jump but don't triple the distance.

You can jump a distance greater than your Speed by spending additional actions when you Long Jump or High Jump. For each additional action spent, add your Speed to the limit on how far you can Leap.

COMBAT CLIMBER FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

Your techniques allow you to fight as you climb. You're not off-guard while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

COMMUNAL CRAFTING FEAT 2

GENERAL SKILL

Prerequisites expert in Crafting

You can have other PCs help you Craft an item, under your direction. A helper PC rolls a check with a skill in which they're trained. The skill must be Crafting or another skill

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relevant to the item, as determined by the GM. For example, a PC might use Religion to help you Craft an item with the divine trait or Warfare Lore to help you Craft a weapon. Your roll still determines whether you successfully create the item. Any helper's roll contributes toward reducing the cost of raw materials using the numbers from the Earn Income table on page 229; this uses the ally PC's proficiency rank in the skill and their level – 1 for their level.

Helping PCs must accompany you throughout the Craft activity (preventing them from pursuing other downtime activities) or the benefit is lost. The GM might determine that only a certain number of PCs can help depending on the circumstances.

Communal Crafting also allows you to take the role of a helper when someone else is crafting, provided they accept your help.

CONFABULATOR FEAT 2

GENERAL SKILL

Prerequisites expert in Deception

Even when caught in falsehoods, you pile lie upon lie. Reduce the circumstance bonus a target gains for your previous attempts to Create a Diversion or Lie to it from +4 to +2. If you're a master in Deception, reduce the bonus to +1, and if you're legendary, your targets don't get these bonuses at all.

CONTINUAL RECOVERY FEAT 2

GENERAL SKILL

Prerequisites expert in Medicine

You zealously monitor a patient's progress to administer treatment faster. When you Treat Wounds, your patient becomes immune for only 10 minutes instead of 1 hour. This applies only to your Treat Wounds activities, not any other the patient receives.

COURTLY GRACES FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You were raised among the nobility or have learned proper etiquette and bearing, allowing you to present yourself as a noble and play games of influence and politics. Unless you are intentionally presenting yourself differently, anyone who speaks with you will assume you are a noble or closely associated with the nobility (such as a prominent servant). You can use Society to Make an Impression on a noble, as well as with Impersonate to pretend to be a type of noble or a specific individual noble. If you use the normal skills in those situations, you receive a +1 circumstance bonus to the check instead.

CRAFT ANYTHING FEAT 15

GENERAL SKILL

Prerequisites legendary in Crafting

You can find ways to craft just about anything, despite restrictions. As long as you have the appropriate Crafting skill feat (such as Magical Crafting for magic items) and meet the item's level and proficiency requirements, you ignore just about any other requirement, such as being of a specific ancestry or providing spells. If a requirement adds to the item's cost, you must still pay it (including castings of spells that themselves have a cost). You can't ignore requirements of special items that have exclusive means of access and Crafting, such as artifacts. The GM decides whether you can ignore a requirement.

DIEHARD FEAT 1

GENERAL

It takes more to kill you than most. You die from the dying condition at dying 5, rather than dying 4.

DIVINE GUIDANCE FEAT 15

GENERAL SKILL

Prerequisites legendary in Religion

You're so immersed in divine scripture that you find meaning and guidance for any situation in your texts. Spend 10 minutes Deciphering Writing on religious scriptures of your deity or philosophy while thinking about a particular problem or conundrum you face, and then attempt a Religion check (DC determined by the GM). If you succeed, you unearth a relevant passage, parable, or aphorism that can help you move forward or change your thinking to help solve your conundrum.

DUBIOUS KNOWLEDGE FEAT 1

GENERAL SKILL

Prerequisites trained in a skill with the Recall Knowledge action

You're a treasure trove of information, but not all of it comes from reputable sources. When you fail (but don't critically fail) a Recall Knowledge check using any skill, you learn the correct answer and an erroneous answer, but you don't have any way to differentiate which is which. This can occur as not knowing something is significant, but not whether it's good or bad.

EXPEDITIOUS SEARCH FEAT 7

GENERAL

Prerequisites master in Perception

You have a system that lets you search at great speed, finding details and secrets twice as quickly as others can. When Searching, you take half as long as usual to Search a given area. This means that while exploring, you double the Speed you can move while ensuring you've Searched an area before walking into it (up to half your Speed). If you're legendary in Perception, you instead Search areas four times as quickly.

EXPERIENCED PROFESSIONAL FEAT 1

GENERAL SKILL

Prerequisites trained in Lore

You carefully safeguard your professional endeavors to prevent disaster. When you use Lore to Earn Income, if you roll a critical failure, you instead get a failure. If you're an expert in Lore, you gain twice as much income from a failed check to Earn Income, unless it was originally a critical failure.



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EXPERIENCED SMUGGLER FEAT 1

GENERAL SKILL

Prerequisites trained in Stealth

You often smuggle things past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you've concealed, the GM uses the number rolled or 10—whichever is higher—as the result of your die roll, adding it to your Stealth modifier to determine your Stealth check result. If you're a master in Stealth, the GM uses the number rolled or 15, and if you're legendary in Stealth, you automatically succeed at hiding a small concealed item from passive observers. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items.

EXPERIENCED TRACKER FEAT 1

GENERAL SKILL

Prerequisites trained in Survival

Tracking is second nature to you, and when necessary you can follow a trail without pause. You can Track while moving at full Speed by taking a –5 penalty to your Survival check. If you're a master in Survival, you don't take the –5 penalty. If you're legendary in Survival, you no longer need to roll a new Survival check every hour when tracking, though you still need to roll whenever there are significant changes in the trail.

FASCINATING PERFORMANCE FEAT 1

GENERAL SKILL

Prerequisites trained in Performance

When you Perform, compare your result to the Will DC of one observer. If you succeed, the target is fascinated by you for 1 round. If the observer is in a situation that demands immediate attention, such as combat, you must critically succeed to fascinate it and the Perform action gains the incapacitation trait. You must choose which creature you're trying to fascinate before you roll your check, and the target is then temporarily immune for 1 hour.

If you're an expert in Performance, you can fascinate up to four observers; if you're a master, you can fascinate up to 10 observers; and if you're legendary, you can fascinate any number of observers at the same time.

FAST RECOVERY FEAT 1

GENERAL

Prerequisites Constitution +2

Your body quickly bounces back from afflictions. You regain twice as many Hit Points from resting. Each time you succeed at a Fortitude save against an ongoing disease or poison, you reduce its stage by 2, or by 1 against a virulent disease or poison. Each critical success you achieve against an ongoing disease or poison reduces its stage by 3, or by 2 against a virulent disease or poison. In addition, you reduce the severity of your drained condition by 2 when you rest for a night instead of by 1.



FEATHER STEP FEAT 1

GENERAL

Prerequisites Dexterity +2

You step carefully and quickly. You can Step into difficult terrain.

FLEET FEAT 1

GENERAL

You move more quickly on foot. Your Speed increases by 5 feet.

FOIL SENSES FEAT 7

GENERAL SKILL

Prerequisites master in Stealth

You are adept at foiling creatures' special senses and cautious enough to safeguard against them at all times. Whenever you use the Avoid Notice, Hide, or Sneak actions, you are always considered to be taking precautions against special senses (see the Detecting with Other Senses sidebar on page 433).

FORAGER FEAT 1

GENERAL SKILL

Prerequisites trained in Survival

While using Survival to Subsist, if you roll any result worse than a success, you get a success. On a success, you can provide subsistence living for yourself and four additional creatures, and on a critical success, you can take care of twice as many additional creatures. You can choose to support half the number of creatures with a comfortable living.

Increase the number of additional creatures you feed on a success to eight if you're an expert in Survival, 16 if you're a master, and 32 if you're legendary.

GLAD-HAND FEAT 2

GENERAL SKILL

Prerequisites expert in Diplomacy

First impressions are your strong suit. When you meet someone in a casual or social situation, you can immediately attempt a Diplomacy check to Make an Impression on that creature rather than needing to converse for 1 minute. If you fail, you can engage in 1 minute of conversation and attempt a new check at the end of that time rather than accepting the failure or critical failure result.

GROUP COERCION FEAT 1

GENERAL SKILL

Prerequisites trained in Intimidation

You can strong-arm people effectively, even when you don't have them isolated. When you Coerce, you can compare your Intimidation check result to the Will DCs of up to five targets instead of one.

It's possible to get a different degree of success for each target. The number of targets you can Coerce in a single action increases to 10 if you're an expert, 25 if you're a master, and 50 if you're legendary.

GROUP IMPRESSION FEAT 1

GENERAL SKILL

Prerequisites trained in Diplomacy

When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of up to 10 targets you conversed with, with no penalty. The number of targets increases to 20 if you're an expert, 50 if you're a master, and 100 if you're legendary.

HEFTY HAULER FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

You can carry more than your frame implies. Increase your maximum and encumbered Bulk limits by 2.

HOBNOBBER FEAT 1

GENERAL SKILL

Prerequisites trained in Diplomacy

You are skilled at learning information through conversation. The Gather Information exploration activity takes you half as long as normal (typically reducing the time to 1 hour). If you're a master in Diplomacy and roll a critical failure to Gather Information, you get a failure instead. There is still no guarantee that a rumor you learn with Gather Information is accurate.

IMPECCABLE CRAFTING FEAT 7

GENERAL SKILL

Prerequisites master in Crafting, Specialty Crafting

You craft flawless creations with great efficiency. Whenever you roll a success at a Crafting check to make an item of the type you chose with Specialty Crafting, you get a critical success instead.

IMPRESSIVE PERFORMANCE FEAT 1

GENERAL SKILL

Prerequisites trained in Performance

Your performances inspire admiration and win you fans. You can Make an Impression using Performance instead of Diplomacy. If you spend at least 10 minutes performing in front of an audience, you can Make an Impression targeting up to 10 members of the audience who were there for the whole performance, without taking the normal penalty. The number of targets increases to 20 for a 1-hour performance and 50 for a 2-hour performance.

INCREDIBLE INITIATIVE FEAT 1

GENERAL

You react more quickly than others can. You gain a +2 circumstance bonus to initiative rolls.

INCREDIBLE INVESTITURE FEAT 11

GENERAL

Prerequisites Charisma +3

You have an incredible ability to invest more magic items. Increase your limit on invested items from 10 to 12. Investing worn magic items is explained on page 219 of *GM Core*.

INTIMIDATING GLARE FEAT 1

GENERAL SKILL

Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

INTIMIDATING PROWESS FEAT 2

GENERAL SKILL

Prerequisites Strength +3, expert in Intimidation

In situations where you can physically menace the target when you Coerce or Demoralize, you gain a +1 circumstance bonus to your Intimidation check and you ignore the penalty for not sharing a language. If your Strength modifier is +5 or higher and you are a master in Intimidation, this bonus increases to +2.

INVENTOR FEAT 2

DOWNTIME GENERAL SKILL

Prerequisites expert in Crafting

You are a genius at Crafting, easily able to determine how things are made and create new inventions. You can spend downtime to invent a common formula that you don't know. This works just like the Craft activity: you spend half the Price of the formula up front, attempt a Crafting check, and on a success either finish the formula by paying the difference or work for longer to decrease the Price. The difference is that you spend the additional time in research, design, and development, rather than in creating an item. Once it's complete, you add the new formula you invented to your formula book.

The GM might allow you to invent uncommon or rare formulas, typically with an increased DC. You need the Alchemical Crafting feat to invent alchemical formulas and the Magical Crafting feat to invent magical formulas.

KIP UP ◆ FEAT 7

GENERAL SKILL

Prerequisites master in Acrobatics

You stand up. This movement doesn't trigger reactions.

LASTING COERCION FEAT 2

GENERAL SKILL

Prerequisites expert in Intimidation

When you successfully Coerce someone, the maximum time they comply increases to a week, still determined by the GM. If you're legendary, the maximum increases to a month.

LEGENDARY CODEBREAKER FEAT 15

GENERAL SKILL

Prerequisites legendary in Society

Your skill with languages and codes is so great that you can decipher information with little more than a quick read through a text. You can Decipher Writing using Society while reading at normal speed. If you slow down and spend the full amount of time that's ordinarily required and roll a success, you get a critical success; if you critically succeed while spending the normal amount of time, you gain a nearly word-for-word understanding of the document.

LEGENDARY LINGUIST FEAT 15

GENERAL SKILL

Prerequisites legendary in Society, Multilingual

You're so skilled with languages you can create a pidgin instantly. You can always talk to any creature that has a language—even a language you don't know—by creating a new pidgin language that uses simplified terms and conveys basic concepts. To do so, you must first understand at least what medium of communication the creature uses (speech, sign language, and so on).

LEGENDARY MEDIC FEAT 15

GENERAL SKILL

Prerequisites legendary in Medicine

You've discovered medical breakthroughs or techniques that achieve miraculous results. Once per day for each target, you can spend 1 hour treating that target and attempt a Medicine check to remove a disease or the blinded, deafened, doomed, or drained condition. Use the DC of the disease or of the spell or effect that created the condition. If the effect's source is an artifact, above 20th level, or similarly powerful, increase the DC by 10.

LEGENDARY NEGOTIATION ◆◆◆ FEAT 15

GENERAL SKILL

Prerequisites legendary in Diplomacy

You can negotiate incredibly quickly in adverse situations. You attempt to Make an Impression and then Request your opponent cease their current activity and engage in negotiations. You take a –5 penalty to your Diplomacy check. Generally, the DC of this check is the creature's Will DC, although your GM may modify it based on the situation. Some creatures may be unable to stop regardless of their personal desires, and even those who agree to parley might ultimately find your arguments lacking and return to violence.

LEGENDARY PERFORMER FEAT 15

GENERAL SKILL

Prerequisites legendary in Performance, Virtuosic Performer

Your fame has spread throughout the lands. Creatures who have any listed skill in Society have heard of you and usually have an attitude toward you one step better than normal, depending on your reputation and the creature's disposition. For instance, if you're well-known for cruel and demanding behavior, creatures might be intimidated by you, rather than be friendly toward you. When you Earn Income with Performance, you attract higher-level audiences than your location would allow, as audiences flock to see you. For instance, rulers and angels might travel to your small tower in the woods to hear you perform. Typically, this increases the audiences available to your level or by two levels, whichever is higher.

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LEGENDARY PROFESSIONAL FEAT 15

GENERAL SKILL

Prerequisites legendary in Lore

Your fame has spread throughout the lands (for instance, if you have Warfare Lore, you might be a legendary general or tactician). This works as Legendary Performer above, except you gain higher-level jobs when you Earn Income with Lore.

LEGENDARY SNEAK FEAT 15

GENERAL SKILL

Prerequisites legendary in Stealth, Swift Sneak

You're always sneaking unless you choose to be seen, even when there's nowhere to hide. You can Hide and Sneak even without cover or being concealed. When you employ an exploration tactic other than Avoiding Notice, you also gain the benefits of Avoiding Notice unless you choose not to. See page 438 for more information about exploration tactics.

LEGENDARY SURVIVALIST FEAT 15

GENERAL SKILL

Prerequisites legendary in Survival

You can survive indefinitely without food or water and can endure severe, extreme, and incredible cold and heat without taking damage from doing so.

LEGENDARY THIEF FEAT 15

GENERAL SKILL

Prerequisites legendary in Thievery, Pickpocket

Your ability to Steal defies belief. You can attempt to Steal something that is actively wielded or that would be extremely noticeable or time consuming to remove (like worn shoes or armor). You must do so slowly and carefully, spending at least 1 minute (and significantly longer for items that are normally time consuming to remove, like armor). Throughout this duration you must have some means of staying hidden, such as the cover of darkness or a bustling crowd. Even if you succeed, if the item is extremely prominent—like a suit of full plate armor—onlookers will quickly notice it's gone after you steal it.

LENGTHY DIVERSION FEAT 1

GENERAL SKILL

Prerequisites trained in Deception

When you critically succeed to Create a Diversion, you continue to remain hidden after the end of your turn. This effect lasts for an amount of time that depends on the diversion and situation, as determined by the GM (minimum 1 additional round).

LIE TO ME FEAT 1

GENERAL SKILL

Prerequisites trained in Deception

You can use Deception to weave traps to trip up anyone trying to deceive you. If you can engage in conversation with someone trying to Lie to you, use your Deception DC if it is higher than your Perception DC to determine whether they succeed. This doesn't apply if you don't have a back-and-forth dialogue, such as when someone attempts to Lie during a long speech.

MAGICAL CRAFTING FEAT 2

GENERAL SKILL

Prerequisites expert in Crafting

You can Craft magic items, though some have other requirements, as listed in *GM Core*. When you select this feat, you gain formulas for four common magic items of 2nd level or lower.

MAGICAL SHORTHAND FEAT 2

GENERAL SKILL

Prerequisites expert in Arcana, Nature, Occultism, or Religion

Learning spells comes easily to you. When you succeed at Learning a Spell, it takes 10 minutes regardless of the spell's rank. If you would succeed on the check, you critically succeed instead. If you fail, you can try again after a week or after you gain a level, whichever is first.

You can use downtime to learn and inscribe new spells. This works as if you were using Earn Income with the tradition's associated skill, but instead of gaining money, you choose a spell available to you to learn and gain a discount on learning it, learning it for free if your earned income equals or exceeds its cost.

MONSTER CRAFTING FEAT 7

GENERAL SKILL

Prerequisites master in Survival

You can use the parts of monsters to aid in crafting. You can use the body of a monster to help Craft items, using Survival instead of Crafting for the Craft activity when you do so. If parts of the monster's body are valuable, you can expend them toward the item's raw material cost as well. (The GM makes the determination if the monster's entry doesn't list any valuable materials from its body.)

If you spend additional days working on the item, reduce the Price using the monster's level instead of your own. Certain items may require specific creatures in their Craft requirement.

MULTILINGUAL FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You easily pick up new languages. You learn two new languages, chosen from common languages, uncommon languages, and any others you have access to. You learn an additional language if you are or become a master in Society and again if you are or become legendary.

Special You can select this feat multiple times. Each time, you learn additional languages.

NATURAL MEDICINE FEAT 1

GENERAL SKILL

Prerequisites trained in Nature

You can apply natural cures to heal your allies. You can use Nature instead of Medicine to Treat Wounds, including higher Nature proficiency letting you attempt more difficult checks. It doesn't replace Medicine for uses of the skill other than Treat Wounds or for feat prerequisites.

If you're in the wilderness, you might have easier access to fresh ingredients, allowing you to gain a +2 circumstance bonus to your check to Treat Wounds using Nature, subject to the GM's determination.

NIMBLE CRAWL FEAT 2

GENERAL SKILL

Prerequisites expert in Acrobatics

You can Crawl incredibly swiftly—up to half your Speed, rather than 5 feet. If you're a master in Acrobatics, you can Crawl at full Speed, and if you're legendary, you aren't off-guard while prone.

NO CAUSE FOR ALARM ◆▶▶▶ FEAT 1

AUDITORY CONCENTRATE EMOTION GENERAL LINGUISTIC MENTAL SKILL

Prerequisites trained in Diplomacy

You attempt to reduce panic. Attempt a Diplomacy check, comparing it to the Will DC of creatures in a 10-foot emanation around you who are frightened. Each of them is temporarily immune for 1 hour.

Critical Success Reduce the creature's frightened value by 2.

Success Reduce the creature's frightened value by 1.

ODDITY IDENTIFICATION FEAT 1

GENERAL SKILL

Prerequisites trained in Occultism

When you become aware of a magical effect or see a spell being cast, you can immediately determine if it twists minds (with the mental trait), fights against fortune (with the fortune or misfortune trait), or reveals secrets (with the detection, prediction, revelation, or scrying traits). At the GM's discretion, similar effects can also fall into these categories. When you Identify Magic or Recall Knowledge to learn more about these effects, you can always use Occultism without penalty and gain a +2 circumstance bonus.

PET FEAT 1

GENERAL

You have a pet—a Tiny animal of a type you choose, such as a cat, bird, or rodent. It has the minion trait, meaning it gains 2 actions during your turn if you use the Command an Animal action to command it; this replaces the usual effects of Command an Animal, and you don't need to attempt a Nature check. A pet can't make Strikes.

Level Your pet's level is equal to yours.

Modifiers and AC Your pet's save modifiers and AC are equal to yours before applying circumstance or status bonuses or penalties. It uses 3 + your level as its modifier for Perception, Acrobatics, and Stealth, and just your level as its modifier for other skill checks. It doesn't have or use its own attribute modifiers and can never benefit from item bonuses.

Hit Points Your pet has 5 Hit Points per level.

Senses Your pet has low-light vision and can gain additional senses from pet abilities.

Speed Your pet has a Speed of 25 feet. You can choose to instead have an aquatic pet, which breathes in water instead of air and has the aquatic trait, no land Speed, and a swim Speed of 25 feet.

Pet Abilities When you gain your pet, choose two of the following abilities. If your pet is an animal that naturally has one of these abilities (for instance, an owl has a fly Speed), you must select that ability. Your pet can't be an animal that naturally has more pet abilities than the maximum. In some cases, the GM might add some familiar abilities described on pages 212–213 to the pet abilities you can choose.

- **Amphibious** It gains the amphibious trait, allowing it to breathe in both air and water, and has both a land Speed and a swim Speed, each equal to its highest land Speed or swim Speed.
- **Burrower** It gains a burrow Speed of 5 feet, allowing it to dig Tiny holes.
- **Climber** It gains a climb Speed of 25 feet.
- **Darkvision** It gains darkvision.
- **Echolocation** Your pet can use hearing as a precise sense within 20 feet.
- **Fast Movement** Increase one of the pet's Speeds from 25 feet to 40 feet.
- **Flier** It gains a fly Speed of 25 feet.
- **Manual Dexterity** It can use up to two of its limbs as if they were hands to perform manipulate actions.
- **Scent** Your pet can use scent as an imprecise sense within 30 feet
- **Tough** Your pet's max HP increase by 2 per level.

Special You can gain a new pet by retraining this feat, releasing any previous pet you have. If you later gain a familiar or other companion that uses the Pet feat, you can immediately retrain this feat.

PICKPOCKET FEAT 1

GENERAL SKILL

Prerequisites trained in Thievery

You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the –5 penalty. You can't steal objects that would be extremely noticeable or time consuming to remove (like worn shoes or armor or actively wielded objects). If you're a master in Thievery, you can attempt to Steal from a creature in combat or otherwise on guard. When doing so, Stealing requires 2 actions instead of 1, and you take a –5 penalty.

PLANAR SURVIVAL FEAT 7

GENERAL SKILL

Prerequisites master in Survival

You can Subsist using Survival on different planes, even those without resources or natural phenomena you normally need. For instance, you can forage for food without penalty even if the plane lacks food that could normally sustain you. A success on your check to Subsist also prevents damage done by the plane to you and anyone else you support with Subsist. This applies only to damage dealt by the general conditions of the plane, not smaller hazards.

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POWERFUL LEAP FEAT 2

GENERAL SKILL

Prerequisites expert in Athletics

You can jump 5 feet up with a vertical Leap without making a High Jump. You also increase the horizontal distance when you Leap, including as part of a High Jump or Long Jump, by 5 feet.

PRESCIENT CONSUMABLE FEAT 7

GENERAL

Prerequisites Prescient Planner

You can predict which consumables you might need in advance. When using Prescient Planner, you can procure a consumable item from your backpack, instead of a piece of adventuring gear. The consumable item must still be common with a level no higher than half your level, and its Bulk must be low enough that carrying it wouldn't have made you encumbered.

PRESCIENT PLANNER FEAT 3

GENERAL

Cost the Price of the chosen item

Requirements You haven't used this ability since the last time you were able to purchase goods.

You regularly create convoluted plans and contingencies, using your resources to enact them. You take 1 minute to remove your backpack, then carefully remove an item you hadn't previously declared that you purchased—you intuited that you would come to need the item and purchased it at the latest opportunity. The item must be a piece of adventuring gear (from the table on page 291 or other sources of adventuring gear), and can't be a weapon, armor, alchemical item, magic item, or other treasure. It must be common with a level no higher than half your level, and its Bulk must be low enough that carrying it wouldn't have made you encumbered.

QUICK CLIMB FEAT 7

GENERAL SKILL

Prerequisites master in Athletics

When Climbing, you move 5 more feet on a success and 10 more feet on a critical success, up to your Speed. If you're legendary in Athletics, you gain a climb Speed equal to your Speed.

QUICK COERCION FEAT 1

GENERAL SKILL

Prerequisites trained in Intimidation

You can bully others with just a few choice implications. You can Coerce a creature after 1 round of conversation instead of 1 minute. You still can't Coerce a creature in the midst of combat, or without engaging in a conversation.

QUICK DISGUISE FEAT 2

GENERAL SKILL

Prerequisites expert in Deception

You can set up a disguise in one-tenth the usual time (generally 1 minute). If you're a master in Deception, you can create a full disguise and Impersonate as a 3-action activity. If you're legendary, it takes a single action.

QUICK IDENTIFICATION FEAT 1

GENERAL SKILL

Prerequisites trained in Arcana, Nature, Occultism or Religion

You can Identify Magic swiftly. You take only 1 minute when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 10 minutes. If you're a master, it takes a 3-action activity, and if you're legendary, it takes 1 action.

QUICK JUMP FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

QUICK RECOGNITION FEAT 7

GENERAL SKILL

Prerequisites master in Arcana, Nature, Occultism, or Religion; Recognize Spell

You Recognize Spells swiftly. Once per round, you can Recognize a Spell using a skill in which you're a master as a free action.

QUICK REPAIR FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

For you, the Repair activity loses the exploration trait and takes 1 minute instead of 10 minutes. If you're a master in Crafting, it takes 3 actions. If you're legendary, it takes 1 action.

QUICK SQUEEZE FEAT 1

GENERAL SKILL

Prerequisites trained in Acrobatics

You Squeeze 5 feet per round (10 feet on a critical success). If you're legendary in Acrobatics, you Squeeze at full Speed.

QUICK SWIM FEAT 7

GENERAL SKILL

Prerequisites master in Athletics

You Swim 5 feet farther on a success and 10 feet farther on a critical success, to a maximum of your Speed. If you're legendary in Athletics, you gain a swim Speed equal to your Speed.

QUICK UNLOCK FEAT 7

GENERAL SKILL

Prerequisites master in Thievery

You can Pick a Lock using 1 action instead of 2.

QUIET ALLIES FEAT 2

GENERAL SKILL

Prerequisites expert in Stealth

You're skilled at moving with a group. When you are Avoiding Notice and your allies Follow the Expert, you and those allies can roll a single Stealth check, using the lowest modifier, instead of rolling separately. This doesn't apply for initiative rolls.

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RAPID MANTEL — FEAT 2

GENERAL SKILL

Prerequisites expert in Athletics

You easily pull yourself onto ledges. When you Grab an Edge, you can pull yourself onto that surface and stand. You can use Athletics instead of a Reflex save to Grab an Edge. If you Climb or Leap to within 5 feet beneath the top of an edge, you can pull yourself onto the surface and stand as part of that action.

READ LIPS — FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You can read lips of others nearby who you can clearly see. The language read must be one that you know. When you're at your leisure, you can do this automatically. In encounter mode or when attempting a more difficult feat of lipreading, you're fascinated and off-guard during each round in which you focus on lip movements, and you must succeed at a Society check (DC determined by the GM) to successfully read someone's lips.

RECOGNIZE SPELL — FEAT 1

GENERAL SECRET SKILL

Prerequisites trained in Arcana, Nature, Occultism, or Religion

Trigger A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting.

If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd rank or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest rank of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

RIDE — FEAT 1

GENERAL

When you Command an Animal you're mounted on to take a move action (such as Stride), you automatically succeed instead of needing to attempt a check. Any animal you're mounted on acts on your turn, like a minion. If you Mount an animal in the middle of an encounter, it skips its next turn and then acts on your next turn. Page 301 has more on minions.

ROBUST RECOVERY — FEAT 2

GENERAL SKILL

Prerequisites expert in Medicine

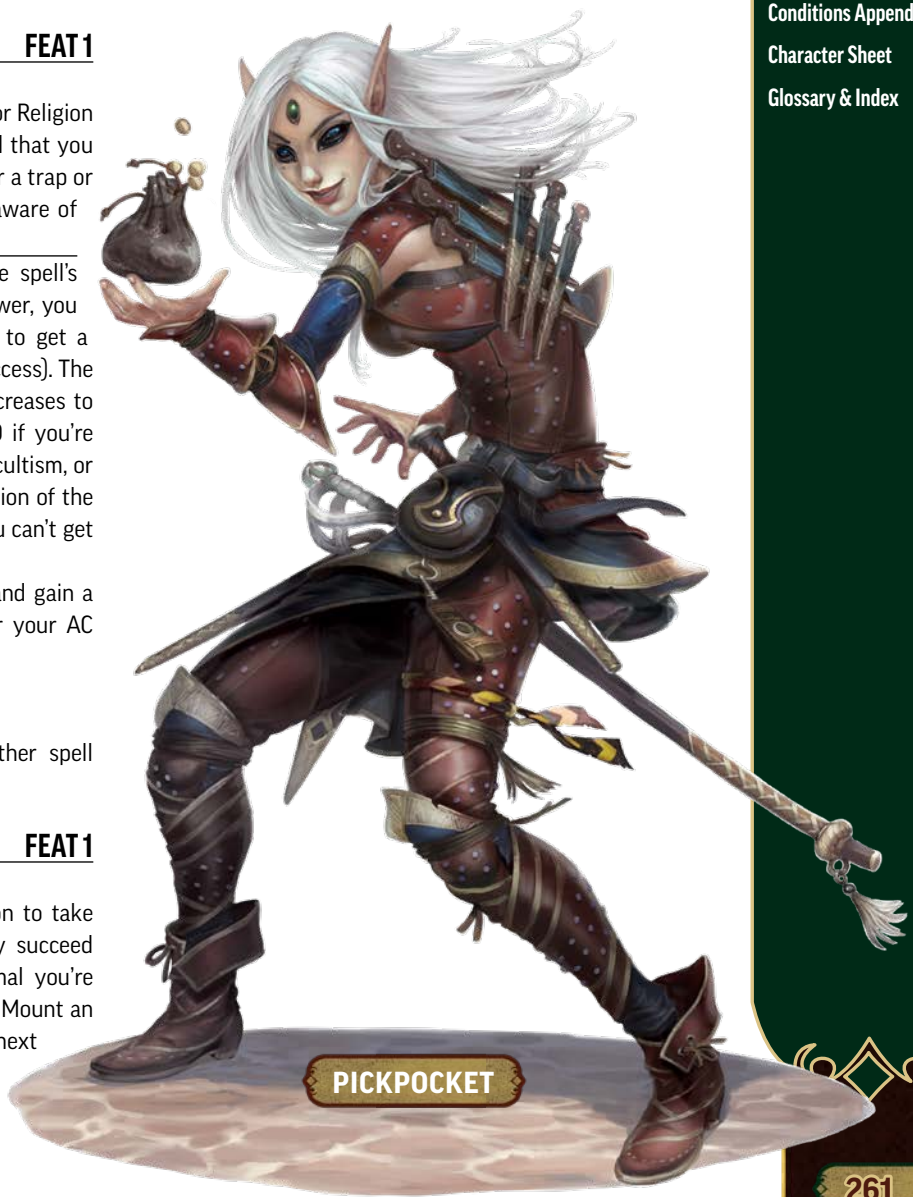
You learned folk medicine to help recover from diseases and poison, and using it diligently has made you especially resilient. When you Treat a Disease or a Poison, or someone else uses one of these actions on you, increase the circumstance bonus granted on a success to +4, and if the result of the patient's saving throw is a success, the patient gets a critical success.

SCARE TO DEATH ❖ — FEAT 15

EMOTION FEAR GENERAL INCAPACITATION SKILL

Prerequisites legendary in Intimidation

You can frighten foes so much, they might die. Attempt an Intimidation check against the Will DC of a living creature within 30 feet of you that you sense or observe and who can sense or observe you. If the target can't hear you or doesn't understand the language you are speaking, you take a –4 circumstance penalty. The creature is temporarily immune for 1 minute.





Critical Success The target must attempt a Fortitude save against your Intimidation DC. On a critical failure, it dies. On any other result, it becomes frightened 2 and is fleeing for 1 round. The critical failure effect has the death trait.
Success The target becomes frightened 2.
Failure The target becomes frightened 1.
Critical Failure The target is unaffected.

SCHOOLED IN SECRETS FEAT 1

GENERAL SKILL

Prerequisites trained in Occultism

You notice the signs and symbols that members of mystery cults and other secret societies use to declare their affiliation to fellow members. You can use Occultism in place of Diplomacy to Gather Information about such groups and in place of Deception to Impersonate a member of these groups.

If you belong to a secret cult, lodge, sect, or similar organization, you automatically recognize members of your group unless they are specifically attempting to conceal their presence from you. They also recognize your standing unless you are specifically concealing it.

SEASONED FEAT 1

GENERAL SKILL

Prerequisites trained in Alcohol Lore, Cooking Lore, or Crafting

You've mastered the preparation of many types of food and drink. You gain a +1 circumstance bonus to checks to Craft food and drink, including elixirs if you have Alchemical Crafting and potions if you have Magical Crafting. If you are a master in one of the prerequisite skills, this bonus increases to +2.

SHAMELESS REQUEST FEAT 7

GENERAL SKILL

Requirements master in Diplomacy

You can downplay the consequences or outrageousness of your requests using sheer brazenness and charm. When you Request something, you reduce any DC increases for making an outrageous request by 2, and if you roll a critical failure for your Request, you get a failure instead. While this means you can never cause your target to reduce their attitude toward you by making a Request, they eventually tire of requests, even though they still have a positive attitude toward you.

SHIELD BLOCK FEAT 1

GENERAL

Trigger While you have your shield raised, you would take physical damage (bludgeoning, piercing, or slashing) from an attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

SIGN LANGUAGE FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You learn the sign languages associated with the languages you know, allowing you to sign and understand signs. Sign languages typically require both hands to convey more complex concepts, and they are visual rather than auditory.

Sign language is difficult to understand during combat due to the level of attention needed, unlike basic gestures like pointing at a foe to suggest a target. Sign language is hard to use in areas of low visibility, just like speech is difficult in a noisy environment.

SKILL TRAINING FEAT 1

GENERAL SKILL

Prerequisites Intelligence +1

You become trained in the skill of your choice.

Special You can select this feat multiple times, choosing a new skill to become trained in each time.

SLIPPERY SECRETS FEAT 7

GENERAL SKILL

Prerequisites master in Deception

You elude and evade attempts to uncover your true nature or intentions. When a spell or magical effect tries to read your mind, detect whether you are lying, or reveal your identity, you can attempt a Deception check against the spell or effect's DC. If you succeed, the effect reveals nothing.

SPECIALTY CRAFTING FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

Your training focused on Crafting one particular kind of item. Select one of the specialties listed below; you gain a +1 circumstance bonus to Crafting checks to Craft items of that type. If you are a master in Crafting, this bonus increases to +2. If it's unclear whether the specialty applies, the GM decides. Some specialties might apply only partially. For example, if you were making a morningstar and had specialty in woodworking, the GM might give you half your bonus because the item requires both blacksmithing and woodworking.

Specialty	Applicable Items
Alchemy*	Alchemical items such as elixirs
Artistry	Fine art, including jewelry
Blacksmithing	Durable metal goods, including metal armor
Bookmaking	Books and paper
Glassmaking	Glass, including glassware and windows
Leatherworking	Leather goods, including leather armor
Pottery	Ceramic goods
Shipbuilding	Ships and boats
Stonemasonry	Stone goods and structures
Tailoring	Clothing
Weaving	Textiles, baskets, and rugs
Woodworking	Wooden goods and structures

* Requires Alchemical Crafting to Craft.

STEADY BALANCE FEAT 1

GENERAL SKILL

Prerequisites trained in Acrobatics

You can keep your balance easily, even in adverse conditions. Whenever you roll a success using the Balance action, you get a critical success instead. You're not off-guard while attempting to Balance on narrow surfaces and uneven ground. Thanks to your incredible balance, you can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.

STREETWISE FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You know about life on the streets and feel the pulse of your local settlement. You can use your Society modifier instead of your Diplomacy modifier to Gather Information. In any settlement you frequent regularly, you can use the Recall Knowledge action with Society to know the same sorts of information that you could discover with Diplomacy to Gather Information. The DC is usually significantly higher, but you know the information without spending time gathering it. If you fail to recall the information, you can still subsequently attempt to Gather Information normally.

STUDENT OF THE CANON FEAT 1

GENERAL SKILL

Prerequisites trained in Religion

You've researched many faiths enough to recognize notions about them that are unlikely to be true. If you roll a critical failure at a Religion check to Decipher Writing of a religious nature or to Recall Knowledge about the tenets of faiths, you get a failure instead. When attempting to Recall Knowledge about the tenets of your own faith, if you roll a failure, you get a success instead, and if you roll a success, you get a critical success instead.

SUBTLE THEFT FEAT 1

GENERAL SKILL

Prerequisites trained in Thievery

When you successfully Steal something, observers (creatures other than the creature you stole from) take a –2 circumstance penalty to their Perception DCs to detect your theft. Additionally, if you first Create a Diversion using Deception, taking a single Palm an Object or Steal action doesn't end your undetected condition.

SURVEY WILDLIFE FEAT 1

GENERAL SKILL

Prerequisites trained in Survival

You can study details in the wilderness to determine the presence of nearby creatures. You can spend 10 minutes assessing the area around you to find out what creatures are nearby, based on nests, scat, and marks on vegetation. Attempt a Survival check against a DC determined by the GM based on how obvious the signs are. On a success, you can attempt a Recall Knowledge check with a –2 penalty to learn more about the creatures just from these signs. If you're a master in Survival, you don't take the penalty.

SWIFT SNEAK FEAT 7

GENERAL SKILL

Prerequisites master in Stealth

You can move your full Speed when you Sneak. You can use Swift Sneak while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

TERRAIN EXPERTISE FEAT 1

GENERAL SKILL

Prerequisites trained in Survival

Your experience in navigating a certain type of terrain makes you supremely confident while doing so. You gain a +1 circumstance bonus to Survival checks in one of the following types of terrain, chosen when you select this feat: aquatic, arctic, desert, forest, mountain, plains, sky, swamp, or underground.

Special You can select this feat more than once, choosing a different type of terrain each time.

TERRAIN STALKER FEAT 1

GENERAL SKILL

Prerequisites trained in Stealth

Select one type of difficult terrain from the following list: rubble, snow, or underbrush. While undetected by all non-allies in that type of terrain, you can Sneak without attempting a Stealth check as long as you move no more than 5 feet and do not pass within 10 feet of an enemy during your movement.

During exploration, this also allows you to automatically approach within 15 feet of other creatures while Avoiding their Notice, as long as they aren't actively Searching or on guard.

Special You can select this feat multiple times. Each time, choose a different type of terrain.

TERRIFIED RETREAT FEAT 7

GENERAL SKILL

Prerequisites master in Intimidation

When you critically succeed at the Demoralize action, if the target's level is lower than yours, the target is fleeing for 1 round.

TITAN WRESTLER FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

You can attempt to Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

TOUGHNESS FEAT 1

GENERAL

Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1 (page 411).

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TRAIN ANIMAL FEAT 1

DOWNTIME GENERAL MANIPULATE SKILL

Prerequisites trained in Nature

You spend time teaching an animal to do a certain action. You can either select a basic action the animal already knows how to do (typically those listed in the Command an Animal action on page 242) or attempt to teach the animal a new basic action. The GM determines the DC of any check required and the amount of time the training takes (usually at least a week). It's usually impossible to teach an animal a trick that uses critical thinking. If you're expert, master, or legendary in Nature, you might be able to train more unusual creatures, at the GM's discretion.

Success The animal learns the action. If it was an action the animal already knew, you can Command the Animal to take that action without attempting a Nature check. If it was a new basic action, add that action to the actions the animal can take when Commanded, but you must still roll.

Failure The animal doesn't learn the trick.

TRICK MAGIC ITEM ❖ FEAT 1

GENERAL MANIPULATE SKILL

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily. For example, this might allow a fighter to cast a spell from a wand or allow a wizard to cast a spell that's not on the arcane list using a scroll. You must know what activating the item does, or you can't attempt to trick it.

Attempt a check using the skill matching the item's magic tradition, or matching a tradition that has the spell on its list, if you're trying to cast a spell from the item. The relevant skills are Arcana for arcane, Nature for primal, Occultism for occult, Religion for divine, or any of the four for an item that has the magical trait and not a tradition trait. The GM determines the DC based on the item's level (possibly adjusted depending on the item or situation).

If you activate a magic item that requires a spell attack modifier or spell DC and you don't have the ability to cast spells of the relevant tradition, use your level as your proficiency bonus and the highest of your Intelligence, Wisdom, or Charisma modifiers. If you're a master in the appropriate skill for the item's tradition, you instead use the trained proficiency bonus; if you're legendary, you instead use the expert proficiency bonus.

Success For the rest of the current turn, you can spend actions to activate the item as if you could normally use it.

Failure You can't use the item or try to trick it again this turn, but you can try again on subsequent turns.

Critical Failure You can't use the item, and you can't try to trick it again until your next daily preparations.

UNDERWATER MARAUDER FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

You've learned to fight underwater. You are not off-guard while in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.

UNIFIED THEORY FEAT 15

GENERAL SKILL

Prerequisites legendary in Arcana

You understand the common underpinnings of the four traditions of magic and magical essences, allowing you to understand them all through an arcane lens. Whenever you use a skill action or a skill feat that requires a Nature, Occultism, or Religion check, depending on the magic tradition, you can use Arcana instead. If you would normally take a penalty or have a higher DC for using Arcana on other magic (such as when using Identify Magic), you no longer do so.

UNMISTAKABLE LORE FEAT 2

GENERAL SKILL

Prerequisites expert in Lore

You never get information about your areas of expertise wrong. When you Recall Knowledge using any Lore subcategory in which you're trained, if you roll a critical failure, you get a failure instead. If you're a master in a Lore subcategory, on a critical success, you gain even more information or context than usual.

UNTRAINED IMPROVISATION FEAT 3

GENERAL

You've learned how to handle situations when you're out of your depth. Your proficiency bonus to untrained skill checks is equal to your level –2. This improves to your level –1 at 5th level and your full level at 7th level. This doesn't allow you to use the skill's trained actions.

UNUSUAL TREATMENT FEAT 2

GENERAL SKILL

Prerequisites expert in Medicine

Your medical training extends to less obvious conditions. When you succeed against a DC 20 check to Treat Wounds, you can also reduce the value of one clumsy, enfeebled, or stupefied condition on the patient by 1. If you're able to treat more than one creature at once, choose only one to gain this benefit. A creature can benefit from Unusual Treatment only once per day.

If the condition results from an affliction, the affliction isn't cured, though the condition is reduced as long as the affliction remains at that stage.

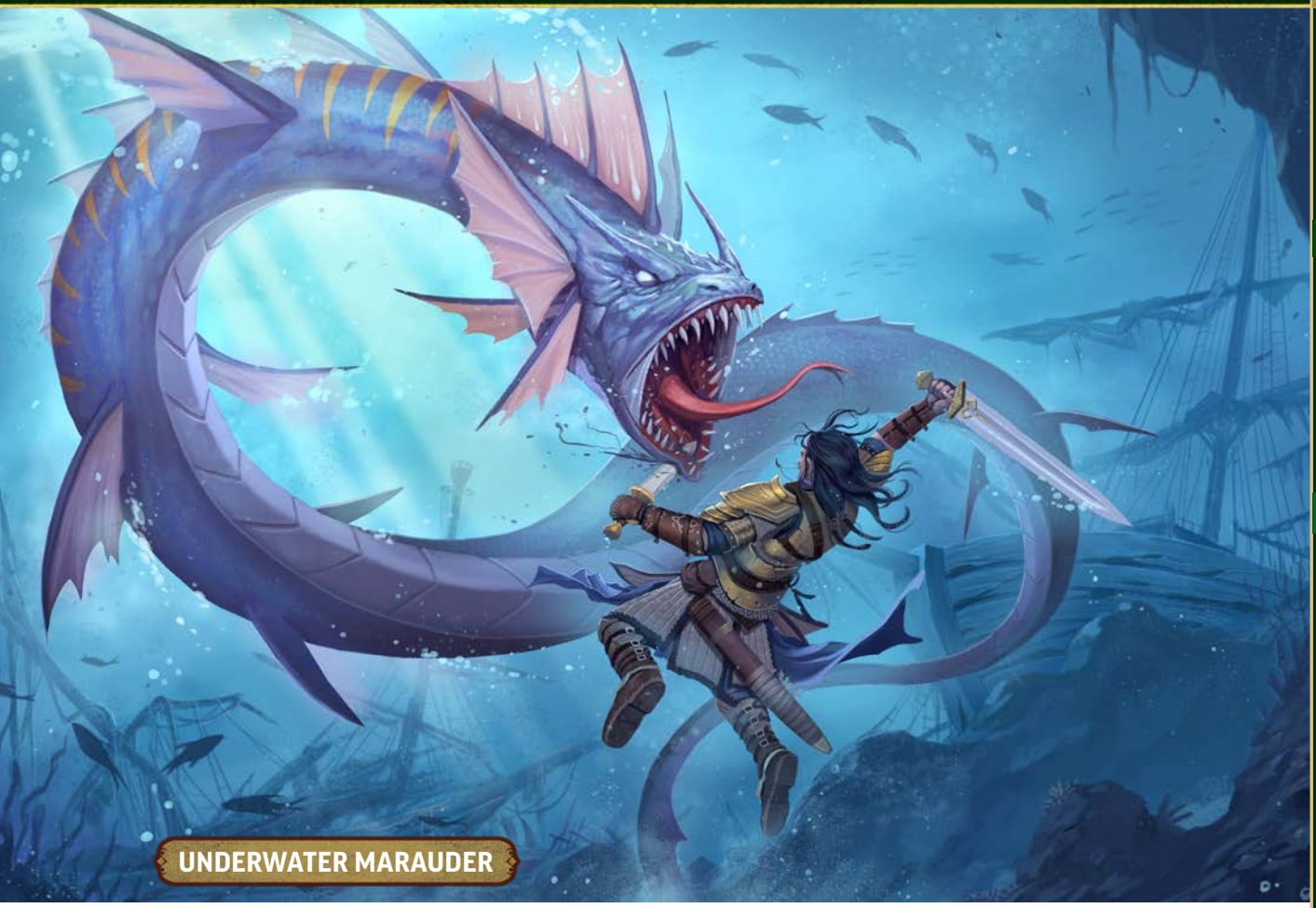
If you are a master in Medicine, add the drained condition to the list of conditions you can remove if you succeed at a DC 30 check. If you are legendary in Medicine, you reduce the chosen condition by 2 instead of by 1.

VIRTUOSIC PERFORMER FEAT 1

GENERAL SKILL

Prerequisites trained in Performance

You have exceptional talent with one type of performance. You gain a +1 circumstance bonus when making a certain type of performance. If you are a master in Performance, this bonus increases to +2. Select one of the following specialties and apply the bonus when attempting Performance checks of that type. If it's unclear whether the specialty applies, the GM decides.



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Specialty	Examples
Acting	Drama, pantomime, puppetry
Comedy	Buffoonery, joke telling, limericks
Dance	Ballet, huara, jig, macru
Keyboards	Harpsichord, organ, piano
Oratory	Epic, ode, poetry, storytelling
Percussion	Chimes, drum, gong, xylophone
Singing	Ballad, chant, melody, rhyming
Strings	Fiddle, harp, lute, viol
Winds	Bagpipe, flute, recorder, trumpet

WALL JUMP FEAT 7

GENERAL SKILL

Prerequisites master in Athletics

You can use your momentum from a jump to propel yourself off a wall. If you're adjacent to a wall at the end of a jump (whether performing a High Jump, Long Jump, or Leap), you don't fall as long as your next action is another jump. Your previous jump gives you momentum, letting you use High Jump or Long Jump as a single action, but you don't get to Stride as part of the activity.

You can use Wall Jump only once in a turn, unless you're legendary in Athletics, in which case you can use it as many times as you can use consecutive jump actions in that turn.

WARD MEDIC FEAT 2

GENERAL SKILL

Prerequisites expert in Medicine

You've studied in large medical wards, treating several patients at once and tending to all their needs. When you use Treat Disease or Treat Wounds, you can treat up to two targets. If you're a master in Medicine, you can treat up to four targets, and if you're legendary, you can treat up to eight targets.

WARY DISARMAMENT FEAT 2

GENERAL SKILL

Prerequisites expert in Thievery

If you trigger a device or set off a trap while disarming it, you gain a +2 circumstance bonus to your AC or saving throw against the device or trap. This applies only to attacks or effects triggered by your failed attempt, not to any later ones, such as additional attacks from a complex trap.

WEAPON PROFICIENCY FEAT 1

GENERAL

You become trained in all martial weapons. If you were already trained in all martial weapons, you become trained in one advanced weapon of your choice. If you are at least 11th level, you also become an expert in these weapons.

Special You can select this feat more than once. Each time you do, you become trained in an advanced weapon.



Chapter 6: Equipment

To make your mark on the world, you'll need to have the right equipment, including armor, weapons, and other gear. This chapter presents the various equipment that you can purchase during character creation. You can usually find these items for sale in most cities and other large settlements.

Your character starts out with **15 gold pieces (150 silver pieces)** to spend on any common items from this chapter. Items with an uncommon rarity can be purchased only if you have special access from abilities you selected during character creation or your GM gives you permission to purchase them. Quick equipment packages for each class appear on page 268.

Once you've purchased your starting items, there are three main ways to gain new items and equipment: you can find them during an adventure, make them using the Crafting skill, or purchase them from a merchant.

Coins and Currency

Though you might be able to barter valuable items in some areas, currency is the most versatile way to make transactions when you head to market. The most common currency is coins. There are four common types of coins, each standardized in weight and value.

- The **copper piece (cp)** is worth one-tenth of a silver piece.
- The **silver piece (sp)** is the standard unit of currency. Each silver piece is a standard weight of silver and is typically accepted by any merchant or kingdom no matter where it was minted.
- The **gold piece (gp)** is often used for purchasing magic items and other expensive items, as 1 gold piece is worth 10 silver pieces or 100 copper pieces.
- The **platinum piece (pp)** is used for the purchase of very expensive items or as a way to easily transport large sums of currency. A platinum piece is worth 10 gold pieces, 100 silver pieces, or 1,000 copper pieces.

Other Currency

Art objects, gems, and raw materials (such as those used for the Craft activity) can be used much like currency: you can sell them for the same Price you can buy them.

Price

Most items in the following tables have a Price, which is the amount of currency it typically takes to purchase that item. An item with a Price of "—" can't be purchased. An item with a Price of 0 is normally free, but its value could be higher based on the materials used to create it. Most items can be sold for half their Price, but coins, gems, art objects, and raw materials (such as components for the Craft activity) can be exchanged for their full Price.

Item Level

Each item has an item level, which represents the item's complexity and any magic used in its construction. Simpler items with a lower level are easier to construct, and you can't Craft items that have a higher level than your own (page 236). If an item's level isn't listed, its level is 0. While characters can use items of any level, GMs should keep in mind that allowing characters access to items far above their current level may have a negative impact on the game.

Carrying Items

A character carries items in three ways: held, worn, and stowed. **Held items** are in your hands; a character typically has two hands, allowing them to hold an item in each hand or a single two-handed item using both hands. **Worn items** are tucked into pockets, belt pouches, bandoliers, weapon sheaths, and so forth, and they can be retrieved and returned relatively quickly. **Stowed items** are in a backpack or a similar container, and they are more difficult to access.

Wielding Items

Some abilities require you to wield an item, typically a weapon. You're wielding an item any time you're holding it in the number of hands needed to use it effectively. When wielding an item, you're not just carrying it around—you're ready to use it. Other abilities might require you to be wearing the item, to be holding it, or simply to have it.

Drawing and Stowing Items

Drawing a worn item or changing how you're carrying an item usually requires you to use an Interact action (or sometimes the Release action). The options are detailed on page 268. Many ways of using items require you to spend multiple actions. For example, drinking a potion worn at your belt requires using an Interact action to draw it and then using a second action to drink it as described in its Activate entry.

The number of hands you need to Interact is usually clear, and if it changes during the action the action takes the maximum number of hands needed during it. The GM decides if it's unclear. You can draw, pick up, or hold an item that needs two hands using only one hand, but you need to subsequently change your grip to hold it in two hands if you want to wield or use it.

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QUICK EQUIPMENT PACKAGES

If you want to quickly decide how to spend your starting money on what your class needs, start with one of these batches of starting gear. An adventurer's pack, which is included in each kit, contains a backpack, a bedroll, 10 pieces of chalk, flint and steel, 50 feet of rope, 2 weeks' rations, soap, 5 torches, and a waterskin. The Options section lists items that aren't in the base package but that many characters of the class might like to buy.



Bard

Price 7 gp, 5 sp, 2 cp; **Bulk** 4 Bulk, 4 light; **Money Left Over** 7 gp, 4 sp, 8 cp
Armor studded leather
Weapons dagger, rapier, sling with 20 sling bullets
Gear adventurer's pack, handheld musical instrument



Cleric

Price 1 gp, 7 sp; **Bulk** 1 Bulk, 2 light; **Money Left Over** 13 gp, 3 sp
Armor explorer's clothing
Gear adventurer's pack, religious symbol (wooden)
Options your deity's favored weapon (see the deity entries on pages 35–39; use the Price listed in this chapter), chain mail (6 gp), healer's toolkit (5 gp)



Druid

Price 4 gp; **Bulk** 4 Bulk, 4 light; **Money Left Over** 11 gp
Armor hide armor
Weapons 4 javelins, spear
Gear adventurer's pack, primal symbol
Options healer's toolkit (5 gp)



Fighter

Price 5 gp, 8 sp; **Bulk** 3 Bulk, 2 light; **Money Left Over** 9 gp, 2 sp
Armor scale mail
Weapons dagger
Gear adventurer's pack, grappling hook
Options greatsword (2 gp), longbow with 20 arrows (6 gp, 2 sp), or longsword and steel shield (3 gp)



Ranger

Price 3 gp, 7 sp; **Bulk** 2 Bulk, 1 light; **Money Left Over** 11 gp, 3 sp
Armor leather armor
Weapons dagger
Gear adventurer's pack
Options longbow with 20 arrows (6 gp, 2 sp), longsword and steel shield (3 gp), 2 shortswords (1 gp, 8 sp)



Rogue

Price 6 gp, 2 sp; **Bulk** 4 Bulk, 1 light; **Money Left Over** 8 gp, 8 sp
Armor leather armor
Weapons dagger, rapier
Gear adventurer's pack, climbing toolkit
Options thieves' toolkit (3 gp)



Witch

Price 1 gp, 8 sp, 2 cp; **Bulk** 2 Bulk, 5 light; **Money Left Over** 13 gp, 1 sp, 8 cp
Armor explorer's clothing
Weapons sickle, sling with 20 bullets, staff
Gear adventurer's pack
Options cookware (1 gp), healer's toolkit (5 gp)



Wizard

Price 2 gp, 6 sp; **Bulk** 2 Bulk, 2 light; **Money Left Over** 12 gp, 4 sp
Armor explorer's clothing
Weapons staff
Gear adventurer's pack, writing set
Options crossbow with 20 bolts (3 gp, 2 sp)

Interact

You can use the Interact action (page 416) to:

- **Draw, put away, or swap** an item. You must be holding the item to put it away or wearing it to draw it. Swapping allows you to put away one item and draw another in the same action (such as putting away a dagger and drawing a mace). Abilities that specify what you do when you Interact only allow this if they say so; the Quick Draw feat lets a rogue Interact to draw a weapon, but doesn't allow them to stow one as well. Swapping lets you swap only one item for another; if you were wielding two weapons, you could put away one of them and draw a different item, but you would need to put away the second weapon separately.
- **Pick up** an item from the ground.
- **Pass off or take** a held item from a willing creature. The creature you're passing to must have a hand free. You can also attempt to throw an item to someone. You typically need to succeed at a DC 15 ranged attack with a 10-foot range increment to do so.
- **Detach a shield** or other item from you using one hand.
- **Change your grip** by adding a hand to an item.
- **Retrieve a stowed item** from a backpack, pouch, or similar container (or put one away). You'll often need to Interact to open or close the backpack or container.

Release

You can use the Release free action (page 417) to:

- **Drop** an item to the ground.
- **Change your grip** by removing a hand from an item.

Bulk

Carrying especially heavy or unwieldy items can make it more difficult for you to move, as can overloading yourself with too much gear. The Bulk value of an item reflects how difficult the item is to handle, representing its size, weight, and general awkwardness. If you have a high Strength modifier, you usually don't need to worry about Bulk unless you're carrying numerous substantial items.

Bulk Limits

You can carry an amount of Bulk equal to 5 plus your Strength modifier without penalty; if you carry more, you gain the encumbered condition. You can't hold or carry more Bulk than 10 plus your Strength modifier.

ENCUMBERED

You are carrying more weight than you can manage. While you're encumbered, you're clumsy 1 and take a –10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.

Bulk Values

Items can have a number to indicate their Bulk value, or they can be light (indicated by an L) or negligible (indicated by a —) for the purpose of determining Bulk. For instance, full plate armor is 4 Bulk, a longsword is 1 Bulk, a dagger or scroll is light, and a piece of chalk is negligible. Ten light items count as 1 Bulk, and you round down fractions (so 9 light items count as 0 Bulk, and 11 light items count as 1 Bulk). Items of negligible Bulk don't count toward Bulk unless you try to carry vast numbers of them, as determined by the GM.

Estimating an Item's Bulk

Generally, an item that weighs 5 to 10 pounds is 1 Bulk, an item weighing less than a few ounces is negligible, and anything in between is light. Particularly unwieldy items might have higher Bulk values. For example, a 10-foot pole isn't heavy, but its length makes it awkward to manage, so its Bulk is 1. Items made for larger or smaller creatures have greater or lesser Bulk, as described on page 270.

Bulk of Coins

Coins are a popular means of exchange due to their portability, but they can still add up. A thousand coins of any denomination or combination of denominations count as 1 Bulk. It's not usually necessary to determine the Bulk of coins in fractions of 1,000; simply round down fractions of 1,000. In other words, 100 coins don't count as a light item, and 1,999 coins are 1 Bulk, not 2.

Bulk of Creatures

You might need to know the Bulk of a creature, especially if you need to carry someone. This table lists the typical Bulk of a creature, but the GM might adjust this number.

Size of Creature	Bulk
Tiny	1
Small	3
Medium	6
Large	12
Huge	24
Gargantuan	48

Dragging

In some situations, you might drag an object or creature rather than carry it. If you're dragging something, treat its Bulk as half. Typically, you can drag one thing at a time, you must use both hands to do so, and you drag slowly—roughly 50 feet per minute. Use the total Bulk of what you're dragging, for instance, if you're dragging a sack filled with treasure, total the Bulk of everything inside.

Item Damage

An item can be broken or destroyed if it takes enough damage. Every item has a **Hardness** value. Each time an item takes damage, reduce any damage the item takes by its Hardness. The rest of the damage reduces the item's Hit Points. Normally an item takes damage only when a creature is directly attacking it—commonly targeted items include doors and traps. A creature that attacks you doesn't normally damage your armor or other gear, even if it hits you. However, the Shield Block reaction can cause your shield to take damage as you use it to prevent damage to yourself, and some monsters have exceptional abilities that can damage your items.

An item that takes damage can become **broken** and eventually destroyed. It becomes broken when its Hit Points are equal to or lower than its **Broken Threshold** (**BT**); once its Hit Points are reduced to 0, it is **destroyed**. A broken item has the broken condition until Repaired above its Broken Threshold. Anything that automatically makes an item broken immediately reduces its Hit Points to its Broken Threshold if the item had more Hit Points than that when the effect occurred. If an item has no Broken Threshold, then it has no relevant changes to its function due to being broken, but it's still destroyed at 0 Hit Points. A destroyed item can't be Repaired.

An item's Hardness, Hit Points, and Broken Threshold usually depend on the material the item is made of. Information on materials appears in *GM Core*.

Object Immunities

Inanimate objects and hazards are immune to bleed, death effects, disease, healing, mental effects, nonlethal attacks, poison, spirit, vitality, void, as well as the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions. Conscious, thinking items are not immune to mental effects. Many objects are immune to other conditions, at the GM's discretion. For instance, a sword can't move, so it can't take a penalty to its Speed, but a spinning blade trap might be affected.

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BROKEN

Broken is a condition that affects objects. An object is broken when damage has reduced its Hit Points below its Broken Threshold. A broken object can't be used for its normal function, nor does it grant bonuses—with the exception of armor. Broken armor still grants its item bonus to AC, but it also imparts a status penalty to AC depending on its category: –1 for broken light armor, –2 for broken medium armor, or –3 for broken heavy armor.

A broken item still imposes penalties and limitations normally incurred by carrying, holding, or wearing it. For example, broken armor would still impose its Dexterity modifier cap, check penalty, and so forth.

If an effect makes an item broken automatically and the item has more HP than its Broken Threshold, that effect also reduces the item's current HP to the Broken Threshold.

Shoddy Items

Improvised or of dubious make, shoddy items are never available for purchase except for in the most desperate of communities. When available, a shoddy item usually costs half the Price of a standard item, though you can never sell one.

Attacks and checks involving a shoddy item take a –2 item penalty. This penalty also applies to any DCs that a shoddy item applies to (such as the AC provided when wearing shoddy armor, or the DC to break out of shoddy manacles). A shoddy suit of armor also worsens the armor's check penalty by 2. A shoddy item's Hit Points and Broken Threshold are each half that of a normal item of its type.

Items and Sizes

The Bulk rules in this chapter are for Small and Medium creatures, as most ancestries are these sizes; however, other uncommon or rare ancestries might be larger or smaller and require items specially made for creatures of those sizes. Large creatures can carry more, and smaller creatures can carry less, as noted on the Bulk Conversions table.

These rules for Bulk limits come up most often when a group tries to load up a mount or animal companion. The rules for items of different sizes tend to come into play when the characters defeat a big creature that has gear, since usually the only creatures of other sizes are creatures under the GM's control.

In most cases, Small or Medium creatures can wield a Large weapon, though it's unwieldy, giving them the clumsy 1 condition, and the larger size is canceled by the difficulty of swinging the weapon, so it grants no special benefit. Large armor is simply too large for Small and Medium creatures.

Bulk Conversions for Different Sizes

As shown in the Bulk Conversions table, Large or larger creatures are less encumbered by bulky items than Small or Medium creatures, while Tiny creatures become overburdened more quickly. A Large creature treats 10 items of 1 Bulk as 1 Bulk, a Huge creature treats 10 items of 2 Bulk as 1 Bulk, and so on. A Tiny creature treats 10 items of negligible Bulk as 1 Bulk. Negligible items work in a similar way—a Huge creature treats items of 1 Bulk as negligible, so it can carry any number of items of 1 Bulk. A Tiny creature doesn't treat any items as having negligible Bulk.

BULK CONVERSIONS

Creature Size	Bulk Limit	Treats as Light	Treats as Negligible
Tiny	Half	–	none
Small or Med.	Standard	L	–
Large	x2	1 Bulk	L
Huge	x4	2 Bulk	1 Bulk
Gargantuan	x8	4 Bulk	2 Bulk

Items of Different Sizes

Creatures of sizes other than Small or Medium need items appropriate to their size. These items have different Bulk and possibly a different Price. The Differently Sized Items table provides the Price and Bulk conversion for such items.

DIFFERENTLY SIZED ITEMS

Creature Size	Price	Bulk	Light Becomes	Negligible Becomes
Tiny	Standard	Half*	–	–
Small or Med.	Standard	Standard	L	–
Large	x2	x2	1 Bulk	L
Huge	x4	x4	2 Bulk	1 Bulk
Gargantuan	x8	x8	4 Bulk	2 Bulk

* An item that would have its Bulk reduced below 1 has light Bulk.

For example, a morningstar sized for a Medium creature has a Price of 1 gp and 1 Bulk, so one made for a Huge creature is 4 gp and 4 Bulk. One made for a Tiny creature still costs 1 gp (due to its intricacy) and has 1/2 Bulk (rounding down to light Bulk). Because the way that a creature treats Bulk and the Bulk of gear sized for it scale the same way, Tiny or Large (or larger) creatures can usually wear and carry about the same amount of gear as a Medium creature.

Higher-level magic items that cost significantly more than 8 times the cost of a mundane item use their listed Price regardless of size. Precious materials, however, have a Price based on the Bulk of the item, so multiply the Bulk value as described on the Differently Sized Items table, then use the formula in the material's entry to determine the item's Price. See page 252 of *GM Core* for more information on materials.

Armor

Armor increases your character's defenses, but some medium or heavy armor can hamper movement. If you want to increase your character's defense beyond the protection your armor provides, they can use a shield. Armor protects your character only while they're wearing it.

Armor Class

Your **Armor Class** (**AC**) measures how well you can defend against attacks. When a creature attacks you, your Armor Class is the DC for that attack roll.

Armor Class = 10 + Dexterity modifier (up to your armor's Dex Cap) **+ proficiency bonus + armor's item bonus to AC + other bonuses + penalties**

Use your proficiency bonus for the category (light, medium, or heavy) or for the specific type of armor you're wearing. If you're not wearing armor, use your proficiency in unarmored defense.

Donning and Removing Armor

Getting in and out of armor is time consuming—so make sure you're wearing it when you need it! Donning and removing armor are both activities involving many Interact actions. It takes 1 minute to don light armor, 5 minutes to don medium or heavy armor, and 1 minute to remove any armor.

Armor Statistics

The Unarmored Defense table (page 273) provides the statistics for the various forms of protection without wearing armor. The Armor table (page 273) provides the statistics for suits of armor that can be purchased and worn, organized by category. The columns in both tables provide the following statistics.

Category

The armor's category—unarmored, light armor, medium armor, or heavy armor—indicates which proficiency bonus you use while wearing the armor.

AC Bonus

This number is the item bonus you add for the armor when determining Armor Class.

Dexterity Modifier Cap (Dex Cap)

This number is the maximum amount of your Dexterity modifier that can apply to your AC while you are wearing a given suit of armor. For example, if you have a Dexterity modifier of +4 and you are wearing a suit of half plate, you apply only a +1 bonus from your Dexterity modifier to your AC while wearing that armor.

Check Penalty

While wearing your armor, you take this penalty to Strength- and Dexterity-based skill checks, except for those that have the attack trait. If you meet the armor's Strength threshold (see Strength below), you don't take this penalty.

Speed Penalty

While wearing a suit of armor, you take the penalty listed in this entry to your Speed, as well as to any other movement types you have, such as a climb Speed or swim Speed, to a minimum Speed of 5 feet. If you meet the armor's Strength threshold (see below), you reduce the penalty by 5 feet.

Strength

This entry indicates the Strength modifier at which you are strong enough to overcome some of the armor's penalties. If your Strength modifier is equal to or greater than this value, you no longer take the armor's check penalty, and you decrease the Speed penalty by 5 feet (to no penalty if the penalty was –5 feet, or to a –5-foot penalty if the penalty was –10 feet).

Bulk

This entry gives the armor's Bulk, assuming you're wearing the armor and distributing its weight across your body. A suit of armor that's carried usually has 1 more Bulk than what's listed here (or 1 Bulk total for armor of light Bulk). An armor's Bulk is increased or decreased if it's sized for creatures that aren't Small or Medium in size, following the rules on page 270.

Group

Each type of clothing and armor belongs to an armor group, which classifies it with similar types of armor. Some abilities reference armor groups, typically to grant armor specialization effects, which are described on page 272.

Armor Traits

The traits for each suit of armor presented in this book appear in this entry.

Bulwark: The armor covers you so completely that it provides benefits against some damaging effects. On Reflex saves to avoid a damaging effect, such as a *fireball*, you add a +3 modifier instead of your Dexterity modifier.

Comfort: The armor is so comfortable that you can rest normally while wearing it.

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Materials

Most suits of armor and weapons are made from ordinary, commonly available materials like iron, leather, steel, and wood. If you're not sure what a suit of armor is made of, the GM determines the details.

Some armor, shields, and weapons are instead made of precious materials. These often have inherent supernatural properties. Cold iron, for example, harms fey, and silver can damage werecreatures. These materials are detailed in *GM Core* beginning on page 252.

Damaging Armor

Your armor's statistics are based on the material it's predominantly made from. It's not likely your armor will take damage, as explained in Item Damage on page 269.

Material	Hardness	HP	BT	Armors
Cloth	1	4	2	Explorer's clothing, padded armor
Leather	4	16	8	Hide, leather, studded leather
Metal	9	36	18	Breastplate, chain mail, chain shirt, full plate, half plate, scale mail, splint mail

Flexible: The armor is pliable and doesn't hinder most actions. You don't apply its check penalty to Acrobatics or Athletics checks.

Noisy: This armor is loud and likely to alert others to your presence. The armor's check penalty applies to Stealth checks even if you have the required Strength modifier.

Armor Specialization Effects

Certain class features can grant you additional benefits with certain armors. This is called an armor specialization effect. The exact effect depends on which armor group your armor belongs to, as listed below.

Chain: The armor can bend with a critical hit and absorb some of the blow. Reduce the damage from critical hits by 4 + the value of the armor's potency rune for medium armor, or 6 + the value of the armor's potency rune for heavy armor. This can't reduce the damage to less than the damage rolled for the hit before doubling for a critical hit.

Composite: The numerous overlapping pieces of this armor protect you from piercing attacks. You gain resistance to piercing damage equal to 1 + the value of the armor's potency rune for medium armor, or 2 + the value of the armor's potency rune for heavy armor.

Leather: The thick second skin of the armor disperses blunt force to reduce bludgeoning damage. You gain resistance to bludgeoning damage equal to 1 + the value of the armor's potency rune for medium armor, or 2 + the value of the armor's potency rune for heavy armor.

Plate: The sturdy plate provides no purchase for a cutting edge. You gain resistance to slashing damage equal to 1 + the value of the armor's potency rune for medium armor, or 2 + the value of the armor's potency rune for heavy armor.

Armor Descriptions

Each type of armor is described in more detail below.

Breastplate: Though referred to as a breastplate, this type of armor consists of several pieces of plate or half-plate armor (see below) that protect the torso, chest, neck, and sometimes the hips and lower legs. It strategically grants some of the protection of plate while allowing greater flexibility and speed.

Chain Mail: A suit of chain mail consists of several pieces of armor composed of small metal rings linked together in a protective mesh. It typically includes a chain shirt, leggings, a pair of arms, and a coif, collectively protecting most of the body.

Chain Shirt: Sometimes called a hauberk, this is a long shirt constructed of the same metal rings as chainmail. However, it is much lighter than chainmail and protects only the torso, upper arms, and upper legs of its wearer.

Explorer's Clothing: Adventurers who don't wear armor travel in durable clothing. Though it's not armor and uses your unarmored defense proficiency, it still has a Dex Cap and can grant an item bonus to AC if etched with potency runes (as described on page 226 of *GM Core*).

Full Plate: Plate mail consists of interlocking plates that encase nearly the entire body in a carapace of steel. It is costly and heavy, and the wearer often requires help to don it correctly, but it provides some of the best defense armor can supply. A suit of this armor comes with an undercoat of padded armor (see below) and a pair of gauntlets (page 277).

Half Plate: Half plate consists of most of the upper body plates used in full plate, with lighter or sparser steel plate protection for the arms and legs. This provides some of the protection of full plate with greater flexibility and speed. A suit of this armor comes with an undercoat of padded armor (see below) and a pair of gauntlets (page 277).

Hide: A mix of furs, sturdy hide, and sometimes molded boiled leather, this armor provides protection due to its layers of leather, though its bulkiness slows the wearer down and decreases mobility.

Leather: A mix of flexible and molded boiled leather, a suit of this type of armor provides some protection with maximum flexibility.

Padded Armor: This armor is simply a layer of heavy, quilted cloth, but it is sometimes used because it's so inexpensive. Padded armor is easier to damage and destroy than other types of armor. Heavy armor comes with a padded armor undercoat included in its Price, though it loses the comfort trait when worn under heavy armor. You can wear just that padded armor undercoat

UNARMORED DEFENSE

Unarmored	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Bulk	Group	Armor Traits
No armor	–	+0	–	–	–	–	–	–
Explorer's clothing	1 sp	+0	+5	–	–	L	Cloth	Comfort

ARMOR

Light Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Padded armor	2 sp	+1	+3	–	–	+0	L	Cloth	Comfort
Leather	2 gp	+1	+4	–1	–	+0	1	Leather	–
Studded leather	3 gp	+2	+3	–1	–	+1	1	Leather	–
Chain shirt	5 gp	+2	+3	–1	–	+1	1	Chain	Flexible, noisy
Medium Armor	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Strength**	**Bulk**	**Group**	**Armor Traits**
Hide	2 gp	+3	+2	–2	–5 ft.	+2	2	Leather	–
Scale mail	4 gp	+3	+2	–2	–5 ft.	+2	2	Composite	–
Chain mail	6 gp	+4	+1	–2	–5 ft.	+3	2	Chain	Flexible, noisy
Breastplate	8 gp	+4	+1	–2	–5 ft.	+3	2	Plate	–
Heavy Armor	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Strength**	**Bulk**	**Group**	**Armor Traits**
Splint mail (level 1)	13 gp	+5	+1	–3	–10 ft.	+3	3	Composite	–
Half plate (level 1)	18 gp	+5	+1	–3	–10 ft.	+3	3	Plate	–
Full plate (level 2)	30 gp	+6	+0	–3	–10 ft.	+4	4	Plate	Bulwark

to sleep in, if your heavy armor is destroyed, or when otherwise not wearing the full heavy armor. This allows you to keep magic armor invested and benefit from the power of any runes on the associated heavy armor, but no one else can wear your heavy armor without the padded undercoat.

Scale Mail: Scale mail consists of many metal scales sewn onto a reinforced leather backing, often in the form of a long shirt that protects the torso, arms, and legs.

Splint Mail: This type of armor is chain mail reinforced with flexible, interlocking metal plates, typically located on the wearer's torso, upper arms, and legs. A suit of this armor comes with an undercoat of padded armor (see above) and a pair of gauntlets (page 277).

Studded Leather: This leather armor is reinforced with metal studs and sometimes small metal plates, providing most of the flexibility of leather armor with more robust protection.


BREASTPLATE


CHAIN SHIRT


LEATHER


SPLINT MAIL


STUDDED LEATHER


FULL PLATE


EXPLORER'S CLOTHING


WOODEN SHIELD


BUCKLER


STEEL SHIELD

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Shields

A shield can increase your character's defense beyond the protection their armor provides. Your character must be wielding a shield in one hand to make use of it, and it grants its bonus to AC only if they use an action to Raise a Shield. This action grants the shield's bonus to AC as a circumstance bonus until their next turn starts. A shield's Speed penalty applies whenever your character is holding the shield, whether they have raised it or not.

Raise a Shield is the action most commonly used with shields. All shields, unless specifically noted or described otherwise, must be strapped to your arm and held in one hand, so you can't hold anything with that hand and Raise a Shield, and you lose the shield's benefits if that hand is no longer free. A buckler, however, doesn't take up your hand, so you can Raise a Shield with a buckler if the hand is free (or, at the GM's discretion, if it's holding a simple, lightweight object that's not a weapon).

When you have a tower shield raised, you can use the Take Cover action (page 418) to increase the circumstance bonus to AC to +4. This lasts until the shield is no longer raised, or until any of the normal conditions that end Take Cover, whichever comes first. If you would provide lesser cover against an attack, having your tower shield raised provides standard cover against it (and other creatures can Take Cover as normal using the cover from your shield).

If you have access to the Shield Block reaction (from your class or from a feat), you can use it while Raising your Shield to reduce the damage you take by an amount equal to the shield's Hardness. Both you and the shield then take any remaining damage.

Shield Statistics

Shields have statistics that follow the same rules as armor: Price, Speed Penalty, and Bulk. See page 271 for the rules for those statistics. Their other statistics are described here.

AC Bonus

A shield grants a circumstance bonus to AC, but only when the shield is raised. This requires using the Raise a Shield action, found on page 419.

Hardness

Whenever a shield takes damage, the amount of damage it takes is reduced by this amount. This number is particularly relevant for shields because of the Shield Block feat (page 262). The rules for Hardness appear on page 269.

HP (BT)

This column lists the shield's Hit Points (HP) and Broken Threshold (BT). These measure how much damage the shield can take before it's destroyed (its total HP) and how much it can take before being broken and unusable its BT). These matter primarily for the Shield Block reaction.

Attacking with a Shield

A shield can be used as a martial weapon for attacks, using the statistics listed for a shield bash on the Martial Melee Weapons table (page 278). The shield bash is an option only for shields that weren't designed to be used as weapons. A shield can't have runes added to it. You can also buy and attach a shield boss or shield spikes to a shield to make it a more practical weapon. These can also be found on the Martial Melee Weapons table (page 278). These work like other weapons and can even be etched with runes.

Shield Descriptions

Each type of shield is described in more detail below.

Buckler: This very small shield is a favorite of duelists and quick, lightly armored warriors. It's typically made of steel and strapped to your forearm. You can Raise a Shield with your buckler as long as you have that hand free or are holding a light object that's not a weapon in that hand.

Wooden Shield: Though they come in a variety of shapes and sizes, the protection offered by wooden shields comes from the stoutness of their materials. While wooden shields are less expensive than steel shields, they break more easily.

Steel Shield: Like wooden shields, steel shields come in a variety of shapes and sizes. Though more expensive than wooden shields, they are much more durable.

Tower Shield: These massive shields can be used to provide cover to nearly the entire body. Due to their size, they are typically made of wood reinforced with metal.

SHIELDS

Shield	Price	AC Bonus[1]	Speed Penalty	Bulk	Hardness	HP (BT)
Buckler	1 gp	+1	–	L	3	6 (3)
Wooden shield	1 gp	+2	–	1	3	12 (6)
Steel shield	2 gp	+2	–	1	5	20 (10)
Tower shield	10 gp	+2/+4[2]	–5 ft.	4	5	20 (10)

[1] Gaining a shield's circumstance bonus to AC requires using the Raise a Shield action (found on page 419).

[2] Getting the higher bonus for a tower shield requires using the Take Cover action (page 418) while the shield is raised.

Weapons

Most characters in Pathfinder carry weapons, ranging from mighty warhammers to graceful bows to even simple clubs. Full details on how you calculate the bonuses, modifiers, and penalties for attack rolls and damage rolls are given on pages 400–403 and 406–407, but they're summarized here, followed by the rules for weapons and dozens of weapon choices.

Attack Rolls

When making an attack roll, determine the result by rolling 1d20 and adding your attack modifier for the weapon or unarmed attack you're using. Modifiers for melee and ranged attacks are calculated differently—see page 402 for full details.

Melee attack roll result = d20 roll + Strength modifier (or optionally Dexterity modifier for a finesse weapon) **+ proficiency bonus + other bonuses + penalties**

Ranged attack roll result = d20 roll + Dexterity modifier + proficiency bonus + other bonuses + penalties

Multiple Attack Penalty

If you use an action with the attack trait more than once on the same turn, your attacks after the first take a penalty called a multiple attack penalty. Your second attack takes a –5 penalty, and any subsequent attacks take a –10 penalty.

The multiple attack penalty doesn't apply to attacks you make when it isn't your turn (such as attacks made as part of a reaction, like Reactive Strike). You can use a weapon with the agile trait (page 282) to reduce your multiple attack penalty.

Damage Rolls

When the result of your attack roll with a weapon or unarmed attack equals or exceeds your target's AC, you hit your target! Roll the weapon or unarmed attack's damage die and add the relevant modifiers, bonuses, and penalties to determine the amount of damage you deal. Calculate a damage roll as follows (full details are on page 406).

Melee damage roll = damage die of weapon or unarmed attack + Strength modifier + bonuses + penalties

Ranged damage roll = damage die of weapon (+ Strength modifier for a thrown weapon or half Strength modifier for a propulsive weapon) **+ bonuses + penalties**

Ranged weapons don't normally add an attribute modifier to the damage roll, though weapons with the propulsive trait (page 282) add half your Strength modifier (or your full modifier if it is a negative number), and thrown weapons add your full Strength modifier.

Magic weapons with *striking*, *greater striking*, or *major striking runes* add one or more weapon damage dice to your damage roll. These extra dice are the same die size as the weapon's damage die. At higher levels, most characters also gain extra damage from weapon specialization.

Critical Hits

When you make a Strike with a weapon or unarmed attack and succeed with a natural 20 (the number on the die is 20), or if the result of your attack exceeds the target's AC by 10, you achieve a critical success (also known as a critical hit). If you critically succeed at a Strike (page 418), your attack deals double damage.

Unarmed Attacks

Almost all characters start out trained in unarmed attacks. You can Strike with your fist or another body part, calculating your attack and damage rolls in the same way you would with a weapon. Unarmed attacks can belong to a weapon group (page 276), and they might have weapon traits (page 276). However, unarmed attacks aren't weapons, and effects and abilities that work with weapons never work with unarmed attacks unless they specifically say so.

The Unarmed Attacks table (page 277) lists the statistics for an unarmed attack with a fist, though you'll usually use the same statistics for attacks made with any other parts of your body. Certain ancestry feats, class features, and spells give access to special, more powerful unarmed attacks. For instance, goblins with the razortooth heritage can attack with their sharp jaws. While most unarmed attacks are melee, some, especially those from certain ancestries, might even be ranged, like the leshy's ability to launch hard seedpods. Details for those unarmed attacks are provided in the abilities that grant them.

Improvised Weapons

If you attack with something that wasn't built to be a weapon, such as a chair or a vase, you're making an attack with an improvised weapon. Improvised weapons are simple weapons. You take a –2 item penalty to attack rolls with an improvised weapon. The GM determines the amount and type of damage the attack deals, if any, as well as any weapon traits that the improvised weapon should have.

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Weapon Statistics

The tables on pages 277–281 list the statistics for various melee and ranged weapons that you can purchase, as well as the statistics for striking with a fist (or another basic unarmed attack). The tables present the following statistics. All weapons listed in this chapter have an item level of 0.

Damage

This entry lists the weapon's damage die and the type of damage it deals: B for bludgeoning, P for piercing, or S for slashing.

DAMAGE DICE

Each weapon lists the damage die used for its damage roll. A standard weapon deals one die of damage, but a magical *striking rune* can increase the number of dice rolled, as can some special actions and spells. These additional dice use the same die size as the weapon or unarmed attack's normal damage die.

Counting Damage Dice

Effects based on a weapon's number of damage dice include only the weapon's damage die plus any extra dice from a *striking rune*. They don't count extra dice from abilities, critical specialization effects, property runes, weapon traits, or the like.

Increasing Die Size

When an effect calls on you to increase the size of your weapon damage dice, instead of using its normal weapon damage dice, use the next larger die, as listed below (so if you were using a d4, you'd use a d6, and so on). If you are already using a d12, the size is already at its maximum. You can't increase your weapon damage die size more than once.

1d4 » 1d6 » 1d8 » 1d10 » 1d12

Range

Ranged and thrown weapons have a range increment. Attacks with these weapons work normally up to that distance. Attack rolls beyond a weapon's range increment take a –2 penalty for each additional multiple of that increment between you and the target. Attacks beyond the sixth range increment are impossible.

For example, a shortbow takes no penalty against a target up to 60 feet away, a –2 penalty against a target beyond 60 feet but up to 120 feet away, and a –4 penalty against a target beyond 120 feet but up to 180 feet away, and so on, up to 360 feet.

Reload

While all weapons need some amount of time to get into position, many ranged weapons also need to be loaded and reloaded. This entry indicates how many Interact actions it takes to reload such weapons or draw certain thrown weapons, like shuriken. This can be 0 if drawing ammunition and firing or throwing the weapon are part of the same action. If an item takes 2 or more actions to reload, the GM determines whether they must be performed together as an activity, or you can spend some of those actions during one turn and the rest during your next turn.

An item with an entry of "—" must be drawn to be thrown, which usually takes an Interact action just like drawing any other weapon. Reloading a ranged weapon and drawing a thrown weapon both require a free hand. Switching your grip to free a hand and then to place your hands in the grip necessary to wield the weapon are both included in the actions you spend to reload a weapon.

Bulk

This entry gives the weapon's Bulk. A weapon's Bulk is increased or decreased if it's sized for creatures that aren't Small or Medium size, following the rules on page 270.

Hands

Some weapons require one hand to wield, and others require two. A few items, such as a longbow, list 1+ for its Hands entry. You can hold a weapon with a 1+ entry in one hand, but the process of shooting it requires using a second to retrieve, nock, and loose an arrow. This means you can do things with your free hand while holding the bow without changing your grip, but the other hand must be free when you shoot. To properly wield a 1+ weapon, you must hold it in one hand and also have a hand free.

Weapons requiring two hands typically deal more damage. Some one-handed weapons have the two-hand trait, causing them to deal a different size of weapon damage die when used in two hands. In addition, some abilities require you to wield a weapon in two hands. You meet this requirement while holding the weapon in two hands, even if it doesn't require two hands or have the two-hand trait.

If an action or other ability requires you to use a "two-handed weapon," it applies for any weapon you wield in two hands. Any permanent adjustments to the weapon, such as a rune that can be added to a "one-handed weapon," uses the Hands entry in the weapon table exactly (1+ counts as one-handed for this purpose).

Group

A weapon or unarmed attack's group classifies it with similar weapons. Groups affect some abilities and what the weapon does on a critical hit if you have the critical specialization benefits for that weapon or unarmed attack; for full details, see page 283.

Weapon Traits

The traits a weapon or unarmed attack has are listed in this entry. Any trait that refers to a "weapon" can also apply to an unarmed attack that has that trait. Traits are described on page 282.

UNARMED ATTACKS

Unarmed Attack	Price	Damage	Bulk	Hands	Group	Weapon Traits
Fist	–	1d4 B	–	1	Brawling	Agile, finesse, nonlethal, unarmed

SIMPLE MELEE WEAPONS

Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Club	0	1d6 B	1	1	Club	Thrown 10 ft.
Dagger	2 sp	1d4 P	L	1	Knife	Agile, finesse, thrown 10 ft., versatile S
Gauntlet	2 sp	1d4 B	L	1	Brawling	Agile, free-hand
Light mace	4 sp	1d4 B	L	1	Club	Agile, finesse, shove
Longspear	5 sp	1d8 P	2	2	Spear	Reach
Mace	1 gp	1d6 B	1	1	Club	Shove
Morningstar	1 gp	1d6 B	1	1	Club	Versatile P
Sickle	2 sp	1d4 S	L	1	Knife	Agile, finesse, trip
Spear	1 sp	1d6 P	1	1	Spear	Monk, thrown 20 ft.
Spiked gauntlet	3 sp	1d4 P	L	1	Brawling	Agile, free-hand
Staff	0	1d4 B	1	1	Club	Monk, two-hand d8
Uncommon Simple Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Clan dagger	2 gp	1d4 P	L	1	Knife	Agile, dwarf, parry, versatile B
Katar	3 sp	1d4 P	L	1	Knife	Agile, deadly d6, monk

Ammunition

Some entries in the ranged weapons tables are followed by an entry for the type of ammunition that weapon launches. The damage die is determined by the weapon, not the ammunition. Because that and other relevant statistics vary by weapon, ammunition entries list only the name, quantity, Price, and Bulk. Using ammunition destroys it.



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Martial Melee Weapons

Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Bastard sword	4 gp	1d8 S	1	1	Sword	Two-hand d12
Battle axe	1 gp	1d8 S	1	1	Axe	Sweep
Bo staff	2 sp	1d8 B	2	2	Club	Monk, parry, reach, trip
Falchion	3 gp	1d10 S	2	2	Sword	Forceful, sweep
Flail	8 sp	1d6 B	1	1	Flail	Disarm, sweep, trip
Glaive	1 gp	1d8 S	2	2	Polearm	Deadly d8, forceful, reach
Greataxe	2 gp	1d12 S	2	2	Axe	Sweep
Greatclub	1 gp	1d10 B	2	2	Club	Backswing, shove
Greatpick	1 gp	1d10 P	2	2	Pick	Fatal d12
Greatsword	2 gp	1d12 S	2	2	Sword	Versatile P
Guisarme	2 gp	1d10 S	2	2	Polearm	Reach, trip
Halberd	2 gp	1d10 P	2	2	Polearm	Reach, versatile S
Hatchet	4 sp	1d6 S	L	1	Axe	Agile, sweep, thrown 10 ft.
Lance	1 gp	1d8 P	2	2	Spear	Deadly d8, jousting d6, reach
Light hammer	3 sp	1d6 B	L	1	Hammer	Agile, thrown 20 ft.
Light pick	4 sp	1d4 P	L	1	Pick	Agile, fatal d8
Longsword	1 gp	1d8 S	1	1	Sword	Versatile P
Main-gauche	5 sp	1d4 P	L	1	Knife	Agile, disarm, finesse, parry, versatile S
Maul	3 gp	1d12 B	2	2	Hammer	Shove
Pick	7 sp	1d6 P	1	1	Pick	Fatal d10
Ranseur	2 gp	1d10 P	2	2	Polearm	Disarm, reach
Rapier	2 gp	1d6 P	1	1	Sword	Deadly d8, disarm, finesse
Sap	1 sp	1d6 B	L	1	Club	Agile, nonlethal
Scimitar	1 gp	1d6 S	1	1	Sword	Forceful, sweep
Scythe	2 gp	1d10 S	2	2	Polearm	Deadly d10, trip
Shield bash	–	1d4 B	–	1	Shield	–
Shield boss	5 sp	1d6 B	–	1	Shield	Attached to shield
Shield spikes	5 sp	1d6 P	–	1	Shield	Attached to shield
Shortsword	9 sp	1d6 P	L	1	Sword	Agile, finesse, versatile S
Starknife	2 gp	1d4 P	L	1	Knife	Agile, deadly d6, finesse, thrown 20 ft., versatile S
Sword cane	5 gp	1d6 P	1	1	Sword	Agile, concealable, finesse
Trident	1 gp	1d8 P	1	1	Spear	Thrown 20 ft.
War flail	2 gp	1d10 B	2	2	Flail	Disarm, sweep, trip
Warhammer	1 gp	1d8 B	1	1	Hammer	Shove
Whip	1 sp	1d4 S	1	1	Flail	Disarm, finesse, nonlethal, reach, trip
Uncommon Martial Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Dogslicer	1 sp	1d6 S	L	1	Sword	Agile, backstabber, finesse, goblin
Elven curve blade	4 gp	1d8 S	2	2	Sword	Elf, finesse, forceful
Filcher's fork	1 gp	1d4 P	L	1	Spear	Agile, backstabber, deadly d6, finesse, halfling, thrown 20 ft.
Gnome hooked hammer	2 gp	1d6 B	1	1	Hammer	Gnome, trip, two-hand d10, versatile P
Horsechopper	9 sp	1d8 S	2	2	Polearm	Goblin, reach, trip, versatile P
Kama	1 gp	1d6 S	L	1	Knife	Agile, monk, trip
Katana	2 gp	1d6 S	1	1	Sword	Deadly d8, two-hand d10, versatile P
Khakkara	2 gp	1d6 B	1	1	Club	Monk, shove, two-hand d10, versatile P
Kukri	6 sp	1d6 S	L	1	Knife	Agile, finesse, trip
Nunchaku	2 sp	1d6 B	L	1	Club	Backswing, disarm, finesse, monk
Orc knuckle dagger	7 sp	1d6 P	L	1	Knife	Agile, disarm, orc
Sai	6 sp	1d4 P	L	1	Knife	Agile, disarm, finesse, monk, versatile B
Spiked chain	3 gp	1d8 S	1	2	Flail	Disarm, finesse, trip
Temple sword	2 gp	1d8 S	1	1	Sword	Monk, trip
Wakizashi	1 gp	1d4 S	L	1	Sword	Agile, deadly d8, finesse, versatile P



WAKIZASHI



SWORD CANE



ELVEN CURVE BLADE



DOGSLICER



ORC KNUCKLE DAGGER



STARKNIFE



MAIN-GAUCHE



FILCHER'S FORK



BATTLEAXE



WARHAMMER



KAMA



FLAIL



LIGHT PICK



KHAKKHARA



GUISARME

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Advanced Melee Weapons

Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Dwarven waraxe	3 gp	1d8 S	2	1	Axe	Dwarf, sweep, two-hand d12
Gnome flickmace	3 gp	1d6 B	1	1	Flail	Gnome, reach, sweep
Orc necksplitter	2 gp	1d8 S	1	1	Axe	Forceful, orc, sweep
Sawtooth saber	5 gp	1d6 S	L	1	Sword	Agile, finesse, twin



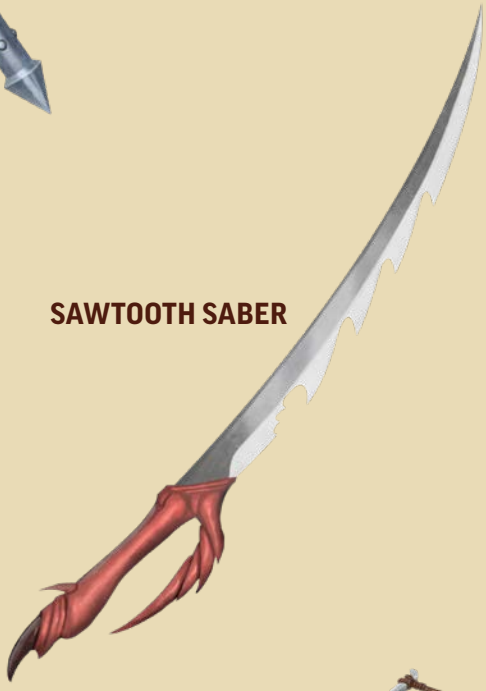
DWARVEN WARAXE



GNOME FLICKMACE



SPIKED CHAIN



SAWTOOTH SABER



ORC NECKSPLITTER



HALFLING SLING STAFF



HAND CROSSBOW

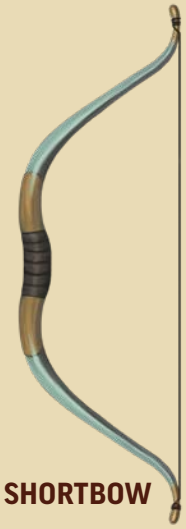


SLING

RANGED WEAPONS

Simple Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Blowgun	1 sp	1 P	20 ft.	1	L	1	Dart	Agile, nonlethal
10 blowgun darts	5 cp				L			
Crossbow	3 gp	1d8 P	120 ft.	1	1	2	Crossbow	–
10 bolts	1 sp				L			
Dart	1 cp	1d4 P	20 ft.	–	L	1	Dart	Agile, thrown
Hand crossbow	3 gp	1d6 P	60 ft.	1	L	1	Crossbow	–
10 bolts	1 sp				L			
Heavy crossbow	4 gp	1d10 P	120 ft.	2	2	2	Crossbow	–
10 bolts	1 sp				L			
Javelin	1 sp	1d6 P	30 ft.	–	L	1	Dart	Thrown
Sling	0	1d6 B	50 ft.	1	L	1	Sling	Propulsive
10 sling bullets	1 cp				L			
Martial Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Alchemical bomb*	Varies	Varies	20 ft.	–	L	1	Bomb	Varies
Arbalest	12 gp	1d10 P	110 ft.	1	2	2	Crossbow	Backstabber
10 bolts	1 sp				L			
Bola	5 sp	1d6 B	20 ft.	–	L	1	Sling	Nonlethal, ranged trip, thrown
Composite longbow	20 gp	1d8 P	100 ft.	0	2	1+	Bow	Deadly d10, propulsive, volley 30 ft.
10 arrows	1 sp				L			
Composite shortbow	14 gp	1d6 P	60 ft.	0	1	1+	Bow	Deadly d10, propulsive
10 arrows	1 sp				L			
Longbow	6 gp	1d8 P	100 ft.	0	2	1+	Bow	Deadly d10, volley 30 ft.
10 arrows	1 sp				L			
Shortbow	3 gp	1d6 P	60 ft.	0	1	1+	Bow	Deadly d10
10 arrows	1 sp				L			
Uncommon Martial Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Halfling sling staff	5 gp	1d10 B	80 ft.	1	1	2	Sling	Halfling, propulsive
10 sling bullets	1 cp				L			
Shuriken	1 cp	1d4 P	20 ft.	0	–	1	Dart	Agile, monk, thrown

*Statistics for alchemical bombs can be found starting on page 292.



SHORTBOW



BOLA



ARBALEST

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Weapon Traits

Weapons and unarmed attacks can have these traits. Weapons crafted and used by a given ancestry (such as the elven curve blade) often have the trait for that ancestry.

Agile: The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Attached: An attached weapon must be combined with another piece of gear to be used. The trait lists what type of item the weapon must be attached to. You must be wielding or wearing the item the weapon is attached to in order to attack with it. For example, shield spikes are attached to a shield, allowing you to attack with the spikes instead of a shield bash. An attached weapon is usually bolted onto or built into the item it's attached to, and typically an item can have only one weapon attached to it. An attached weapon can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the weapon from a previous item, if necessary. If an item is destroyed, its attached weapon can usually be salvaged.

Backstabber: When you hit an off-guard creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 if the weapon is a +3 *weapon*.

Backswing: You can use the momentum from a missed attack with this weapon to lead into your next attack. After missing with this weapon on your turn, you gain a +1 circumstance bonus to your next attack with this weapon before the end of your turn.

Concealable: This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.

Deadly: On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking rune* and three dice if the weapon has a *major striking rune*. For instance, a rapier with a *greater striking rune* deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm: You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Fatal: The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

Finesse: You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Forceful: This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each later attack gains a circumstance bonus to damage equal to double the number of damage dice.

Free-Hand: This weapon doesn't take up your hand, usually because it is built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

Grapple: You can use this weapon to Grapple with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Grapple using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Jousting: The weapon is suited for mounted combat with a harness or similar means. When mounted, if you moved at least 10 feet on the action before your attack, add a circumstance bonus to damage for that attack equal to the number of damage dice for the weapon. In addition, while mounted, you can wield the weapon in one hand, changing the damage die to the listed value. As a part of your action to Mount a creature, you can switch your grip on a jousting weapon to one-handed. After that, changing your grip takes the same actions described on page 268. If you dismount while wielding a jousting weapon one-handed, you can switch to using two hands as part of that action if you have a hand free at that point. If not, you'll still be holding the weapon in one hand, but not wielding it.

Monk: Many monks learn to use these weapons. The monk class appears in *Player Core 2*.

Nonlethal: Attacks with this weapon are nonlethal (page 407), and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Parry: This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend a single action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Propulsive: You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.

Ranged Trip: The weapon can be used to Trip with the Athletics skill within the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. A ranged trip weapon doesn't deal any damage when used to Trip. These weapons are usually thrown.

Reach: This weapon can be used to attack enemies up to 10 feet away instead of only adjacent enemies. For creatures with reach, the weapon increases their reach by 5 feet.

Shove: You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Sweep: This weapon makes wide swinging attacks. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

Thrown: You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Trip: You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Twin: These weapons are used as a pair. When you attack with a twin weapon, you add a circumstance bonus to the damage roll equal to the weapon's number of damage dice if you have previously attacked with a different weapon of the same type this turn. The weapons must be of the same type, but they don't need to have the same runes.

Two-Hand: This weapon can be wielded with two hands to change its weapon damage die to the indicated value. This change applies to all the weapon's damage dice.

Unarmed: An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though has a weapon group and might have weapon traits. An unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile: A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

Volley: This ranged weapon is less effective at close distances. Your attacks against targets that are at a distance within the range listed take a –2 penalty.

Critical Specialization

Certain effects can grant you benefits when you make a Strike with certain weapons and get a critical success. This is called a critical specialization effect. The exact effect depends on which weapon group your weapon belongs to, as listed below. You can always decide not to add the critical specialization effect of your weapon.

Axe: Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage die you rolled (including extra dice for its *striking rune*, if any). This amount isn't doubled, and no bonuses or other additional dice apply to this damage.

Bomb: Increase the radius of the bomb's splash damage (if any) to 10 feet.

Bow: If the target of the critical hit is adjacent to a surface, it gets stuck to that surface by the missile. The target is immobilized and must spend an Interact action to attempt a DC 10 Athletics check to pull the missile free; it can't move from its space until it succeeds. The creature doesn't become stuck if it is incorporeal, is liquid, or could otherwise escape without effort (such as by being large enough that the missile would not be an impediment.)

Brawling: The target must succeed at a Fortitude save against your class DC or be slowed 1 until the end of your next turn.

Club: You knock the target up to 10 feet in a straight line away from you, in a direction of your choice. This is forced movement (page 422).

Crossbow: The target takes 1d8 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Dart: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Flail: The target is knocked prone unless they succeed at a Reflex save against your class DC.

Hammer: The target is knocked prone unless they succeed at a Fortitude save against your class DC.

Knife: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Pick: The weapon viciously pierces the target, who takes 2 additional damage per weapon damage die.

Polearm: The target is moved 5 feet in a direction of your choice. This is forced movement (page 422).

Shield: You knock the target back from you 5 feet. This is forced movement (page 422).

Sling: The target must succeed at a Fortitude save against your class DC or be stunned 1.

Spear: Weapons of this type pierce the target, weakening its attacks. The target is clumsy 1 until the start of your next turn.

Sword: The target is made off-balance by your attack, becoming off-guard until the start of your next turn.

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Weapon Descriptions

Each of the weapons listed in the weapon tables (pages 277–281) are described below.

Alchemical Bomb: These bombs come in a variety of types and levels of power, but no matter the variety, you throw the bomb at the target and it explodes, unleashing its alchemical blast (page 292).

Arbalest: This large and well-made crossbow requires some training to use effectively, but it's assembled with a cutting-edge firing mechanism that maximizes its speed, power, and accuracy.

Arrow: These projectiles are the ammunition for bows. The shaft of an arrow is made of wood. It is stabilized in flight by fletching at one end and bears a metal head on the other.

Bastard Sword: This broad-bladed sword, sometimes called the hand-and-a-half sword, has a longer grip so it can be held in one hand or used with two hands to provide extra slashing power.

Battle Axe: These axes are designed explicitly as weapons, rather than tools. They typically weigh less, with a shaft reinforced with metal bands or bolts, and have a sharper blade, making them ideal for chopping limbs rather than wood.

Blowgun Dart: These thin, light darts are typically made of hardwood and stabilized with fletching of down or fur. They are often hollow so they can be used to deliver poison.

Blowgun: This long, narrow tube is used for shooting blowgun darts, using only the power of a forcefully exhaled breath.

Bo Staff: This strong but slender staff is tapered at the ends and well balanced. It's designed to be an offensive and defensive weapon.

Bola: This throwing weapon consists of weights tied to the end of long cords, which can be used to bludgeon foes or entangle their legs.

Bolt: Shorter than traditional arrows but similar in construction, bolts are the ammunition used by crossbows.

Clan Dagger: This broad dagger is carried by dwarves as a weapon, tool, and designation of clan. Losing or having to surrender a clan dagger is considered a mark of embarrassment to most dwarves.

Club: This is a piece of stout wood shaped or repurposed to bludgeon an enemy. Clubs can be intricately carved pieces of martial art or as simple as a tree branch or piece of wood.

Composite Longbow: This projectile weapon is made from horn, wood, and sinew laminated together to increase the power of its pull and the force of its projectile. Like all longbows, its great size also increases the bow's range and power. You must use two hands to fire it, and it cannot be used while mounted. Any time an ability is specifically restricted to a longbow, such as Erastil's favored weapon, it also applies to composite longbows unless otherwise stated.

Composite Shortbow: This shortbow is made from horn, wood, and sinew laminated together to increase the power of its pull and the force of its projectile. Its compact size and power make it a favorite of mounted archers. Any time an ability is specifically restricted to a shortbow, it also applies to composite shortbows unless otherwise stated.

Crossbow: This ranged weapon has a bow-like assembly mounted on a handled frame called a tiller. The tiller has a mechanism to lock the bowstring in place, attached to a trigger mechanism that releases the tension and launches a bolt.

Dagger: This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Dart: This thrown weapon is larger than an arrow but shorter than a javelin. It typically has a short shaft of wood ending in a metal tip and is sometimes stabilized by feathers or fur.

Dogslicer: This short, curved, and crude makeshift blade often has holes drilled into it to reduce its weight. It's a favored weapon of goblins.

Dwarven Waraxe: This favored weapon of the dwarves has a large, ornate head mounted on a thick handle. This powerful axe can be wielded with one hand or two.

Elven Curve Blade: Essentially a longer version of the scimitar, this traditional elven weapon has a thinner blade than its cousin.

Falchion: This weapon is a heavier, two-handed version of the curved-bladed scimitar. It is weighted toward the blade's end, making it a powerful slashing weapon.

Filcher's Fork: This halfling weapon looks like a long, two-pronged fork and is used as both a weapon and a cooking implement.

Flail: This weapon consists of a wooden handle attached to a spiked ball or cylinder by a chain, rope, or strap of leather.

Gauntlet: A pair of these metal gloves comes with full plate, half plate, and splint armor; they can also be purchased separately and worn with other types of armor. They not only protect your hands but also transform your hands into lethal weapons.

Glaive: This polearm consists of a long, single-edged blade on the end of a 7-foot pole. It is extremely effective at delivering lethal cuts at a distance.

Gnome Flickmace: More a flail than a mace, this weapon has a short handle attached to a length of chain with a ball at the end. The ball is propelled to its reach with the flick of the wrist, the momentum of which brings the ball back to the wielder after the strike.

Gnome Hooked Hammer: This gnome tool and weapon features a hammer at one end and a curved pick on the other. It's such a strange and awkward weapon that others think the gnomes are slightly erratic for using it.

Greataxe: This large battle axe is too heavy to wield with only one hand. Many greataxes incorporate two blades, and they are often "bearded," having a hook at the bottom to increase the strength of their chopping power.

Greatclub: While many greatclubs are intricately carved, others are little more than a sturdy tree branch. These massive clubs are too heavy to wield with only one hand.

Greatpick: This pick has a longer handle and broader head than a regular pick. It is too heavy to wield in one hand.

Greatsword: This immense two-handed sword is nearly as tall as its wielder. Its lower blade is often somewhat dulled to allow it to be gripped for extra leverage in close-quarter fights.

Guisarme: This polearm bears a long, often one-sided, curved blade with a hook protruding from the blunt side of the blade, which can allow its wielder to trip opponents at a distance. Its shaft is usually 8 feet long.

Halberd: This polearm has a relatively short, 5-foot shaft. The business end is a long spike with an axe blade attached.

Halfling Sling Staff: This staff ends in a Y-shaped split that cradles a sling. The length of the staff provides excellent leverage when used two-handed to fling rocks or bullets from the sling.

Hand Crossbow: Sometimes referred to as an alley bow by rogues or ruffians, this small crossbow fires small bolts that are sometimes used to deliver poison to the target. It's small enough to be shot one-handed, but it still requires two hands to load.

Hatchet: This small axe can be used in close combat or thrown.

Heavy Crossbow: This large crossbow is harder to load and more substantial than a regular crossbow, but it packs a greater punch.

Horsechopper: Created by goblins to battle horses, this weapon is essentially a long shaft ending in a blade with a large hook.

Javelin: This thin spear is well balanced for throwing but is not designed for melee use.

Kama: Similar to a sickle and used in some regions to reap grain, a kama has a short, slightly curved blade and a wooden handle.

Katana: A katana is a curved, single-edged sword known for its wickedly sharped blade.

Katar: Also known as punching daggers, katars are characterized by their H-shaped hand grip that allows the blade to jut out from the knuckles.

Khakkara: This staff is topped by a pointed metal circle from which hang several smaller rings that jingle and clang noisily as the staff is moved, allowing you to announce your presence and scare off wild animals as you walk.

Kukri: The blade of this foot-long knife curves inward and lacks a cross guard at the hilt.

Lance: This spear-like weapon is used by a mounted creature to deal a great deal of damage.

Light Hammer: This smaller version of the warhammer has a wooden or metal shaft ending in a metal head. Unlike its heavier cousin, it is light enough to throw.

Light Mace: A light mace has a short wooden or metal shaft ending with a dense metal head. Used much like a club, it delivers heavy bludgeoning blows, but with extra power derived from the head's metal ridges or spikes.

Light Pick: A light pick is a modified mining implement with a wooden shaft ending in a pick head crafted more to pierce armor and flesh than chip rocks.

Longbow: This 5-foot-tall bow, usually made of a single piece of elm, hickory, or yew, has a powerful draw and is excellent at propelling arrows with great force and at an extreme distance. You must use two hands to fire a longbow, and it can't be used while mounted.

Longspear: This very long spear, sometimes called a pike, is purely for thrusting rather than throwing. Used by many soldiers and city watch for crowd control and defense against charging enemies, it must be wielded with two hands.

Longsword: Longswords, also known as arming swords, can be one-edged or two-edged swords. Their blades are heavy and they're between 3 and 4 feet in length.

Mace: With a stout haft and a heavy metal head, a mace is sturdy and allows its wielder to deliver powerful blows and dent armor.

Main-Gauche: This parrying dagger features a robust guard to protect the wielder's hand.

Maul: Mauls are massive warhammers that must be swung with two hands.

Morningstar: This weapon has a short shaft ending in a metal ball studded with spikes.

Nunchaku: The nunchaku is constructed of two wooden or metal bars connected by a short length of rope or chain.

Orc Knuckle Dagger: This stout, metal blade of orc design has a horizontal basket hilt with blades jutting from each end, or sometimes one blade like that of a katar.

Orc Necksplitter: This single-bladed bearded axe has a jagged blade that's perfect for separating bone from tendon and cartilage.

Pick: A pick designed solely for combat has a sturdy wooden shaft and a heavy, pointed head to deliver devastating blows.

Ranseur: This polearm is a long trident with a central prong that's longer than the other two.

Rapier: The rapier is a long and thin piercing blade with a basket hilt. It is prized among many as a dueling weapon.

Sai: This piercing dagger is a metal spike flanked by a pair of prongs that can be used to trap an enemy's weapon.

Sap: A sap has a soft wrapping around a dense core, typically a leather sheath around a lead rod. Its head is wider than its grip to disperse the force of a blow, as the weapon's purpose is to knock out its victim rather than to draw blood.

Sawtooth Saber: The signature weapon of the Red Mantis assassins, this curved blade is serrated like a saw, hence the name.

Scimitar: This one-handed curved blade is sharp on one side.

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Scythe: Derived from a farming tool used to mow down long grains and cereals, this weapon has a long wooden shaft with protruding handles, capped with a curved blade set at a right angle.

Shield Bash: A shield bash is not actually a weapon, but a maneuver in which you thrust or swing your shield to hit your foe with an impromptu attack.

Shield Boss: Typically a round, convex, or conical piece of thick metal attached to the center of a shield, a shield boss increases the bludgeoning damage of a shield bash.

Shield Spikes: These metal spikes are strategically placed on the defensive side of the shield to deal piercing damage with a shield bash.

Shortbow: This smaller bow is made of a single piece of wood and favored by skirmishers and cavalry.

Shortsword: These blades come in a variety of shapes and styles, but they are typically 2 feet long.

Shuriken: This "throwing star" is a small piece of flat metal with sharp edges, designed to be flung with a flick of the wrist.

Sickle: Originally a farming tool used for reaping grain, this one-handed weapon has a short wooden handle ending in a curved blade, sometimes sharpened on both sides.

Sling: Little more than a leather cup attached to a pair of straps, a sling can be used to fling smooth stones or sling bullets at a range.

Sling Bullet: These are small metal balls, typically either iron or lead, designed to be used as ammunition in slings.

Spear: A long metal shaft ending with a metal spike, a spear can be used one-handed as a melee weapon and can be thrown.

Spiked Chain: This 4-foot-long length of chain is covered with barbs and has spikes on one or both ends. Some feature metal hoops used as handgrips.

Spiked Gauntlet: Providing the same defensive function as a standard gauntlet, this version has a group of spikes protruding from the knuckles.

Staff: This long piece of wood can aid in walking and deliver a mighty blow.

Starknife: From a central metal ring, four tapering metal blades extend like points on a compass rose. When gripping a starknife from the center, the wielder can use it as a melee weapon. It can also be thrown short distances.

Sword Cane: This slender, rapier-like sword is concealed within a wooden or metal cane that serves as a sheath, making it an inconspicuous weapon easy to slip past inspections or into high-society events. A sword cane is typically 4 feet long when sheathed, and its hilt is usually capped with a wooden or metal decoration.

Temple Sword: This heavy blade is favored by guardians of religious sites. It has a distinctive, crescent-shaped blade that seems to be a mix of a sickle and sword. It often has holes drilled into the blade or the pommel so that bells or other holy trinkets can be affixed to the weapon.

Trident: This three-pronged, spear-like weapon typically has a 4-foot shaft. Like a spear, it can be wielded with one hand or thrown.

Wakizashi: This short-bladed, single-edged sword is typically carried as part of a pair alongside a katana.

War Flail: This large flail has a long shaft connected to a shorter piece of stout wood or metal that's sometimes inlaid with spikes.

Warhammer: This weapon has a wooden shaft ending in a large, heavy metal head. The head of the hammer might be single-sided or double-sided, but it's always capable of delivering powerful bludgeoning blows.

Whip: This long strand of thick leather, often braided, delivers a painful but nonlethal slash at a distance, usually accompanied by a distinctive cracking sound.



Gear

Your character needs all sorts of items both while exploring and in downtime, ranging from rations to climbing gear to fancy clothing, depending on the situation.

Gear Statistics

The table on page 291 lists Price and Bulk entries for a wide variety of gear. Any item with a number after it in parentheses indicates that the item's Price is for the indicated quantity, though the Bulk entry for such an item is the value for only one such item. All items in this chapter are level 0 unless the item name is followed by a higher item level in parentheses.

Hands

This lists how many hands it takes to use the item effectively. Most items that require two hands can be carried in only one hand, but you must spend an Interact action to change your grip in order to use the item. The GM may determine that an item is too big to carry in one hand (or even two hands, for particularly large items).

Wearing Toolkits

You can make a toolkit (such as an alchemist's toolkit or healer's toolkit) easier to use by wearing it. This easy access allows you to draw and replace the tools within as part of the action that uses them, rather than needing to Interact to draw them. You can wear up to 2 Bulk of toolkits in this manner; any beyond this limit must be stowed or drawn with an Interact action to use.

Adventuring Gear

These items follow special rules or require more detail.

Adventurer's Pack: This item is the starter kit for an adventurer, containing the essential items for exploration and survival. The Bulk value is for the entire pack together, but see the descriptions of individual items as necessary.

The pack contains the following items: a backpack, a bedroll, 10 pieces of chalk, flint and steel, 50 feet of rope, 2 weeks' rations, soap, 5 torches, and a waterskin.

Alchemist's Lab: You need an alchemist's lab to Craft alchemical items during downtime. An expanded alchemist's lab gives a +1 item bonus to Crafting checks to create alchemical items.

Alchemist's Toolkit: This mobile collection of vials and chemicals can be used for simple alchemical tasks. If you wear your alchemist's toolkit, you can draw and replace them as part of the action that uses them.

Artisan's Toolkit: You need this toolkit to create items from raw materials with the Craft skill. A sterling artisan's toolkit gives you a +1 item bonus to the check. Different sets are needed for different work, as determined by the GM; for example, a blacksmith's toolkit differs from a woodworker's toolkit. If you wear your artisan's toolkit, you can draw and replace it as part of the action that uses it.

Backpack: A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

Basic Crafter's Book: This book contains formulas (page 294) for Crafting the 0-level common items in this chapter.

Brass Ear: A brass ear is a short, flared tube with one end narrow enough to comfortably fit against the ear canal. When using it to listen through a door, window, thin wall, or similar barrier, if the barrier would normally increase the DC of your Perception check to hear sounds on the other side, the DC increases by only half as much as normal. It's not suitable for improving your hearing in general, a role better served by a hearing aid (page 293).

Caltrops: These four-pronged metal spikes can damage a creature's feet. You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking persistent bleed damage from caltrops takes a –5-foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough are ruined that other creatures moving into the square are safe. Deployed caltrops can be salvaged and reused if no creatures took damage from them. Otherwise, enough are ruined that they can't be salvaged.

Candle: A lit candle sheds dim light in a 10-foot radius for 8 hours.

Chest: A wooden chest can hold up to 8 Bulk of items.

Climbing Kit: This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while using an extreme climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit. If you wear your climbing kit, you can access it as part of a Climb action.

Clothing: Ordinary clothing is functional with basic tailoring, such as peasant garb, monk's robes, or work clothes.

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Explorer's clothing is sturdy enough that it can be reinforced to protect you, even though it isn't a suit of armor. It comes in many forms, though the most common resemble clerical vestments, monk's garments, or wizard's robes, as members of these classes likely avoid wearing armor. For more information on explorer's clothing, see pages 272–273. More expensive finery or clothes for specific climes cost more.

Compass: A compass helps you Sense Direction or navigate, provided you're in a location with uniform magnetic fields. Without a compass, you take a –2 item penalty to these checks (similar to using a shoddy item). A lensatic compass gives you a +1 item bonus to these checks.

Concealed Sheath: This leather sheath is large enough to hold an item of up to light Bulk and is typically used for daggers, wands, thieves' toolkits, and similar objects. You can affix it to the inside of a boot, under a bracer or sleeve, or in other inconspicuous locations to gain a +1 item bonus to Stealth checks and DCs to hide or conceal the item within.

Crowbar: When Forcing Open an object that doesn't have an easy grip, a crowbar makes it easier to gain the necessary leverage. Without a crowbar, prying something open takes a –2 item penalty to the Athletics check to Force Open. A levered crowbar grants you a +1 item bonus to Athletics checks to Force Open anything that can be pried open.

Detective's Kit: This leather satchel contains empty vials, a pair of tweezers, a supply of small linen cloths, a set of brass calipers and a knotted string for measuring distances, several pieces of chalk, a pen, and a blank notebook for keeping notes. Every component of a detective's kit is of exceeding quality, and thus a detective's kit adds a +1 item bonus to checks to investigate a crime scene, a clue, or similar details. Like other tool kits, a detective's kit uses one hand if wearing the kit and two hands otherwise.

Disguise Kit: This small wooden box contains cosmetics, false facial hair, spirit gum, and a few simple wigs. You usually need a disguise kit to set up a disguise in order to Impersonate someone using the Deception skill. An elite disguise kit adds a +1 item bonus to relevant checks. If you've crafted a large number of disguises, you can replenish your cosmetics supply with replacement cosmetics suitable for the type of your disguise kit. You can draw and replace a worn disguise kit as part of the action that uses it.

Dueling Cape: You can pull a dueling cape you're wearing from your shoulder and wrap it around your arm with an Interact action. While wielding the dueling cape this way, the cape uses that arm and hand, and you can't hold anything else in that hand. While you do so, you can spend an action to hold it in a protective position, giving you a +1 circumstance bonus to AC and to Deception checks to Feint until the start of your next turn.

Fishing Tackle: This kit include a collapsible fishing pole, fishhooks, line, lures, and a fishing net. Professional fishing tackle grants a +1 item bonus to checks to fish.

Flint and Steel: Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Formula Book: A formula book holds the formulas necessary to make items other than the common equipment from this chapter; characters of the alchemist class (*Player Core 2*) typically get one for free. Each formula book can hold the formulas for up to 100 different items. Formulas can also appear on parchment sheets, tablets, and almost any other medium; there's no need for you to copy them into a specific book as long as you can keep them on hand to reference them.

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a ranged attack roll using your simple weapon proficiency against a DC depending on the target, typically at least DC 20. This attack has the secret trait. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

Healer's Toolkits: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. Expanded healer's toolkits provide a +1 item bonus to such checks. If you wear your healer's toolkit, you can draw and replace them as part of the action that uses them.

Lantern: A lantern sheds bright light and requires 1 pint of oil to function for 6 hours. A bull's-eye lantern emits its light in a 60-foot cone (and dim light in the next 60 feet). A hooded lantern sheds light in a 30-foot radius (and dim light in the next 30 feet) and is equipped with shutters, which you can close to block the light. Closing or opening the shutters takes an Interact action.

Lock: Picking a poor lock requires two successful DC 15 Thievery checks, a simple lock requires three successful DC 20 Thievery checks, an average lock requires four successes at DC 25, a good lock requires five successes at DC 30, and a superior lock six successes at DC 40.

Magnifying Glass: This quality handheld lens gives you a +1 item bonus to Perception checks to notice minute details of documents, fabric, and the like.

Manacles: You can manacle someone who is willing or otherwise at your mercy as an exploration activity taking 10–30 seconds depending on the creature's size and how many manacles you apply. A two-legged creature with its legs bound takes a –15-foot circumstance penalty to its Speeds, and a two-handed creature with its wrists bound has to succeed at a DC 5 flat check any time it uses a manipulate action or else that action fails. This DC



ADVENTURER'S PACK



HEALER'S TOOLKIT



MUSICAL INSTRUMENTS



BULL'S-EYE LANTERN



RELIGIOUS TEXT



THIEVES' TOOLKIT



CALTROPS



FLINT AND STEEL



TORCH



WATERSKIN



MANACLES



TRAVELER'S CHAIR



WRITING SET



REPAIR TOOLKIT

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may be higher depending on how tightly the manacles constrain the hands. A creature bound to a stationary object is immobilized. For creatures with more or fewer limbs, the GM determines what effect manacles have, if any. Freeing a creature from poor manacles requires two successful DC 17 Thievery checks, simple manacles requires three successes at DC 22, average manacles require four successes at DC 27, good manacles require five successes at DC 32, and superior manacles require six successes at DC 42.

Musical Instrument: Handheld instruments include bagpipes, a small set of chimes, small drums, fiddles and viols, flutes and recorders, small harps, lutes, trumpets, and similarly sized instruments. The GM might rule that an especially large handheld instrument (like a tuba) has greater Bulk. Heavy instruments such as large drums, a full set of chimes, and keyboard instruments are less portable and generally need to be stationary while being played.

A virtuoso instrument is more finely made and gives a +1 item bonus to Performance checks using that instrument.

Net: You can use a net either on its own or attached to a rope. When attached to a rope, you can use the net to Grapple a Medium or smaller creature up to 10 feet away (instead of only adjacent creatures). You can continue to Grapple to keep your hold on the target so long as the target remains within 10 feet and you continue to hold the net. The grabbed creature gains a +2 circumstance bonus to Escape unless you are adjacent to them, and it can attempt a DC 16 Athletics check to Force Open the net entirely. Once the target is no longer grabbed, the net is unwieldy until refolded with an Interact action with the concentrate trait that requires two hands; if used without being refolded, Grapple checks made with the net take a –2 penalty.

When the net is unattached, you can attempt a ranged attack roll using your simple weapon proficiency against a Medium or smaller creature within 20 feet. On a hit, the target is off-guard and takes a –10-foot circumstance penalty to its Speeds until it Escapes, and on a critical hit, it's also immobilized until it Escapes. The Escape DC is 16. A creature adjacent to the target can Interact to remove the net.

Oil: You can use oil to fuel lanterns, but you can also set a pint of oil aflame and throw it. You must first spend an Interact action preparing the oil, then throw it with another action as a ranged attack. If you hit, it splatters on the creature or in a single 5-foot square you target. You must succeed at a DC 10 flat check for the oil to ignite successfully when it hits. If the oil ignites, the target takes 1d6 fire damage.

Parrying Scabbard: You can draw this reinforced sheath during the same Interact action you use to draw the weapon it holds, wielding the weapon in one hand and the scabbard in your other. A parrying scabbard can be used for your defense much like a weapon with the parry trait: you can spend an action to position it defensively, gaining a +1 circumstance bonus to AC until the start of your next turn. Parrying scabbards are available for any sword that can be wielded in one hand.

Periscope: This is a 2-foot-long tube with two angled mirrors, one at each end. When the mirrors are aligned correctly, you can look around obstacles while remaining behind cover. This doesn't provide a sufficient line of effect to target creatures around corners.

Piton: These small spikes can be used as anchors to make climbing easier. To affix a piton, you must hold it in one hand and use a hammer to drive it in with your other hand. You can attach a rope to the hammered piton so that you don't fall all the way to the ground on a critical failure while Climbing.

Primal Symbol: Primal spellcasters, especially druids, often wear adornments of natural materials to symbolize their connection to nature, such as rings of woven plants, tokens made from animal parts, or other symbols related to a druidic order or nature philosophy.

Religious Symbol: This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol to use certain abilities. A religious symbol can be worn on the body on a chain or pin, or can be held.

Religious Text: This manuscript contains scripture of a particular religion. Some divine spellcasters, such as clerics, can use a religious text to use certain abilities. A religious text must be held in one hand to use it.

Repair Toolkit: A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items using the Crafting skill. A superb repair kit gives you a +1 item bonus to the check. You can draw and replace a worn repair toolkit as part of the action that uses it.

Sack: A sack can hold up to 8 Bulk worth of items. A sack containing 2 Bulk or less can be worn on the body, usually tucked into a belt. You can carry a sack with one hand, but must use two hands to transfer items in and out.

Saddlebags: Saddlebags come in a pair. Each can hold up to 3 Bulk of items, and the first 1 Bulk of items in each doesn't count against your mount's Bulk limit. The Bulk value given is for saddlebags worn by a mount. If you are carrying or stowing saddlebags, they count as 1 Bulk instead of light Bulk.

Scholarly Journal: Scholarly journals are uncommon. Each scholarly journal is a folio on a very specific topic, such as vampires or the history of a single town or neighborhood of a city. If you spend 1 minute referencing an academic journal before attempting a skill check to Recall Knowledge about the subject, you gain a +1 item bonus to the check. A compendium of journals costs five times as much as a single journal and requires both hands to use; each compendium contains several journals and grants its bonus on a broader topic,

ADVENTURING GEAR

Item	Price	Bulk	Hands
Adventurer's pack	15 sp	1	–
Alchemist's lab	5 gp	6	2
Expanded alchemist's lab (level 3)	55 gp	6	2
Alchemist's toolkit	3 gp	1	1 or 2*
Artisan's toolkit	4 gp	2	1 or 2*
Sterling artisan's toolkit (level 3)	50 gp	2	1 or 2*
Backpack	1 sp	–	–
Basic crafter's book	1 sp	L	2
Bedroll	2 cp	L	–
Brass ear	1 gp	–	1
Caltrops	3 sp	L	1
Candle (10)	1 cp	–	1
Chain (10 feet)	4 gp	1	2
Chalk (10)	1 cp	–	1
Chest	6 sp	2	2
Climbing kit	5 sp	1	2
Extreme climbing kit (level 3)	40 gp	1	2
Concealed sheath (level 3)	25 gp	–	–
Clothing			
Ordinary	1 sp	–	–
Explorer's	1 sp	L	–
Fine	2 gp	L	–
High-fashion fine (level 3)	55 gp	L	–
Cold-weather	4 sp	L	–
Compass	1 gp	–	1
Lensatic compass (level 3)	20 gp	–	1
Cookware	1 gp	2	2
Crowbar	5 sp	L	2
Levered crowbar (level 3)	20 gp	L	2
Detective's kit (level 3)	25 gp	1	1 or 2*
Disguise kit	2 gp	L	2
Replacement cosmetics	1 sp	–	–
Elite disguise kit (level 3)	40 gp	L	2
Elite cosmetics (level 3)	5 sp	–	–
Dueling cape	5 sp	L	1
Fishing tackle	8 sp	1	2
Professional fishing tackle (level 3)	20 gp	1	2
Flint and steel	5 cp	–	2
Formula book (blank)	1 gp	L	1
Grappling hook	1 sp	L	1
Hammer	1 sp	L	1
Healer's toolkit	5 gp	1	1 or 2*
Expanded healer's toolkit (level 3)	50 gp	1	1 or 2*
Hourglass	3 gp	L	1
Ladder (10-foot)	3 cp	3	2
Lantern			
Bull's-eye	1 gp	1	1
Hooded	7 sp	L	1
Lock			
Poor lock (level 0)	2 sp	–	2
Simple lock (level 1)	2 gp	–	2
Average lock (level 3)	15 gp	–	2
Good lock (level 9)	200 gp	–	2
Superior lock (level 17)	4,500 gp	–	2
Magnifying glass (level 3)	40 gp	–	1
Manacles			
Poor manacles (level 0)	3 sp	–	2
Simple manacles (level 1)	3 gp	–	2
Average manacles (level 3)	20 gp	–	2
Good manacles (level 9)	250 gp	–	2
Superior manacles (level 17)	5,000 gp	–	2
Merchant's scale	2 sp	L	2
Mirror	1 gp	–	1
Mug	1 cp	–	1
Musical instrument			
Handheld	8 sp	1	2
Virtuoso handheld (level 3)	50 gp	1	2
Heavy	2 gp	16	2
Virtuoso heavy (level 3)	100 gp	16	2
Net	1 gp	1	2
Oil (1 pint)	1 cp	–	2
Parrying scabbard	5 sp	L	1
Periscope (level 2)	25 gp	L	2
Piton	1 cp	–	1
Primal symbol	0	–	1
Rations (1 week)	4 sp	L	1
Religious symbol			
Wooden	1 sp	L	1
Silver	2 gp	L	1
Religious text	1 gp	L	1
Repair toolkit	2 gp	1	2
Superb repair toolkit (level 3)	25 gp	1	2
Rope (50 feet)	5 sp	L	2
Sack (5)	1 cp	L	1
Saddlebags	2 sp	L	2
Signal whistle	8 cp	–	1
Soap	2 cp	–	1
Spellbook (blank)	1 gp	L	1
Spyglass	20 gp	L	2
Fine spyglass (level 4)	80 gp	L	2
Tack	4 gp	1	–
Ten-foot pole	1 cp	1	2
Tent			
Pup	8 sp	L	2
Four-person	5 gp	1	2
Pavilion (level 2)	40 gp	12	2
Thieves' toolkit	3 gp	L	1 or 2*
Replacement picks	3 sp	–	–
Infiltrator thieves' toolkit (level 3)	50 gp	L	1 or 2*
Infiltrator picks (level 3)	3 gp	–	–
Tool			
Long tool	1 gp	1	2
Short tool	4 sp	L	1 or 2
Torch	1 cp	L	1
Waterskin	5 cp	L	1
Writing set	1 gp	L	2
Extra ink and paper	1 sp	–	–

* You can use a toolkit with 1 hand if you're wearing it or 2 if you're holding it. See page 287 for details.

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such as all undead or a whole city. The GM determines what scholarly journals are available in any location.

Signal Whistle: When sounded, a signal whistle can be heard clearly up to half a mile away across open terrain.

Spellbook: A spellbook holds the written knowledge necessary to learn and prepare various spells, a necessity for wizards (who typically get one for free) and a useful luxury for other spellcasters looking to learn additional spells. Each spellbook can hold up to 100 spells. The Price listed is for a blank spellbook.

Spyglass: A typical spyglass lets you see eight times farther than normal. A fine spyglass adds a +1 item bonus to Perception checks to notice details at a distance.

Survey Map: Maps are uncommon. Most maps you can find are simple and functional. A survey map details a single location in excellent detail. One of these maps gives you a +1 item bonus to Survival checks and any skill checks to Recall Knowledge, provided the checks are related to the location detailed on the map. Maps sometimes come in atlases, containing a number of maps of the same quality, often on similar topics. An atlas costs five times as much as a single map and requires both hands to use. The GM determines what maps are available in any location.

Tack: Tack includes all the gear required to outfit a riding animal, including a saddle, bit and bridle, and stirrups if necessary. Especially large or oddly shaped animals might require specialty saddles. These can be more expensive or hard to find, as determined by the GM. The Bulk value given is for tack worn by a creature. If carried, the Bulk increases to 2.

Ten-Foot Pole: When wielding this long pole, you can use Seek to search a square up to 10 feet away. The pole is not sturdy enough to use as a weapon.

Thieves' Toolkit: You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. An infiltrator thieves' toolkit adds a +1 item bonus to checks to Pick Locks and Disable Devices. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action. If you wear your thieves' toolkit, you can draw and replace it as part of the action that uses it.

Tool: This entry is a catchall for basic hand tools that don't have a specific adventuring purpose. A hoe, shovel, or sledgehammer is a long tool, and a hand drill, ice hook, or trowel is a short tool. A tool can usually be used as an improvised weapon, dealing 1d4 damage for a short tool or 1d6 for a long tool. The GM determines the damage type that's appropriate or adjusts the damage if needed.

Torch: A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 1 hour. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Waterskin: When it's full, a waterskin contains roughly 1 day's worth of water for a Small or Medium creature.

Writing Set: Using a writing set, you can draft correspondence and scribe scrolls. A set includes stationery, including a variety of paper and parchment, as well as ink, a quill or ink pen, sealing wax, and a simple seal. If you've written a large amount, you can refill your kit with extra ink and paper.

UNCOMMON ADVENTURING GEAR

Item	Price	Bulk	Hands
Scholarly journal (level 3)	6 gp	L	1
Scholarly journal compendium (level 3)	30 gp	L	2
Survey map (level 3)	10 gp	L	1
Survey map atlas (level 3)	50 gp	L	2

Alchemical Gear

The items listed on the Alchemical Gear table are the most widely available alchemical items on Golarion, which a 1st-level character could likely access. Each item's full entry appears in *GM Core*. Your GM might allow you to start with other alchemical items from there on a case-by-case basis.

ALCHEMICAL GEAR

Alchemical Bombs	Price	Bulk	Item Traits*
Lesser acid flask	3 gp	L	Acid, bomb, splash
Lesser alchemist's fire	3 gp	L	Bomb, fire, splash
Elixirs	**Price**	**Bulk**	**Item Traits**
Lesser antidote	3 gp	L	Elixir, healing
Lesser antiplague	3 gp	L	Elixir, healing
Minor elixir of life	3 gp	L	Elixir, healing
Alchemical Tools	**Price**	**Bulk**	**Item Traits**
Glow rod	3 gp	L	Light
Lesser smoke ball	3 gp	L	–
Matchstick (10)	2 sp	–	Fire

* All these items have the alchemical and consumable traits.

Alchemical Bombs

Alchemical bombs are consumable weapons that deal damage or produce special effects, and they sometimes deal splash damage. You throw a bomb as a ranged Strike. It's a martial ranged weapon with a range increment of 20 feet and can't benefit from runes since it's a consumable.

A bomb 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. Add the damage together before applying resistance or weakness, and don't multiply splash damage on a critical hit.

Lesser Acid Flask: This alchemical bomb deals 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage.

Lesser Alchemist's Fire: This alchemical bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Elixirs

Elixirs are alchemical items you drink with a single action that has the manipulate trait, gaining the listed benefit.

Lesser Antidote: Gain a +2 item bonus to Fortitude saves against poisons for 6 hours.

Lesser Antiplague: Gain a +2 item bonus to Fortitude saves against diseases for 24 hours, including any daily saves against a disease affliction.

Minor Elixir of Life: Regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Alchemical Tools

Alchemical tools are a type of alchemical item you use, rather than drink or throw. They all have the alchemical and consumable traits.

Glow Rod: You can strike a glow rod on a hard surface as an Interact action to cause it to shed bright light in a 20-foot radius (dim light in the next 20 feet) for 6 hours.

Lesser Smoke Ball: You create a 5-foot-radius smokescreen centered on one corner of your space. All creatures in the smoke are concealed and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Matchstick: You can use a matchstick to ignite something flammable with a single Interact action, faster than with flint and steel.

Assistive Items

Included in this section are assistive items for a variety of disabilities. If a character has been disabled from birth or for a significant period of time before setting out on their adventure, they should begin with any basic assistive items they require as part of their backstory. These items don't count against their starting money (page 25), and any item granted in this way likewise has no value when sold.

ASSISTIVE ITEMS

Item	Price	Bulk	Hands
Cane	5 sp	L	1
Corrective lenses	5 sp	–	–
Crutch	5 sp	L	1
Hearing aid	5 sp	–	–
Magical hearing aid (level 1)	5 gp	–	–
Prosthesis	5 sp	–	–
Wheelchair	5 sp	2	see text
Traveler's chair	5 gp	3	see text
Chair storage	1 gp	–	–

Cane: A cane is a straight length of wood with a curved handle, shaped like the tip of a hook. Its simple design helps with balance and only slightly assists with taking weight off the affected opposite leg. The cane is typically 2 to 3 feet long but can be lengthened or shortened as needed.

Corrective Lenses: A set of corrective lenses might take the form of eyeglasses or specialized goggles worn over the eyes. You can don or remove your corrective lenses as an Interact action.

Crutch: Crutches come as singles or as a pair depending on how much support you need while walking. A crutch fits under your armpit, and you use your hand and the swing of your arm to move with them.

Hearing Aid: A hearing aid is worn in the ear and is made from carved wood, shaped metal, or even small clockwork pieces. The shape of the device aids those who are hard of hearing, and you can wear one or two depending on your hearing loss. You can attach or remove your hearing aids as an Interact action.

A magical hearing aid has the magical trait. With its curved shape, it hooks over the top and sits behind your ear, with a receiver that fits into the ear opening. The external part of the device detects sound waves and, using magic, transfers them down the receiver and into your ear. You can wear one or two depending on your hearing loss, and you can turn your hearing aids on or off using an Interact action.

Prosthesis: A prosthesis replaces a missing or damaged body part. Typical prostheses include artificial feet, eyes, hands, and limbs, though a basic prosthesis can be designed as a replacement for any body part. Advancements in the prosthetic field mean that even the most basic of prostheses can provide the full range of functionality for a missing body part.

A prosthesis has a number of belts or cuffs that keep it attached to your body. You can attach or remove a prosthesis as an Interact action.

Wheelchair: A common wheelchair is ideal for everyday use but isn't designed for strenuous activity. These wheelchairs are most common among non-adventurers. Wheelchairs come in a variety of sizes to suit every person regardless of height or body type.

A traveler's chair is tailored for frequent adventures and travels. The design is sleek and fashionable to provide excellent comfort and support. A traveler's chair has small mechanisms, either made from interlocking wood pieces, clockwork, or other devices, that allow the chair to traverse up or down stairs without any additional difficulty (moving up stairs is still difficult terrain, just like for other characters), and move through other common adventuring terrain without any additional difficulty, such as ladders and uneven ground.

Chair storage can be purchased and applied to any wheelchair. This reduces the amount of Bulk the items weigh when stored within the chair, much like a backpack. The first 2 Bulk of items stowed in your chair don't count against your Bulk limit. If you use both chair storage and a backpack at the same time, only 2 Bulk total isn't counted against your limit, much like if you used multiple backpacks or similar items at the same time.

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Wheelchair Rules

Each wheelchair operates in the following ways.

Adjustable Seat Belts: These belts strap around your waist, knees, and shins to keep you in the chair if it's thrown, knocked, or handled roughly. You can open and release your belts with an Interact action.

Bulk Limit: A wheelchair is strong enough to support you and any amount of Bulk you could typically hold or carry. Your total carried Bulk includes all the items you are wearing, carrying, and stowing on your wheelchair. You take the usual effects when there's too much Bulk on you and your wheelchair: if you're carrying an amount of Bulk equal to 5 + your Strength modifier, you're encumbered, and you and your wheelchair can't hold or carry more than 10 + your Strength modifier. The wheelchair's own Bulk doesn't count against your Bulk limit while riding in the wheelchair; it's listed in case you need to carry the wheelchair separately.

Frame: A wheelchair is typically made from common materials like wood, but they can also be made from steel, other metals, or even rarer materials like dawnsilver. The wheelchairs presented here are made from durable wood.

Magic: The wheelchair is considered an extension of yourself. Spells or abilities that change your bodily form also apply to the chair, and it transforms with you so long as you're using it. You can choose what appearance this has.

Movement: While using a wheelchair, you Stride at your normal Speed (listed in your ancestry, with any additional bonuses, penalties, and adjustments applied). You propel a wheelchair by using the hand rims. You can propel the wheelchair even while holding something in your hands, but not if you're restrained or otherwise unable to move your hands freely. You're still affected by difficult terrain and other terrain features. Any effect that would immobilize you, give a penalty to your Speeds, or similar by entangling or hindering your legs applies to the chair as well. You can use all of your actions while in a wheelchair.

Quick-Righting: If the chair is tipped or you're knocked prone while in the chair, you can right yourself using the Stand action, though in this case you are righting the wheelchair instead. An ally can use an Interact action to help right you, allowing you to Stand as a free action triggered by their Interact action.

Formulas

Formulas are formalized instructions for making items. Their primary purpose is to reduce the time it takes you to start the Craft activity, which is helpful for items you'll make frequently. You can usually read a formula as long as you can read the language it's written in, even if you lack the skill to Craft the item. Often, alchemists and crafting guilds use obscure languages or create codes to protect their formulas. If you obtain a formula for an uncommon or rarer item, you have access to that item so you can Craft it. These formulas can be significantly more valuable—if you can find them at all!

For the Price listed on the table, you can buy a common formula or pay an NPC to let you copy their formula. A purchased formula is typically a schematic on rolled-up parchment of light Bulk. You can copy a formula into your formula book in 1 hour.

If you have a formula, you can Craft a copy of it using the Crafting skill. You can also Craft a formula by reverse-engineering it from an item you possess. Use the formula's Price and the item's Craft DC. You must meet any requirements to Craft the item, except you don't need to have access to the item or meet any special Craft Requirements listed in the item's stat block unless the GM determines otherwise.

Formulas

Item Level	Formula Price	Item Level	Formula Price
0*	5 sp	11	70 gp
1	1 gp	12	100 gp
2	2 gp	13	150 gp
3	3 gp	14	225 gp
4	5 gp	15	325 gp
5	8 gp	16	500 gp
6	13 gp	17	750 gp
7	18 gp	18	1,200 gp
8	25 gp	19	2,000 gp
9	35 gp	20	3,500 gp
10	50 gp		

* Formulas for all 0-level common items from this chapter can be purchased collectively in a basic crafter's book.

Services

The services listed on Basic Services and Cuisine describe expenditures that can come up during travels and time spent in settlements.

Basic Services and Cuisine

Item	Price	Bulk	Hands
Beverages			
Mug of ale	1 cp	L	1
Keg of ale	2 sp	2	2
Pot of coffee or tea	2 cp	L	1
Bottle of wine	1 sp	L	1
Bottle of fine wine	1 gp	L	1
Lodging (1 day)			
Floor space	3 cp		
Bed (for 1)	1 sp		
Private room (for 2)	8 sp		
Extravagant suite (for 6)	10 gp		
Meals			
Poor meal	1 cp	L	2
Square meal	3 cp	L	2
Fine dining	1 gp	L	2

Stabling (1 day)	2 cp
Toll	at least 1 cp
Transportation (per 5 miles)	
Caravan	3 cp
Carriage	2 sp
Ferry or riverboat	4 cp
Sailing ship	6 cp

Transportation

The cost to hire transportation includes standard travel with no amenities. Most transit services provide basic sleeping arrangements, and some provide meals at the rates listed on the table. Arranging transportation into dangerous lands can be more expensive or impossible.

Spellcasting

Spellcasting services are uncommon. Having a spell cast for you requires finding a spellcaster who knows and is willing to cast it. It's hard to find someone who can cast higher-rank spells, and uncommon spells typically cost at least 100% more, if you can find someone who knows them at all. Spells that take a long time to cast (over 1 minute) usually cost 25% more. You must pay any cost listed in the spell in addition to the Price on the table.

SPELLCASTING SERVICES

Spell Rank	Price*	Spell Rank	Price*
1st	3 gp	6th	160 gp
2nd	7 gp	7th	360 gp
3rd	18 gp	8th	720 gp
4th	40 gp	9th	1,800 gp
5th	80 gp		

* Plus any cost required to cast the specific spell.

Cost of Living

Cost of living provides a total cost to covers room and board, dues, taxes, and other fees. You typically need to track and pay for your cost of living only during downtime.

COST OF LIVING

Standard of Living	Week	Month	Year
Subsistence*	4 sp	2 gp	24 gp
Comfortable	1 gp	4 gp	52 gp
Fine	30 gp	130 gp	1,600 gp
Extravagant	100 gp	430 gp	5,200 gp

* You can attempt to Subsist using Society or Survival (page 232) for free.

Animals

The Prices for animals are listed both for renting and for purchasing them outright. You usually need to pay for animal rentals up front, and if the vendor believes the animal might be put in danger, they typically require a deposit equal to the purchase Price.

Most animals panic in battle unless specifically trained otherwise. When combat begins, they become frightened 4 and fleeing as long as they're frightened. If you successfully Command your Animal using Nature (page 242), you can keep it from fleeing, though this doesn't remove its frightened condition. If the animal is attacked or damaged, it returns to frightened 4 and fleeing, with the same exceptions.

Warhorses and warponies are combat trained. They don't become frightened or fleeing during encounters in this way.

Statistics for the animals appear in *Monster Core*.

ANIMALS

Animal	Rental Price* (per day)	Purchase Price
Bird		
Messenger raven	8 cp per day	4 gp
Hunting eagle	8 sp per day	8 gp
Dog		
Guard dog	1 cp per day	2 sp
Service dog	6 cp per day	4 gp
Riding dog	6 cp per day	4 gp
Horse		
Riding horse	1 sp per day	8 gp
Warhorse	1 gp per day	30 gp (level 2)
Pack animal	2 cp per day	2 gp
Pony		
Riding pony	8 cp per day	7 gp
Warpony	8 sp per day	24 gp (level 2)

* Might require a deposit equal to the purchase Price.

Barding

You can purchase special armor for animals, called barding (shown on the Barding table). All animals have a trained proficiency rank in light barding, and combat-trained animals are trained in heavy barding. Barding uses the same rules as armor except for the following. The Price and Bulk of barding depend on the animal's size (use the statistics for Small barding for creatures below Small size). Barding can't be etched with magic runes, though special magical barding might be available.

BARDING

Light Barding	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Bulk	Strength
Small or Medium	10 gp	+1	+5	–1	–5 ft.	2	+3
Large	20 gp	+1	+5	–1	–5 ft.	4	+3
Heavy Barding	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Bulk**	**Strength**
Small or Medium (level 2)	25 gp	+3	+3	–3	–10 ft.	4	+5
Large	50 gp	+3	+3	–3	–10 ft.	8	+5

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Chapter 7: Spells

Whether it comes in the form of mystic artifacts, mysterious creatures, or wizards weaving strange spells, magic brings fantasy and wonder to Pathfinder. This chapter explains how spells work and how spellcasters prepare and cast their spells.

With special gestures and utterances, a spellcaster can call forth mystic energies, warp the mind, protect themself against danger, or even create something from nothing. Each class has its own method of learning, preparing, and casting spells, and every individual spell produces a specific effect, so learning new spells gives a spellcaster an increasing array of options to accomplish their goals.

Spell Slots

Characters of spellcasting classes can cast a number of spells each day; the spells you can cast in a day are referred to as spell slots. At 1st level, a character has only a small number of 1st-rank spell slots per day, but as you advance in level, you gain more spell slots of higher rank. A spell's rank indicates its overall power, from 1 to 10.

Prepared Spells

If you're a prepared spellcaster—such as a cleric, druid, witch, or wizard—you must spend time each day preparing spells for that day. At the start of your daily preparations, you select a number of spells of different spell ranks, determined by your character level and class. Your spells remain prepared until you cast them or until you prepare spells again.

Each prepared spell is expended after a single casting, so if you want to cast a particular spell more than once in a day, you need to prepare that spell multiple times. The exception to this rule is for spells with the cantrip trait; once you prepare a cantrip, you can cast it as many times as you want until the next time you prepare spells. See page 298 for more information on cantrips.

You might gain an ability that allows you to swap prepared spells or perform other aspects of preparing spells at different times throughout the day, but only your daily preparation counts for the purpose of effects that last until the next time you prepare spells.

Spontaneous Spells

If you're a spontaneous spellcaster—such as a bard—you choose which spell from your spell repertoire that you're using a spell slot for at the moment you decide to cast it. This provides you with more freedom in your spellcasting, but you have fewer spells in your spell repertoire, as determined by your character level and class. When you make your daily preparations, all your spell slots are refreshed, but you don't get to change the spells in your repertoire.

Heightened Spells

Both prepared and spontaneous spellcasters can cast a spell at a higher spell rank than that listed for the spell. This is called heightening the spell. A prepared spellcaster can heighten a spell by preparing it in a higher-rank slot than its normal spell rank, while a spontaneous spellcaster can heighten a spell by casting it using a higher-rank spell slot, so long as they know the spell at that rank (see Heightened Spontaneous Spells below). When you heighten your spell, the spell's rank increases to match the higher rank of the spell slot you've prepared it in or used to cast it. This is useful for any spell, because some effects, such as counteracting, depend on the spell's rank.

In addition, many spells have additional specific benefits when they are heightened, such as increased damage. These extra benefits are described at the end of the spell's stat block. Some heightened entries specify one or more ranks at which the spell must be prepared or cast to gain these extra advantages. Each of these heightened entries states specifically which aspects of the spell change at the given rank. Read the heightened entry only for the spell rank you're using or preparing; if its benefits are meant to include any of the effects of a lower-rank heightened entry, those benefits will be included in the entry.

Other heightened entries give a number after a plus sign, indicating that heightening grants extra advantages over multiple ranks. The listed effect applies for every increment of ranks by which the spell is heightened above its lowest spell rank, and the benefit is cumulative. For example, *fireball* says "**Heightened (+1)** The damage increases by 2d6." Because *fireball* deals 6d6 fire damage at 3rd rank, a 4th-rank *fireball* would deal 8d6 fire damage, a 5th-rank spell would deal 10d6 fire damage, and so on.

Heightened Spontaneous Spells

If you're a spontaneous spellcaster, you must know a spell at the specific rank that you want to cast it in order to heighten it. You can add a spell to your spell repertoire at more than a single rank so that you have more options when casting it. For example, if you added *fireball* to your repertoire as a 3rd-rank spell and again as a 5th-rank spell, you could cast it as a 3rd-rank or a 5th-rank spell; however, you couldn't cast it as a 4th-rank spell.

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Many spontaneous spellcasting classes provide abilities like the signature spells class feature, which allows you to cast a limited number of spells as heightened versions even if you know the spell at only a single rank.

As a spontaneous caster, you can also choose to cast a lower-rank spell using a higher-rank spell slot without heightening it or knowing it at a higher rank. This casts the spell at the rank you know the spell, not the rank of the higher slot. The spell doesn't have any heightened effects, so it's usually not a very efficient use of your magic outside of highly specific circumstances. For instance, if your party was having trouble with an invisible enemy, and you had *revealing light* in your repertoire but had already spent all of your 2nd-rank spell slots, it might be worth it to use a 3rd-rank spell slot to cast the spell, even though it'd have no heightened benefit.

Cantrips

A cantrip is a special type of spell that's weaker than other spells but can be used with greater freedom and flexibility. The title of a cantrip's stat block says "Cantrip" instead of "Spell", and the spell has the cantrip trait. Casting a cantrip doesn't use up your spell slots; you can cast a cantrip at will, any number of times per day. If you're a prepared caster, you can prepare a specific number of cantrips each day. You can't prepare a cantrip in a spell slot.

A cantrip is always automatically heightened to half your level, rounded up. For a typical spellcaster, this means its rank is equal to the highest rank of spell slot you have.

Focus Spells

Focus spells are a special type of spell attained directly from a branch of study, from a deity, or from another specific source. You can learn focus spells only through special class features or feats, rather than choosing them from a spell list. Furthermore, you cast focus spells using a special pool of Focus Points—you can't prepare a focus spell in a spell slot or use your spell slots to cast focus spells; similarly, you can't spend your Focus Points to cast spells that aren't focus spells. Even some classes that don't normally grant spellcasting can grant focus spells, such as the ranger. The title of a focus spell's stat block says "Focus" instead of "Spell", and the spell has the focus trait.

Focus spells are automatically heightened to half your level rounded up, just like cantrips are. You can't cast a focus spell if its minimum rank is greater than half your level rounded up, even if you somehow gain access to it.

Casting any of your focus spells costs you 1 Focus Point. You automatically gain a focus pool the first time you gain an ability that gives you a focus spell. The maximum number of points in your pool is equal to the number of focus spells you know or 3, whichever is lower. This counts only spells that require Focus Points to cast. For example, a bard's composition cantrips don't count toward the size of the pool.

You replenish all the Focus Points in your pool during your daily preparations. You can also use the Refocus activity to pray, study, meditate, or otherwise reattune yourself to the source of your focus magic and regain 1 Focus Point. You can Refocus multiple times to regain multiple points, up to your pool's maximum.

Refocus

CONCENTRATE EXPLORATION

Requirements You have a focus pool.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus Point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For instance, a cleric with focus spells from a holy deity can usually Refocus while tending the wounds of their allies.

Spellcasters with Focus Spells

If you are a spellcaster, your focus spells are the same tradition of spell as the class that gave you the focus spell. A bard's are occult, a cleric's are divine, a druid's are primal, a wizard's are arcane, and a witch's are determined by their patron.

Non-Spellcasters with Focus Spells

If you get focus spells from a class or other source that doesn't grant spellcasting ability, the ability that gives you focus spells also provides your proficiency for your spell attack modifier and spell DC, as well as the magical tradition of your focus spells. Though you can cast your focus spells, you don't qualify for feats and other rules that require you to be a spellcaster or have a spellcasting class feature—those require you to have spell slots.

Focus Points from Multiple Sources

It's possible, especially through archetypes, to gain focus spells from more than one source. If this happens, you have just one focus pool, counting all your focus spells to determine the points in your pool. You can spend any of your Focus Points on any of your focus spells. Likewise, when you Refocus, you get back a point as long as you follow the guidelines of any abilities that granted you focus spells. Having Focus Points from multiple sources doesn't change the tradition of your spells; if you had both cleric domain spells and druid order spells, your domain spells would remain divine and the order spells primal. Similarly, you need to use the attribute modifier determined by the source of the focus spell.

Innate Spells

Certain spells are natural to your character, typically coming from your ancestry or a magic item. They're called innate spells. Innate spells don't let you qualify for abilities that require you to be a spellcaster—those require you to have spell slots. The ability that gives you an innate

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MAGICAL TRADITIONS

Spellcasters cast spells from one of four different spell lists, each representing a different magical tradition: arcane, divine, occult, and primal.

Your class determines which tradition of magic your spells use. In some cases, such as when a cleric gains spells from their deity or when a witch gets spells from their patron, you might be able to cast one or more select spells from a different spell list than the list you normally cast from; for instance, clerics of Sarenrae gain the power to summon their goddess's flames with a *fireball* spell. In these cases, the spell uses your magic tradition, not the list the spell normally comes from. When you cast a spell, add your tradition's trait to the spell.

Some types of magic, such as that of most magic items, don't belong to any single tradition. These have the magical trait instead of a tradition trait.



Arcane

Arcane spellcasters use logic and rationality to categorize the magic inherent in the world around them. Because of its far-reaching approach, the arcane tradition has the broadest spell list, though it's generally poor at affecting the spirit or the soul. Wizards are a prototypical arcane spellcaster, poring over tomes and grimoires.



Divine

The power of the divine is steeped in faith, the unseen, and belief in a power source from beyond the Universe. Clerics are an iconic divine spellcaster, beseeching the gods to grant them their magic.



Occult

The practitioners of occult traditions seek to understand the unexplainable, categorize the bizarre, and otherwise access the ephemeral in a systematic way. Bards are a fundamental occult spellcaster, collecting strange esoterica and using their performances to influence the mind or elevate the soul.



Primal

An instinctual connection to and faith in the world, the cycle of day and night, the turning of the seasons, and the natural selection of predator and prey drive the primal tradition. Druids are a great example of a primal spellcaster, calling upon the magic of nature through a deep connection to the plants and animals around them.

spell tells you how often you can cast it—usually once per day—and its magical tradition. Innate spells are refreshed during your daily preparations. Innate cantrips are cast at will and automatically heightened as normal for cantrips (page 298) unless otherwise specified.

When you gain an innate spell, you become trained in the spell attack modifier and spell DC statistics. At 12th level, these proficiencies increase to expert. Unless noted otherwise, Charisma is your spellcasting attribute modifier for innate spells.

If you have an innate spell, you can cast it even if it's not of a spell rank you can normally cast. This is especially common for monsters.

You can't use your spell slots to cast your innate spells, but you might have an innate spell and also be able to prepare or cast the same spell through your class. You also can't heighten innate spells, but some abilities that grant innate spells might give you the spell at a higher rank than its base rank or change the rank at which you cast the spell.

Casting Spells

The casting of a spell can range from a simple word of magical might that creates a fleeting effect to a complex process taking hours to cast and producing a long-term impact. Casting a spell requires the caster to make gestures and utter incantations, so being unable to speak prevents spellcasting for most casters. If your character has a long-term disability that prevents or complicates them from speaking (as described in *GM Core*), work with the GM to determine an analogous way they cast their spells, such as tapping in code on their staff or whistling.

Spellcasting creates obvious sensory manifestations, such as bright lights, crackling sounds, and sharp smells from the gathering magic. Nearly all spells manifest a spell signature—a colorful, glowing ring of magical runes that appears in midair, typically around your hands, though what kind of spellcaster you are can affect this—academic wizards typically have neat and ordered spell signatures, while a druid's might be more organic and a cleric's might be inspired by their deity. How spellcasting looks can vary from one spellcasting tradition or class to another, or even from person to person. You have a great deal of freedom in flavoring your character's magic however you wish!

Spells can vary in how many actions they take, as shown in the spell's stat block. You cast cantrips, spells from spell slots, and focus spells using the same process, but must expend the spell when casting a spell from a spell slot and must spend 1 Focus Point to cast a focus spell. Some rules will refer to the Cast a Spell activity, such as "if the next action you use is to Cast a Spell." Any spell qualifies as a Cast a Spell activity, and any characteristics of the spell use those of the specific spell you're casting.

THE FOUR ESSENCES

Spells that affect certain physical or metaphysical forces tend to be grouped into particular magical areas. Scholars of magic widely agree that all of existence is composed of some combination of four essences, though they disagree on the names and particular qualities of each essence.



Matter
Also called body, material essence, or physical essence, matter is the fundamental building block that makes up all physical things in the universe. The arcane and primal traditions are especially attuned toward manipulating and shaping matter.



Spirit
Also called soul, ethereal essence, or spiritual essence, spirit is an otherworldly building block that makes up a being's immaterial and immortal self. The spirit travels through the Ethereal Plane and into the Great Beyond after the death of the physical body. The spirit is most easily affected by divine and occult spells.



Mind
Also called thought, mental, or astral essence, mind is what allows thinking creatures to have rational thoughts, ideas, plans, logic, and memories. Mind touches even non-sapient creatures like animals, though in a more limited capacity. Arcane and occult casters usually excel at mind spells.



Life
Also called heart, faith, instinct, or vital essence, life represents the animating universal force within all things. Whereas matter provides the base materials for a body, life keeps it alive and well. This essence is responsible for unconscious responses and belief, such as ancestral instincts and divine guidance. The divine and primal traditions hold power over life.

Costs and Loci

Some spells require you to pay a cost or provide a locus. If the spell lists a **cost**, you must have the listed money, valuable materials, or other resources to cast the spell (such as gems or magical reagents), and they're expended during the casting.

A **locus** is an object that funnels or directs the magical energy of the spell but is not consumed in its casting. As part of Casting the Spell, you retrieve the locus (if necessary, and if you have a free hand), and you can put it away again if you so choose. Loci tend to be expensive, and you need to acquire them in advance to cast the spell, but they aren't expended like costs are. Unless noted otherwise, a locus has negligible Bulk.

Long Casting Times

Some spells take minutes or hours to cast. You can't use other actions or reactions while casting such a spell, though at the GM's discretion, you might be able to speak a few sentences. As with other activities that take a long time, these spells have the exploration trait, and you can't cast them in an encounter. If combat breaks out while you're casting one, your spell is disrupted (see Disrupted and Lost Spells below).

Disrupted and Lost Spells

Some abilities and spells can disrupt a spell, causing it to have no effect and be lost. When you lose a spell, you've already expended the spell slot and spent the spell's costs and actions. If a spell is disrupted during a Sustain action, the spell immediately ends. The full rules for disrupting actions appear on page 415.

Ranges, Areas, and Targets

Spells with a range can affect targets, create areas, or make things appear only within that range. Most spell ranges are measured in feet, though some can stretch over miles, reach anywhere on the planet, or go even farther!

Touch Range

A spell with a touch range requires you to physically touch the target. You use your unarmed reach to determine whether you can touch the creature. You can usually touch them automatically, though the spell might specify that they can attempt a saving throw or that you must attempt a spell attack roll. If an ability increases the range of a touch spell, start at 0 feet and increase from there.

Areas

Sometimes a spell has an area, which can be a burst, cone, emanation, or line (pages 428–429). If the spell originates from your position, the spell has only an area; if you can cause the spell's area to appear farther away from you, the spell has both a range and an area.

Targets

Some spells allow you to target a creature, an object, or something more specific. The target must be within the spell's range, and you must be able to see it (or otherwise perceive it with a precise sense) to target it. At the GM's discretion, you can attempt to target a creature you can't see, as described in Detecting Creatures on page 434. If you fail to target a particular creature, this doesn't change how the spell affects any other targets the spell has.

OTHER SPELL TRAITS

Below is a glossary of a few traits you might see with important rules.

Darkness and Light

Non-magical light always shines in non-magical darkness and always fails to shine in magical darkness. Magical light always shines in non-magical darkness but shines in magical darkness only if the light spell has a higher rank than that of the darkness effect. Spells with the darkness trait or the light trait can always counteract one another, but bringing light and darkness into contact doesn't automatically do so. You must usually cast a light spell on a darkness effect directly to counteract it (and vice versa), but some spells automatically attempt to counteract opposing effects.

Minion

Minions are creatures that directly serve another creature. Your minion acts on your turn in combat, once per turn, when you spend an action to issue it commands. For an animal companion, you Command an Animal; for a minion that's a spell or magic item effect, like a summoned minion, you Sustain the effect (page 419); if not otherwise specified, you issue a verbal command as a single action with the auditory and concentrate traits. If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for long enough, typically 1 minute, mindless minions usually don't act, animals follow their instincts, and sapient minions act how they please.

A minion has only 2 actions and 0 reactions per turn, though certain conditions (such as slowed or quickened) or abilities might give them a reaction that they can use. Alterations to a minion's actions occur when they gain their actions for the round. A minion can't control other creatures.

Summoned

A creature called by a spell or effect gains the summoned trait. A summoned creature can't summon other creatures, create things of value, or cast spells that require a cost. It has the minion trait. If it tries to cast a spell of equal or higher rank than the spell that summoned it, it overpowers the summoning magic, causing its own spell to fail and the summon spell to end. Otherwise, the summoned creature uses the standard abilities for a creature of its kind. It generally attacks your enemies to the best of its ability. If you can communicate with it, you can attempt to command it, but the GM determines the degree to which it follows your commands.

Immediately when you finish casting, the summoned creature uses its 2 actions for that turn. A spawn or other creature generated from a summoned creature returns to its unaltered state (usually a corpse in the case of spawn) once the summoned creature is gone. If it's unclear what this state would be, the GM decides. Summoned creatures can be banished by various spells and effects. They are automatically banished if reduced to 0 Hit Points or if the spell that called them ends.

Morph

Spells that slightly alter a creature's form have the morph trait. Any Strikes specifically granted by a magical morph effect also gain the magical trait. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the second morph effect attempts to counteract the first (in the same manner as two polymorph effects, described below). Your morph effects might also end if you are polymorphed and the polymorph effect invalidates or overrides your morph effect. For instance, a morph that gave you wings would be dismissed if you polymorphed into a form that had wings of its own (though if your new form lacked wings, you'd keep the wings from your morph). The GM determines which morph effects can be used together and which can't.

Polymorph

These effects completely transform the target into a new form. A target can't be under the effect of more than one polymorph at a time. If it comes under the effect of another, the second effect attempts to counteract the first. If it succeeds, it takes effect, and if it fails, the spell has no effect on that target. Any Strikes granted by a polymorph effect are magical. Unless otherwise stated, polymorph spells don't allow the target to take on the appearance of a specific individual creature, but rather just a generic creature of a general type or ancestry.

If you take on a battle form with a polymorph spell, the special statistics can be adjusted only by circumstance bonuses, status bonuses, and penalties. Unless otherwise noted, the battle form prevents you from casting spells, speaking, and using most manipulate actions that require hands. (If there's doubt about whether you can use an action, the GM decides.) Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate any items. If a polymorph effect causes you to increase in size, you must have space to expand into or the effect is disrupted.

Illusions

Magic with the illusion trait creates false sensory stimuli. Sometimes illusions allow creatures a chance to disbelieve the spell, which lets the creature ignore the spell if it succeeds at doing so. This usually happens when a creature Seeks, Interacts, or otherwise spends actions to engage with the illusion, comparing the result of its Perception check (or another check or save the GM chooses) to the caster's spell DC. Mental illusions typically provide rules in the spell's description for disbelieving the effect (usually via a Will save).

If a creature engages with an illusion in a way that would prove it's not what it seems, the creature might know that an illusion is present, but it still can't ignore the illusion without successfully disbelieving it. Disbelieving a visual illusion makes it and those things it blocks seem hazy and indistinct, which might block vision enough to leave the other side concealed.

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SUBTLE SPELLS

A spell with the subtle trait can be cast without incantations and doesn't have obvious manifestations. Most of these spells enhance your subterfuge or stealth, such as *invisibility*. Some abilities, like the Conceal Spell feat (page 201), allow you to make spells subtle even if they wouldn't normally be.

SPELLSHAPE

Many spellcasters can gain access to spellshape actions, typically by selecting spellshape feats. Spellshape actions tweak the properties of your spells. 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 casting a spell directly after, you waste the benefits of the spellshape action. The benefit is also lost if your turn ends before you cast the spell. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

If you choose a target that isn't valid, such as if you thought a vampire was a living creature and targeted it with a spell that can target only living creatures, your spell fails to target that creature. If a creature starts out as a valid target but ceases to be one during a spell's duration, the spell typically ends, but the GM might decide otherwise in certain situations. Some spells restrict you to willing targets. A player can declare their character a willing or unwilling target at any time, regardless of turn order or their character's condition (such as when a character is paralyzed, unconscious, or even dead).

Spells that affect multiple creatures in an area can have both an Area entry and a Targets entry. A spell that has an area but no targets listed usually affects all creatures in the area indiscriminately.

Line of Effect

You usually need an unobstructed path to the target of a spell, the origin point of an area, or the place where you create something with a spell. More information on line of effect can be found on page 426.

Durations

The duration of a spell is how long the spell effect lasts. Spells that last for more than an instant have a Duration entry. A spell might last until the start or end of a turn, for some number of rounds, for minutes, or even longer. If a spell's duration is given in rounds, the number of rounds remaining decreases by 1 at the start of each of the spellcaster's turns, ending when the duration reaches 0.

Some spells have effects that remain even after the spell's magic is gone. Any ongoing effect that isn't part of the spell's duration entry isn't magical. For instance, a spell that creates a brief, loud sound might deafen someone for a time, even permanently. This deafness couldn't be counteracted because it is not itself magical (though it might be cured by other magic, such as *sound body*).

If a spell's caster dies or is incapacitated during the spell's duration, the spell remains in effect until its duration ends, using the caster's initiative order.

Sustaining Spells

If the spell's duration is "sustained," it lasts until the end of your next turn unless you use the Sustain action (page 419) on that turn to extend the duration of that spell.

Long Durations

If a spell's duration says it lasts until your next daily preparations, on the next day you can refrain from preparing a new spell in that spell's slot. (If you are a spontaneous caster, you can instead expend a spell slot during your preparations.) Doing so extends the spell's duration until your next daily preparations. This effectively Sustains the spell over a long period of time. If you prepare a new spell in the slot (or don't expend a spell slot), the spell ends. You can't do this if the spell didn't come from one of your spell slots. If you are dead or otherwise incapacitated at the 24-hour mark after the time you Cast the Spell or the last time you extended its duration, the spell ends. Spells with an unlimited duration last until counteracted or Dismissed. You don't need to keep a spell slot open for these spells.

Dismissing

Some spells can be dismissed, ending the duration early. This requires the caster or target to use the Dismiss action (page 419).

Defenses

If a spell allows the target to attempt a saving throw or use their AC to defend against it, the type of defense is listed in the stat block. Any details on the particular results and timing of the save appear in the text unless the entry specifies a basic saving throw, which follows a standard rule. If a spell allows a defense only under certain circumstances or at a certain time, the Defenses entry is omitted, since the text needs to explain it in more detail. Whenever a spell allows a saving throw, it uses the caster's spell DC, and one that allows AC as a defense typically requires a spell attack. More information on how to calculate your spell DC and spell attack modifier appears on page 403.

Basic Saving Throws

If a spell's Defenses entry specifies a "basic" saving throw, the spell's potential effects all relate to the damage listed in the spell's description. The target takes no damage on a critical success, half damage on a success, full damage on a failure, or double damage on a critical failure. The rules for basic saving throws are found on page 404.

Spell Attacks

Some spells require you to succeed at a spell attack roll to affect the target. This is usually because they require you to precisely aim a ray or otherwise make an accurate attack. A spell attack roll is compared to the target's AC. Spell attack rolls benefit from any bonuses or penalties to attack rolls, including your multiple attack penalty, but not any special benefits or penalties that apply only to weapon or unarmed attacks. Spell attacks don't deal any damage beyond what's listed in the spell description.

In rare cases, a spell might have you make some other type of attack, such as a weapon Strike. Such attacks use the normal rules and attack bonus for that type of attack.

Identifying Spells

Sometimes you need to identify a spell, especially if its effects aren't obvious right away. If you notice a spell being cast, and you have that spell in your repertoire or prepared it that day (even if you already cast it), you automatically know what the spell is, including the rank to which it is heightened.

If you want to identify a spell but don't have it prepared or in your repertoire, you must spend an action on your turn attempting to identify it using Recall Knowledge. You typically notice a spell being cast due to its sensory spell manifestations (page 299). Identifying long-lasting spells that are already in place requires using Identify Magic instead of Recall Knowledge because you don't have the advantage of watching the spell being cast.

Counteracting

Some spells, such as *dispel magic*, can be used to eliminate the effects of other spells. At least one creature, object, or manifestation of the spell you are trying to counteract must be within range of the spell that you are using. You attempt a counteract check (page 431) using your Charisma (or other spellcasting attribute modifier) and your proficiency bonus for spell attack rolls.

Hostile Actions

Sometimes spells prevent a target from using hostile actions, or the spell ends if a creature uses any hostile actions. A hostile action is one that can harm or damage another creature, whether directly or indirectly, but not one that a creature is unaware could cause harm. For instance, casting *fireball* into a crowd would be a hostile action, but opening a door and accidentally freeing a horrible monster wouldn't be. The GM is the final arbitrator of what is a hostile action.

Setting Triggers

If a spell is meant to respond only to certain events or under certain conditions, it might require you to set a trigger. This is a simple sensory cue that causes the spell to activate. The spell activates as a reaction when the spell's sensor observes something that fits its trigger. Depending on the spell, the trigger might be the presence of a type of creature, such as "red-bearded dwarven men," or it could be an observed action, such as "whenever someone enters the spell's area."

Disguises and illusions fool the spell as long as they appear to match its parameters. For a spell to detect something visually, the spell's origin point must have line of sight. Darkness doesn't prevent this, but invisibility does, as does a successful Stealth check to Hide (against the spell's DC). For auditory detection, line of sight isn't necessary, though the sound must be audible at the spell's origin point. A Stealth check to Sneak can fool the sensor.

Walls

Spells that create walls list the depth, length, and height of the wall, also specifying how it can be positioned. Some walls can be shaped; you can manipulate the wall into a form other than a straight line, choosing its contiguous path square by square. The path of a shaped wall can't enter the same space more than once, but it can double back so one section is adjacent to another section of the wall.

Reading Spells

Each spell uses the following format. Entries appear only when applicable, so not all spells will have every entry described here. The spell's name line also lists the type of spell if it's a cantrip or focus spell, as well as the rank.

SPELL NAME ❖ SPELL (RANK)

TRAITS

Tradition This entry lists the magical traditions the spell belongs to. Some feats or other abilities might add a spell to your spell list even if you don't follow the listed traditions.

Cast Spells that take longer than a single turn to cast include this entry to list the time required, such as "1 minute." If the spell has a cost, locus, requirements, or a trigger, that information is also listed in this section.

Range, Area, and Targets This entry lists the range of the spell, the area it affects, and the targets it can affect, if any. If none of these entries are present, the spell affects only the caster.

Defense and Duration If a spell allows the target to attempt a saving throw or use their AC to defend against it, the type of defense appears here (see page 302 for details). A Duration entry appears if the spell has one. A spell that doesn't list a duration takes place instantaneously, and anything created by it persists after the spell.

A horizontal line follows defense and duration, and the effects of the spell are described after this line. This section might also detail the possible results of a saving throw: critical success, success, failure, and critical failure.

Heightened (rank) If the spell has special effects when heightened (page 297), those effects appear at the end of the stat block.

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Spell Lists

These lists include the spells for each tradition, including cantrips. (Focus spells appear on pages 370–388.) A superscript "H" indicates a spell has extra effects when heightened, and a spell whose rarity is greater than common has a superscript with the first letter of that rarity (for example, "U" for uncommon).



Arcane Spells

Arcane Cantrips

Caustic BlastH Fling a glob of acid that splashes a small area.
DazeH Cloud a creature's mind to make it off-guard or slow.
Detect MagicH Sense whether magic is nearby.
Electric ArcH Zap one or two creatures with lightning.
Figment Create a simple auditory or visual illusion.
FrostbiteH Damage a creature with bitter cold.
Gouging ClawH Morph your limb into a claw and attack with it.
IgnitionH Burn a creature up close or at range.
LightH Make an object glow.
MessageH Speak a message to a distant creature, who can reply.
Prestidigitation Perform a minor magical trick.
Read AuraH Detect if an object is magical.
ShieldH A shield of magical force blocks attacks and spells.
SigilH Leave a magical mark.
Summon InstrumentH Call an instrument that only you can play.
Tangle VineH Conjure a vine to entangle a creature.
Telekinetic HandH Move an object with a floating hand.
Telekinetic ProjectileH Fling an object at a creature.
Void WarpH Damage and weaken the living with void energy.

Arcane 1st-Rank Spells

Air Bubble React to create air for a creature to breathe.
AlarmH Be alerted if a creature enters a warded area.
Ant Haul Target can carry more.
Breathe FireH Release a small cone of flame from your mouth.
CharmH A creature becomes more friendly to you.
CommandH Bid a creature approach, run, drop something, lie prone, or stand up.
Create Water Conjure 2 gallons of water.
Disguise MagicH Mask the aura of a spell or item.
Dizzying Colors Swirling colors blind, dazzle, or stun creatures.
Enfeeble Sap a creature's strength.
FearH Frighten a creature, possibly making it flee.
Fleet Step Make your Speed much faster.
Force BarrageH Pelt creatures with unerring shards of magical force.
Gentle Landing React to save a falling creature.
Goblin Pox Infect a creature with goblin pox.
Grease Cover a target or an area with slippery grease.
Grim TendrilsH Creatures in a line take void damage and bleed.
Gust of Wind Wind blows out fires and knocks back objects and creatures.
Hydraulic PushH Damage and push a creature with a blast of water.
Illusory DisguiseH Make yourself look like a different creature.
Illusory ObjectH Form a convincing illusion of an object.
Item FacadeH Disguise an item to look perfect or shoddy.
JumpH Make an impressive leap.
LockH Make a lock much harder to open.
MendingH Repair one non-magical item.
Mindlink Mentally impart 10 minutes worth of information in an instant.
Mystic ArmorH Ward yourself with magical armor.
Pest FormH Turn into a nonthreatening animal.
Pet Cache Hide a familiar or animal companion in a pocket dimension.
Phantasmal Minion Create a creature of force to perform minor tasks.
Pummeling RubbleH Hurl a cone of rocks to batter creatures.
Runic BodyH Temporarily apply magical runes to a creature's unarmed attacks.
Runic WeaponH Temporarily apply magical runes to a weapon.
SleepH Put creatures in a small area to sleep.
Spider Sting Damage a creature and afflict it with spider venom.
Summon AnimalH Conjure an animal to fight for you.
Summon ConstructH Conjure a construct to fight on your behalf.
Summon UndeadH Conjure an undead to fight on your behalf.
Sure Strike Your next attack is especially accurate.
TailwindH Increase your speed for an hour.
ThunderstrikeH Call down a thunderbolt.
VentriloquismH Throw your voice.

Arcane 2nd-Rank Spells

Acid GripH Move and harm foes with a hand of acid.
Blazing BoltH Fire one to three flaming bolts at different foes.
Blood VendettaH Cause a creature that attacks you to start bleeding.
Blur Target's form becomes blurry and hard to hit.
Create FoodH Feed multiple creatures with conjured food.
DarknessH Suppress all light in an area.
DarkvisionH See in the dark.
Deafness Make a creature deaf.
Dispel Magic End a spell or suppress an item's magic.
Embed MessageH Leave an illusory message to be triggered at a later date.
EnlargeH Cause a creature to grow in size.
Entangling Flora Sprout plants to hinder movement in an area.

Environmental Endurance[H] Protect a creature from severe cold or heat.
Everlight Cause a gem to glow eternally.
False Vitality[H] Gain temporary Hit Points.
Floating Flame[H] Summoned fire moves at your command.
Gecko Grip[H] Give a creature a climb Speed.
Ghostly Carrier Create a semicorporeal figure that carries your touch spells to targets.
Humanoid Form[H] Take the shape of a humanoid.
Illusory Creature[H] Form a convincing illusion of a creature.
Invisibility[H] A creature can't be seen until it attacks.
Knock Make a door, lock, or container easier to open, and possibly open it immediately.
Laughing Fit Laughter impedes a creature's actions.
Marvelous Mount[H] Conjure a fantastical mount.
Mist Conceal creatures with a cloud of mist.
Noise Blast[H] Damage and deafen creatures with a powerful din.
Oaken Resilience[H] Confer a tree's resilience and flammability.
Peaceful Rest[H] A corpse doesn't decay and can't become undead.
Resist Energy[H] Protect a creature from one type of energy damage.
Revealing Light Dazzling light counters invisibility and concealment.
See the Unseen[H] Reveal invisible creatures to your sight.
Shape Wood Transform unworked wood into a shape of your choice.
Shrink[H] Reduce a willing creature to Tiny size.
Stupefy Dull a target's mind and make spell casting unreliable.
Summon Elemental[H] Conjure an elemental to fight on your behalf.
Telekinetic Maneuver Disarm, Reposition, Shove, or Trip a creature telekinetically.
Translate[H] Grant understanding of a language to one creature.
Water Breathing[H] Allow creatures to breathe underwater.
Water Walk[H] Buoy a creature so it can walk on water.

Arcane 3rd-Rank Spells

Aqueous Orb Roll a ball of water to put out fires and engulf creatures.
Bind Undead Take control of a mindless undead.
Blindness Strike a target blind.
Clairaudience Hear through an invisible magical sensor.
Cozy Cabin Conjure a temporary cabin sheltered from the elements.
Dream Message[H] Send a message that arrives in a dream.
Earthbind Bring a flying creature to the ground.
Enthrall Your speech makes creatures fascinated with you.
Feet to Fins[H] Turn a creature's feet into fins, enabling it to swim but slowing it on land.
Fireball[H] An explosion of fire in an area burns creatures.
Ghostly Weapon Make a weapon affect incorporeal creatures.
Grease Coat a surface or object in slippery grease.
Haste[H] Speed up a creature so it can attack or move more often.
Hypnotize Shifting colors dazzle and fascinate creatures.
Insect Form[H] Turn into a dangerous giant insect.
Levitate Float an object or creature a few feet off the ground.
Lightning Bolt[H] Lightning strikes all creatures in a line.
Locate[H, U] Learn the direction to an object.
Mind Reading[U] Read a creature's surface thoughts.
One with Stone Meld into or turn into a stone.
Paralyze[H] Freeze a creature in place.
Safe Passage[H] Make an area safe to move through.
Slow[H] Make a creature slower, reducing its actions.
Vampiric Feast[H] Deal void damage and gain temporary Hit Points with a touch.
Veil of Privacy[U] Protect a creature or object from magical detection.
Wall of Thorns[H] Grow a wall of brambles.
Wall of Wind Create a wall of gusting winds that hinders movement and ranged attacks.

Arcane 4th-Rank Spells

Aerial Form[H] Turn into a flying combatant.
Clairvoyance See through an invisible magical sensor.
Confusion[H] Befuddle a creature, making it act randomly.
Creation[H] Make a temporary object.
Detect Scrying[H, U] Find out whether scrying effects are in the area.
Dispelling Globe[U] Counteract magic that enters this sphere.
Fire Shield[H] Flames protect you from cold and harm those that touch you.
Flicker[H] Protect yourself from most damage as you teleport erratically.
Fly[H] Grant a target a fly Speed.
Liminal Doorway[U] A chalk door opens to an extradimensional hiding place.
Mirage[H, U] Disguise one natural environment as another.
Mountain Resilience[H] Harden a creature to resist physical attacks.
Nightmare Plague a creature's dreams with disturbing nightmares.
Outcast's Curse Curse a creature to be off-putting and abrasive.
Peaceful Bubble[U] Opaque bubble prevents detection, dreams, perception, and scrying.
Planar Tether Keep a creature on its current plane.
Shape Stone Reshape a cube of stone.
Suggestion[H] Suggest a course of action a creature must follow.
Telepathy[H] Communicate telepathically with any creatures near you.
Translocate[H] Teleport a moderate distance.
Unfettered Movement Repel effects that would hold a creature in place.
Vapor Form Transform your body into vapor.
Vision of Death Show the target a vision of their own death, causing fear and mental damage.
Wall of Fire[H] Create a blazing wall that burns creatures that pass through.
Weapon Storm[H] Multiply a weapon you hold and attack many creatures with it.

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Arcane 5th-Rank Spells

Banishment[H] Send a creature back to its home plane.
Control Water Raise or lower water in a large area.
Elemental Form[H] Turn into an elemental.
False Vision[U] Trick a scrying spell.
Hallucination[H] Cause a creature to believe one thing is another, to notice something that isn't there, or to be unable to detect something.
Howling Blizzard[H] Fill a cone or burst with cold winds and snowdrifts.
Illusory Scene[H] Create an imaginary scene containing multiple creatures and objects.
Impaling Spike[H] Skewer a creature with a cold iron spike.
Invoke Spirits[H] Call a group of ghostly apparitions to attack your foes.
Magic Passage[H, U] Open a temporary passage through a surface.
Mariner's Curse Infect a creature with the curse of the rolling sea.
Mind Probe[U] Uncover knowledge and memories in a creature's mind.
Scouting Eye Invisible eye transmits what it sees to you.
Sending Send a message to a creature anywhere on the planet and get a reply.
Slither[H] Shadowy snakes bite and capture creatures.
Subconscious Suggestion[H] Plant a suggestion in a creature's mind that is must follow when a trigger occurs.
Summon Dragon[H] Conjure a dragon to fight on your behalf.
Telekinetic Haul Move a large object.
Toxic Cloud[H] A bank of poison fog rolls away from you.
Truespeech[H, U] Let a creature understand and speak all languages.
Umbral Journey[U] Travel rapidly via the Netherworld.
Wall of Ice[H] Sculpt a foot-thick wall of ice that blocks sight and can chill creatures.
Wall of Stone[H] Shape a wall of stone.
Wave of Despair[H] Drive creatures in an area to despair.

Arcane 6th-Rank Spells

Chain Lightning[H] An arc of lightning jumps from creature to creature.
Cursed Metamorphosis Transform the target into a harmless animal.
Disintegrate[H] Reduce a creature or object to dust.
Dominate[H, U] A creature must obey your orders.
Dragon Form[H] Turn into a dragon.
Mislead Turn invisible and create a duplicate of yourself who acts like you.
Never Mind Stupefy a creature permanently.
Petrify Turn a creature into a stone statue.
Phantasmal Calamity[H] Create visions of an apocalypse to damage creatures mentally.
Repulsion Prevent creatures from approaching you.
Scrying[U] Spy on a creature you choose.
Spellwrack Curse a creature to be harmed when a spell is cast on it and lower the duration of its spells.
Tangling Creepers Entangle creatures in a burst and concentrate to lash out with immobilizing vines.
Teleport[H, U] Transport you and willing creatures a great distance.
Truesight See through illusions and physical transformations.
Vampiric Exsanguination[H] Draw blood and life force from creatures in a cone, harming them and healing yourself.
Vibrant Pattern Make a pattern of lights that dazzles and blinds creatures who enters the area.
Wall of Force[H] Create an invisible and durable plane of magical force.

Arcane 7th-Rank Spells

Contingency[H] Set up a spell to trigger later under your choice of circumstances.
Duplicate Foe[H] Create a temporary duplicate of an enemy to fight for you.
Eclipse Burst[H] Explode a globe of darkness that deals cold damage, hurts the living, and overcomes light.
Energy Aegis[H] A creature gains resistance to acid, cold, electricity, fire, force, sonic, vitality and void damage.
Fiery Body[H] Turn your body into living flame.
Interplanar Teleport[U] Transport creatures to another plane in the Multiverse.
Mask of Terror[H] Create a fearsome illusory appearance frightens observers.
Planar Palace[U] Conjure a secure dwelling in a demiplane.
Planar Seal[U] Raise a barrier against teleportation and summoning.
Project Image[H] Make an illusion of yourself you can cast spells through.
Retrocognition[H] Sense impressions of past events at your location.
True Target Make multiple attacks against a creature especially accurate.
Warp Mind Confuse a creature, possibly permanently.

Arcane 8th-Rank Spells

Arctic Rift[H] Bitter cold damages and freezes a creature.
Desiccate[H] Pull moisture from creatures, damaging them.
Disappearance Make a creature invisible, silent, and undetectable by special senses.
Earthquake[H] Shake the ground with a devastating earthquake.
Hidden Mind[U] Protect a creature from mental magic and effects that pry into its secrets.
Monstrosity Form Turn into a powerful monster.
Pinpoint[U] Learn the exact location of a creature or object.
Quandary Trap a creature in an extradimensional puzzle.
Uncontrollable Dance Overcome a target with an all-consuming urge to dance.
Unrelenting Observation You and other creatures track a subject exactly using scrying.

Arcane 9th-Rank Spells

Detonate Magic[U] Cause a spell or item to explode.
Falling Stars[H] Call down four pieces of the heavens to deal bludgeoning and elemental damage.

Foresight Danger sense warns you when a creature is in danger and protects it with good fortune.
Implosion[H] Make a creature collapse in on itself.
Massacre[H] Instantly kill multiple creatures
Metamorphosis Fluidly change between different forms.
Phantasmagoria Frighten, deal mental damage, and possibly kill many targets.

Arcane 10th-Rank Spells

Cataclysm Call an instant, devastating cataclysm.
Freeze Time Briefly stop time for everything but you.
Gate[U] Tear open a portal to another plane.
Indestructibility Become briefly immune to everything.
Manifestation Flexibly cast a 9th-rank spell from your tradition.
Remake[U] Recreate a destroyed object.



Divine Spells

Divine Cantrips

Daze[H] Cloud a creature's mind to make it off-guard or slow.
Detect Magic[H] Sense whether magic is nearby.
Divine Lance[H] Throw divine energy that deals spirit damage.
Forbidding Ward[H] Protect an ally against one specific enemy.
Guidance Divine guidance improves one roll.
Know the Way[H] Learn true north and the direction to another location.
Light[H] Make an object glow.
Message[H] Speak a message to a distant creature, who can reply.
Prestidigitation Perform a minor magical trick.
Read Aura[H] Detect if an object is magical.
Shield[H] A shield of magical force blocks attacks and spells.
Sigil[H] Leave a magical mark.
Stabilize Stabilize a dying creature.
Summon Instrument[H] Call an instrument that only you can play.
Vitality Lash[H] Damage and weaken the undead with vital energy.
Void Warp[H] Damage and weaken the living with void energy.

Divine 1st-Rank Spells

Air Bubble React to create air for a creature to breathe.
Alarm[H] Be alerted if a creature enters a warded area.
Bane Weaken enemies' attacks in an aura around you.
Bless Strengthen allies' attacks in an aura around you.
Cleanse Cuisine Make food and drink safe and delicious.
Command[H] Bid a creature approach, run, drop something, lie prone, or stand up.
Create Water Conjure 2 gallons of water.
Detect Poison[H, U] Determine whether an object or creature is poisonous or venomous.
Enfeeble Sap a creature's strength.
Fear[H] Frighten a creature, possibly making it flee.
Grim Tendrils[H] Creatures in a line take void damage and start to bleed.
Harm[H] Void energy harms the living or heals the undead, either a single creature or all in a burst.
Heal[H] Vital energy heals the living or harms the undead, either a single creature or all in a burst.
Infuse Vitality[H] Empower attacks with vital energy to damage the undead.
Lock[H] Make a lock much harder to open.
Mending[H] Repair one non-magical item.
Mystic Armor[H] Ward yourself with magical armor.
Pet Cache Hide a familiar or animal companion in a pocket dimension.
Protection Raise a creature's AC.
Runic Body[H] Temporarily apply magical runes to a creature's unarmed attacks.
Runic Weapon[H] Temporarily apply magical runes to a weapon.
Sanctuary Protect a creature from being attacked.
Spirit Link[H] Continually transfer your health to someone else.
Summon Undead[H] Conjure an undead to fight on your behalf.
Ventriloquism[H] Throw your voice.

Divine 2nd-Rank Spells

Augury Predict whether a course of action brings good fortune.
Blood Vendetta[H] Cause a creature that attacks you to start bleeding.
Calm Suppress strong emotions and hostility.
Cleanse Affliction[H] Treat a curse, disease, or poison.
Clear Mind[H] Counteract fleeing, frightened, stupefied, and related conditions.
Create Food[H] Feed multiple creatures with conjured food.
Darkness[H] Suppress all light in an area.
Darkvision[H] See in the dark.
Deafness Make a creature deaf.
Dispel Magic End a spell or suppress an item's magic.
Environmental Endurance[H] Protect a creature from severe cold or heat.
Everlight Cause a gem to glow eternally.
Marvelous Mount[H] Conjure a fantastical mount.
Noise Blast[H] Damage and deafen creatures with a powerful din.
Peaceful Rest[H] A corpse doesn't decay and can't become undead.
Resist Energy[H] Protect a creature from one type of energy damage.
Revealing Light Dazzling light counters invisibility and concealment.
See the Unseen[H] Reveal invisible creatures to your sight.
Share Life Absorb half the damage another would take.
Silence[H] Mute all sound from a willing creature.
Sound Body[H] Counteract blinded, dazzled, deafened, enfeebled, sickened, and related conditions.
Spiritual Armament[H] Project a weapon imbued with spiritual power.
Status[H] Keep track of a willing creature's location and well-being.
Sure Footing[H] Counteract clumsy, grabbed, paralyzed, or related conditions.
Translate[H] Grant understanding of a language to one creature.

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Water Breathing[H] Allow creatures to breathe underwater.
Water Walk[H] Buoy a creature so it can walk on water.

Divine 3rd-Rank Spells

Bind Undead Take control of a mindless undead.
Blindness Strike a target blind.
Chilling Darkness[H] Ray of unholy darkness deals cold damage, dispels light, and harms holy targets.
Crisis of Faith[H] Cause mental damage and possibly make a worshiper unable to cast spells.
Dream Message[H] Send a message that arrives in a dream.
Heroism[H] Stoke a creature's inner heroism to make it more competent.
Holy Light[H] A ray of burning light deals extra damage to fiends and other unholy creatures.
Locate[H, U] Learn the direction to an object.
Ring of Truth[U] Ring a bell when the truth is spoken.
Safe Passage[H] Make an area safe to move through.
Speak with Plants[H] Communicate with plants and plant creatures.
Vampiric Feast[H] Deal void damage and gain temporary Hit Points with a touch.

Divine 4th-Rank Spells

Dispelling Globe[U] Counteract magic that enters this sphere.
Divine Wrath[H] Damage and hinder creatures opposing your deity's will.
Fly[H] Grant the target a fly Speed.
Outcast's Curse Curse a creature to be off-putting and abrasive.
Planar Tether Keep a creature on its current plane.
Read Omens[U] Get a piece of advice about an upcoming event.
Talking Corpse[U] Have a corpse answer three questions.
Unfettered Movement Repel effects that would hold a creature in place.
Vital Beacon[H] Radiate vitality that heals creatures that touch you.

Divine 5th-Rank Spells

Banishment[H] Send a creature back to its home plane.
Breath of Life React to revive a character at the moment of its death.
Divine Immolation[H] Call divine fire from the sky.
Invoke Spirits[H] Call a group of ghostly apparitions to attack your foes.
Scouting Eye Invisible eye transmits what it sees to you.
Sending Send a message to a creature anywhere on the planet and get a reply.
Shadow Blast[H] Shape a damaging cone of shadow substance to deal damage of a type you choose.
Speak with Stones[H] Communicate with natural and worked stone.
Spiritual Guardian[H] Create a magical guardian to attack at your command and take damage for your allies.
Summon Celestial[H] Conjure a celestial to fight for you.
Summon Dragon[H] Conjure a dragon to fight on your behalf.
Summon Fiend[H] Conjure a fiend to fight on your behalf.
Summon Monitor[H] Conjure a planar monitor to fight on your behalf.
Truespeech[H, U] Let a creature understand and speak all languages.

Divine 6th-Rank Spells

Blessed Boundary[H] Manifest divine force in a protective sphere.
Dominate[H, U] A creature must obey your orders.
Dragon Form[H] Turn into a dragon.
Field of Life[H] Create a vital energy field that heals those who remain within.
Raise Dead[H, U] Return a dead creature to life.
Repulsion Prevent creatures from approaching you.
Spellwrack Curse a creature to be harmed when a spell is cast on it and lower the duration of its spells.
Spirit Blast[H] Damage a creature's spiritual essence.
Truesight See through illusions and physical transformations.
Vampiric Exsanguination[H] Draw blood and life force from creatures in a cone, harming them and healing yourself.
Zealous Conviction[H] Instill unshakable conviction and zeal in willing creatures.

Divine 7th-Rank Spells

Divine Decree[H] Creatures opposing your deity's will are damaged, enfeebled, or banished.
Eclipse Burst[H] Explode a globe of darkness that deals cold damage, hurts the living, and overcomes light.
Energy Aegis[H] A creature gains resistance to acid, cold, electricity, fire, force, sonic, vitality and void damage.
Execute[H] Pull a living creature toward death or an undead creature toward destruction.
Interplanar Teleport[U] Transport creatures to another plane in the Multiverse.
Planar Seal[U] Raise a barrier against teleportation and summoning.
Regenerate[H] Creature heals over time, regrows organs, and reattaches body parts.
Sunburst[H] A globe of sunlight deals fire damage, hurts undead, and overcomes darkness.

Divine 8th-Rank Spells

Canticle of Everlasting Grief Sing a mournful dirge that frightens and mentally damages a foe, preventing its bonuses.
Divine Inspiration Spiritual energy recovers a creature's expended spell.
Moment of Renewal Give a creature a day's worth of recovery in an instant.
Pinpoint[U] Learn the exact location of a creature or object.

Divine 9th-Rank Spells

Foresight Danger sense warns you when a creature is in danger and protects it with good fortune.
Massacre[H] Instantly kill multiple creatures

Overwhelming Presence Assume the majesty of a god.
Seize Soul[U] Trap a soul in an item.
Wails of the Damned Scream, draining the living and causing void damage.

Divine 10th-Rank Spells

Avatar Transform into a battle form with benefits determined by your deity.
Gate[U] Tear open a portal to another plane.
Indestructibility Become briefly immune to everything.
Manifestation Flexibly cast a 9th-rank spell from your tradition.
Remake[U] Recreate a destroyed object.
Revival Heal creatures in an area and return the dead to life temporarily.



Occult Spells

Occult Cantrips

Daze[H] Cloud a creature's mind to make it off-guard or slow.
Detect Magic[H] Sense whether magic is nearby.
Figment Create a simple auditory or visual illusion.
Forbidding Ward[H] Protect an ally against one specific enemy.
Guidance Divine guidance improves one roll.
Know the Way[H] Learn true north and the direction to another location.
Light[H] Make an object glow.
Message[H] Speak a message to a distant creature, who can reply.
Prestidigitation Perform a minor magical trick.
Read Aura[H] Detect if an object is magical.
Shield[H] A shield of magical force blocks attacks and spells.
Sigil[H] Leave a magical mark.
Summon Instrument[H] Call an instrument that only you can play.
Telekinetic Hand[H] Move an object with a floating hand.
Telekinetic Projectile[H] Fling an object at a creature.
Void Warp[H] Damage and weaken the living with void energy.

Occult 1st-Rank Spells

Alarm[H] Be alerted if a creature enters a warded area.
Bane Weaken enemies' attacks in an aura around you.
Bless Strengthen allies' attacks in an aura around you.
Charm[H] A creature becomes more friendly to you.
Command[H] Bid a creature approach, run, drop something, lie prone, or stand up.
Disguise Magic[H] Mask the aura of a spell or item.
Dizzying Colors Swirling colors blind, dazzle, or stun creatures.
Enfeeble Sap a creature's strength.
Fear[H] Frighten a creature, possibly making it flee.
Force Barrage[H] Pelt creatures with unerring shards of magical force.
Grim Tendrils[H] Creatures in a line take void damage and start to bleed.
Ill Omen Curse a creature with misfortune.
Illusory Disguise[H] Make yourself look like a different creature.
Illusory Object[H] Form a convincing illusion of an object.
Item Facade[H] Disguise an item to look perfect or shoddy.
Lock[H] Make a lock much harder to open.
Mending[H] Repair one non-magical item.
Mindlink Mentally impart 10 minutes worth of information in an instant.
Mystic Armor[H] Ward yourself with magical armor.
Pet Cache Hide a familiar or animal companion in a pocket dimension.
Phantasmal Minion Create a creature of force to perform minor tasks.
Phantom Pain[H] Cause a creature ongoing pain that sickens it.
Protection Raise a creature's AC.
Runic Body[H] Temporarily apply magical runes to a creature's unarmed attacks.
Runic Weapon[H] Temporarily apply magical runes to a weapon.
Sanctuary Protect a creature from being attacked.
Sleep[H] Put creatures in a small area to sleep.
Soothe[H] Heal the target and bolster them against mental attacks.
Spirit Link[H] Continually transfer your health to someone else.
Summon Fey[H] Conjure a fey to fight on your behalf.
Summon Undead[H] Conjure an undead to fight on your behalf.
Sure Strike Your next attack is especially accurate.
Ventriloquism[H] Throw your voice.

Occult 2nd-Rank Spells

Augury Predict whether a course of action brings good fortune.
Blood Vendetta[H] Cause a creature that attacks you to start bleeding.
Blur Target's form becomes blurry and hard to hit.
Calm Suppress strong emotions and hostility.
Cleanse Affliction[H] Treat a curse, disease, or poison.
Clear Mind[H] Counteract fleeing, frightened, stupefied, and related conditions.
Darkness[H] Suppress all light in an area.
Darkvision[H] See in the dark.
Deafness Make a creature deaf.
Dispel Magic End a spell or suppress an item's magic.
Embed Message[H] Leave an illusory message to be triggered at a later date.
Everlight Cause a gem to glow eternally.
False Vitality[H] Gain temporary Hit Points.
Ghostly Carrier Create a semicorporeal figure that carries your touch spells to targets.
Humanoid Form[H] Take the shape of a humanoid.
Illusory Creature[H] Form a convincing illusion of a creature.
Invisibility[H] A creature can't be seen until it attacks.
Knock Make a door, lock, or container easier to open, and possibly open it immediately.
Laughing Fit Laughter impedes a creature's actions.
Marvelous Mount[H] Conjure a fantastical mount.
Noise Blast[H] Damage and deafen creatures with a powerful din.
Paranoia[H] Make a creature believe everyone is a threat.
Peaceful Rest[H] A corpse doesn't decay and can't become

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undead.

Resist Energy[H] Protect a creature from one type of energy damage.

Revealing Light Dazzling light counters invisibility and concealment.

See the Unseen[H] Reveal invisible creatures to your sight.

Shatter[H] Shatter an object with a high-frequency sonic attack.

Silence[H] Mute all sound from a willing creature.

Sound Body[H] Counteract blinded, dazzled, deafened, enfeebled, sickened, and related conditions.

Spiritual Armament[H] Project a weapon imbued with spiritual power.

Status[H] Keep track of a willing creature's location and well-being.

Stupefy Dull a target's mind and make spell casting unreliable.

Sure Footing[H] Counteract clumsy, grabbed, paralyzed, or related conditions.

Telekinetic Maneuver Disarm, Reposition, Shove, or Trip a creature telekinetically.

Translate[H] Grant understanding of a language to one creature.

Occult 3rd-Rank Spells

Bind Undead Take control of a mindless undead.

Blindness Strike a target blind.

Clairaudience Hear through an invisible magical sensor.

Cozy Cabin Conjure a temporary cabin sheltered from the elements.

Dream Message[H] Send a message that arrives in a dream.

Enthrall Your speech makes creatures fascinated with you.

Ghostly Weapon Make a weapon affect incorporeal creatures.

Haste[H] Speed up a creature so it can attack or move more often.

Heroism[H] Stoke a creature's inner heroism to make it more competent.

Hypercognition Recall massive amounts of information in an instant.

Hypnotize Shifting colors dazzle and fascinate creatures.

Levitate Float an object or creature a few feet off the ground.

Locate[H, U] Learn the direction to an object.

Mind Reading[U] Read a creature's surface thoughts.

Paralyze[H] Freeze a creature in place.

Ring of Truth[U] Ring a bell when the truth is spoken.

Slow[H] Make a creature slower, reducing its actions.

Speak with Plants[H] Communicate with plants and plant creatures.

Vampiric Feast[H] Deal void damage and gain temporary Hit Points with a touch.

Veil of Privacy[U] Protect a creature or object from magical detection.

Occult 4th-Rank Spells

Clairvoyance See through an invisible magical sensor.

Confusion[H] Befuddle a creature, making it act randomly.

Detect Scrying[H, U] Find out whether scrying effects are in the area.

Dispelling Globe[U] Counteract magic that enters this sphere.

Flicker[H] Protect yourself from most damage as you teleport erratically.

Fly[H] Grant the target a fly Speed.

Honeyed Words Make even the most unlikely lies more believable.

Liminal Doorway[U] A chalk door opens to an extradimensional hiding place.

Mirage[H, U] Disguise one natural environment as another.

Nightmare Plague a creature's dreams with disturbing nightmares.

Outcast's Curse Curse a creature to be off-putting and abrasive.

Peaceful Bubble[U] Opaque bubble prevents detection, dreams, perception, and scrying.

Planar Tether Keep a creature on its current plane.

Read Omens[U] Get a piece of advice about an upcoming event.

Rewrite Memory[H, U] Alter, erase, or implant memories.

Suggestion[H] Suggest a course of action a creature must follow.

Talking Corpse[U] Have a corpse answer three questions.

Telepathy[H] Communicate telepathically with any creatures near you.

Translocate[H] Teleport a moderate distance.

Vapor Form Transform your body into vapor.

Vision of Death Show the target a vision of their own death, causing fear and mental damage.

Occult 5th-Rank Spells

Banishment[H] Send a creature back to its home plane.

Dreaming Potential The target retrains in its dreams.

False Vision[U] Trick a scrying spell.

Hallucination[H] Cause a creature to believe one thing is another, to notice something that isn't there, or to be unable to detect something.

Illusory Scene[H] Create an imaginary scene containing multiple creatures and objects.

Invoke Spirits[H] Call a group of ghostly apparitions to attack your foes.

Mariner's Curse Infect a creature with the curse of the rolling sea.

Mind Probe[U] Uncover knowledge and memories in a creature's mind.

Scouting Eye Invisible eye transmits what it sees to you.

Sending Send a message to a creature anywhere on the planet and get a reply.

Shadow Blast[H] Shape a damaging cone of shadow substance to deal damage of a type you choose.

Slither[H] Shadowy snakes bite and capture creatures.

Speak with Stones[H] Communicate with natural and worked stone.

Subconscious Suggestion[H] Plant a suggestion in a creature's mind that is must follow when a trigger occurs.

Summon Dragon[H] Conjure a dragon to fight on your behalf.

Summon Entity[H] Conjure an aberration to fight on your behalf.

Synaptic Pulse Slow creatures with a mental blast.

Telekinetic Haul Move a large object.

Truespeech[H, U] Let a creature understand and speak all languages.

Umbral Journey[U] Travel rapidly via the Netherworld.

Wave of Despair[H] Drive creatures in an area to despair.

Occult 6th-Rank Spells

Cursed Metamorphosis Transform the target into a harmless animal.
Dominate[H, U] A creature must obey your orders.
Dragon Form[H] Turn into a dragon.
Mislead Turn invisible and create a duplicate of yourself who acts like you.
Never Mind Stupefy a creature permanently.
Phantasmal Calamity[H] Create visions of an apocalypse to damage creatures mentally.
Repulsion Prevent creatures from approaching you.
Scrying[U] Spy on a creature you choose.
Spellwrack Curse a creature to be harmed when a spell is cast on it and lower the duration of its spells.
Spirit Blast[H] Damage a creature's spiritual essence.
Teleport[H, U] Transport you and willing creatures a great distance.
Truesight See through illusions and physical transformations.
Vampiric Exsanguination[H] Draw blood and life force from creatures in a cone, harming them and healing yourself.
Vibrant Pattern Make a pattern of lights that dazzles and blinds creatures who enter the area.
Wall of Force[H] Create an invisible and durable plane of magical force.
Zealous Conviction[H] Instill unshakable conviction and zeal in willing creatures.

Occult 7th-Rank Spells

Duplicate Foe[H] Create a temporary duplicate of an enemy to fight for you.
Energy Aegis[H] A creature gains resistance to acid, cold, electricity, fire, force, sonic, vitality and void damage.
Interplanar Teleport[U] Transport creatures to another plane in the Multiverse.
Mask of Terror[H] Create a fearsome illusory appearance frightens observers.
Planar Palace[U] Conjure a secure dwelling in a demiplane.
Planar Seal[U] Raise a barrier against teleportation and summoning.
Possession[H, U] Send your mind and soul into another creature's body.
Project Image[H] Make an illusion of yourself you can cast spells through.
Retrocognition[H] Sense impressions of past events at your location.
True Target Make multiple attacks against a creature especially accurate.
Warp Mind Confuse a creature, possibly permanently.

Occult 8th-Rank Spells

Canticle of Everlasting Grief Sing a mournful dirge that frightens and mentally damages a foe, preventing its bonuses.
Disappearance Make a creature invisible, silent, and undetectable by special senses.
Hidden Mind[U] Protect a creature from mental magic and effects that pry into its secrets.
Pinpoint[U] Learn the exact location of a creature or object.
Quandary Trap a creature in an extradimensional puzzle.
Uncontrollable Dance Overcome a target with an all-consuming urge to dance.
Unrelenting Observation You and other creatures track a subject exactly using scrying.

Occult 9th-Rank Spells

Foresight Danger sense warns you when a creature is in danger and protects it with good fortune.
Overwhelming Presence Assume the majesty of a god.
Phantasmagoria Frighten, deal mental damage, and possibly kill many targets.
Seize Soul[U] Trap a soul in an item.
Unfathomable Song Song debilitates creatures in weird and powerful ways.
Wails of the Damned Scream, draining the living and causing void damage.

Occult 10th-Rank Spells

Fabricated Truth Make creatures believe something is factual.
Freeze Time Briefly stop time for everything but you.
Gate[U] Tear open a portal to another plane.
Indestructibility Become briefly immune to everything.
Manifestation Flexibly cast a 9th-rank spell from your tradition.
Remake[U] Recreate a destroyed object.



Primal Spells

Primal Cantrips

Caustic Blast[H] Fling a glob of acid that splashes a small area.
Detect Magic[H] Sense whether magic is nearby.
Electric Arc[H] Zap one or two creatures with lightning.
Frostbite[H] Damage a creature with bitter cold.
Gouging Claw[H] Morph your limb into a claw and attack with it.
Guidance Divine guidance improves one roll.
Ignition[H] Burn a creature up close or at range.
Know the Way[H] Learn true north and the direction to another location.
Light[H] Make an object glow.
Prestidigitation Perform a minor magical trick.
Read Aura[H] Detect if an object is magical.
Sigil[H] Leave a magical mark.
Stabilize Stabilize a dying creature.
Tangle Vine[H] Conjure a vine to entangle a creature.
Vitality Lash[H] Damage and weaken the undead with vital energy.

Primal 1st-Rank Spells

Air Bubble React to create air for a creature to breathe.
Alarm[H] Be alerted if a creature enters a warded area.
Ant Haul Target can carry more.
Breathe Fire[H] Release a small cone of flame from your mouth.
Charm[H] A creature becomes more friendly to you.
Cleanse Cuisine Make food and drink safe and delicious.

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Create Water Conjure 2 gallons of water.
Detect Poison[H, U] Determine whether an object or creature is poisonous or venomous.
Fear[H] Frighten a creature, possibly making it flee.
Fleet Step Make your Speed much faster.
Gentle Landing React to save a falling creature.
Goblin Pox Infect a creature with goblin pox.
Grease Cover a target or an area with slippery grease.
Gust of Wind Wind blows out fires and knocks back objects and creatures.
Heal[H] Vital energy heals the living or harms the undead, either a single creature or all in a burst.
Hydraulic Push[H] Damage and push a creature with a blast of water.
Jump[H] Make an impressive leap.
Mending[H] Repair one non-magical item.
Mystic Armor[H] Ward yourself with magical armor.
Pest Form[H] Turn into a nonthreatening animal.
Pet Cache Hide a familiar or animal companion in a pocket dimension.
Pummeling Rubble[H] Hurl a cone of rocks to batter creatures.
Runic Body[H] Temporarily apply magical runes to a creature's unarmed attacks.
Runic Weapon[H] Temporarily apply magical runes to a weapon.
Spider Sting Damage a creature and afflict it with spider venom.
Summon Animal[H] Conjure an animal to fight for you.
Summon Fey[H] Conjure a fey to fight on your behalf.
Summon Plant or Fungus[H] Conjure a plant or fungus to fight on your behalf.
Tailwind[H] Increase your speed for an hour.
Thunderstrike[H] Call down a thunderbolt.
Vanishing Tracks[H] Obscure your tracks.
Ventriloquism[H] Throw your voice.

Primal 2nd-Rank Spells

Acid Grip[H] Move and harm foes with a hand of acid.
Animal Form[H] Turn into a dangerous animal.
Animal Messenger Send a Tiny animal to deliver a message.
Blazing Bolt[H] Fire one to three flaming bolts at different foes.
Cleanse Affliction[H] Treat a curse, disease, or poison.
Clear Mind[H] Counteract fleeing, frightened, stupefied, and related conditions.
Create Food[H] Feed multiple creatures with conjured food.
Darkness[H] Suppress all light in an area.
Darkvision[H] See in the dark.
Deafness Make a creature deaf.
Dispel Magic End a spell or suppress an item's magic.
Enlarge[H] Cause a creature to grow in size.
Entangling Flora Sprout plants to hinder movement in an area.
Environmental Endurance[H] Protect a creature from severe cold or heat.
Everlight Cause a gem to glow eternally.
Floating Flame[H] Summoned fire moves at your command.
Gecko Grip[H] Give a creature a climb Speed.
Humanoid Form[H] Take the shape of a humanoid.
Marvelous Mount[H] Conjure a fantastical mount.
Mist Conceal creatures with a cloud of mist.
Oaken Resilience[H] Confer a tree's resilience and flammability.
One with Plants Meld into or turn into a plant.
Peaceful Rest[H] A corpse doesn't decay and can't become undead.
Resist Energy[H] Protect a creature from one type of energy damage.
Revealing Light Dazzling light counters invisibility and concealment.
Shape Wood Transform unworked wood into a shape of your choice.
Shatter[H] Shatter an object with a high-frequency sonic attack.
Shrink[H] Reduce a willing creature to Tiny size.
Sound Body[H] Counteract blinded, dazzled, deafened, enfeebled, sickened, and related conditions.
Speak with Animals Communicate with animals.
Status[H] Keep track of a willing creature's location and well-being.
Summon Elemental[H] Conjure an elemental to fight on your behalf.
Sure Footing[H] Counteract clumsy, grabbed, paralyzed, or related conditions.
Water Breathing[H] Allow creatures to breathe underwater.
Water Walk[H] Buoy a creature so it can walk on water.

Primal 3rd-Rank Spells

Aqueous Orb Roll a ball of water to put out fires and engulf creatures.
Blindness Strike a target blind.
Earthbind Bring a flying creature to the ground.
Feet to Fins[H] Turn a creature's feet into fins, enabling it to swim but slowing it on land.
Fireball[H] An explosion of fire in an area burns creatures.
Grease Coat a surface or object in slippery grease.
Haste[H] Speed up a creature so it can attack or move more often.
Holy Light[H] A ray of burning light deals extra damage to fiends and other unholy creatures.
Insect Form[H] Turn into a dangerous giant insect.
Lightning Bolt[H] Lightning strikes all creatures in a line.
Mad Monkeys Summon magical monkey spirits to make mischief.
One with Stone Meld into or turn into a stone.
Safe Passage[H] Make an area safe to move through.
Slow[H] Make a creature slower, reducing its actions.
Speak with Plants[H] Communicate with plants and plant creatures.
Veil of Privacy[U] Protect a creature or object from magical detection.
Wall of Thorns[H] Grow a wall of brambles.
Wall of Wind Create a wall of gusting winds that hinders movement and ranged attacks.

Primal 4th-Rank Spells

Aerial Form[H] Turn into a flying combatant.
Creation[H] Make a temporary object.
Dinosaur Form[H] Turn into a dinosaur.
Fire Shield[H] Flames protect you from cold and harm those that touch you.
Fly[H] Grant the target a fly Speed.
Hydraulic Torrent[H] Force creatures back with a damaging line of water.
Mirage[H, U] Disguise one natural environment as another.
Mountain Resilience[H] Harden a creature to resist physical attacks.
Shape Stone Reshape a cube of stone.
Unfettered Movement Repel effects that would hold a creature in place.
Vapor Form Transform your body into vapor.
Vital Beacon[H] Radiate vitality that heals creatures that touch you.
Wall of Fire[H] Create a blazing wall that burns creatures that pass through.
Weapon Storm[H] Multiply a weapon you hold and attack many creatures with it.

Primal 5th-Rank Spells

Banishment[H] Send a creature back to its home plane.
Control Water Raise or lower water in a large area.
Elemental Form[H] Turn into an elemental.
Howling Blizzard[H] Fill a cone or burst with cold winds and snowdrifts.
Impaling Spike[H] Skewer a creature with a cold iron spike.
Magic Passage[H, U] Open a temporary passage through a surface.
Mariner's Curse Infect a creature with the curse of the rolling sea.
Moon Frenzy[H] Give willing creatures fangs and claws, and send them into a frenzy.
Nature's Pathway[H, U] Teleport from tree to tree.
Plant Form[H] Turn into a dangerous plant creature.
Speak with Stones[H] Communicate with natural and worked stone.
Summon Dragon[H] Conjure a dragon to fight on your behalf.
Summon Giant[H] Conjure a giant to fight on your behalf.
Toxic Cloud[H] A bank of poison fog rolls away from you.
Wall of Ice[H] Sculpt a foot-thick wall of ice that blocks sight and can chill creatures.
Wall of Stone[H] Shape a wall of stone.

Primal 6th-Rank Spells

Chain Lightning[H] An arc of lightning jumps from creature to creature.
Cursed Metamorphosis Transform the target into a harmless animal.
Dragon Form[H] Turn into a dragon.
Field of Life[H] Create a vital energy field that heals those who remain within.
Petrify Turn a creature into a stone statue.
Tangling Creepers Entangle creatures in a burst and concentrate to lash out with immobilizing vines.
Tree of Seasons[H] Grow a tree with four explosive seedpods.
Truesight See through illusions and physical transformations.

Primal 7th-Rank Spells

Eclipse Burst[H] Explode a globe of darkness that deals cold damage, hurts the living, and overcomes light.
Energy Aegis[H] A creature gains resistance to acid, cold, electricity, fire, force, sonic, vitality and void damage.
Execute[H] Pull a living creature toward death or an undead creature toward destruction.
Fiery Body[H] Turn your body into living flame.
Interplanar Teleport[U] Transport creatures to another plane in the Multiverse.
Mask of Terror[H] A creature's fearsome illusory appearance frightens observers.
Regenerate[H] Creature heals over time, regrows organs, and reattaches body parts.
Sunburst[H] A globe of sunlight deals fire damage, hurts undead, and overcomes darkness.
Unfettered Pack[H] Let creatures avoid environmental hindrances.
Volcanic Eruption[H] Cause massive lava sprays that burn creatures and encase them in rock.

Primal 8th-Rank Spells

Arctic Rift[H] Bitter cold damages and freezes a creature.
Desiccate[H] Pull moisture from creatures, damaging them.
Earthquake[H] Shake the ground with a devastating earthquake.
Migration Turn creatures into swift-moving animals.
Moment of Renewal Give a creature a day's worth of recovery in an instant.
Monstrosity Form Turn into a powerful monster.
Punishing Winds A cyclone inhibits flight and traps creatures.

Primal 9th-Rank Spells

Detonate Magic[U] Cause a spell or item to explode.
Falling Stars[H] Call down four pieces of the heavens to deal bludgeoning and elemental damage.
Implosion[H] Make a creature collapse in on itself.
Massacre[H] Instantly kill multiple creatures
Metamorphosis Fluidly change between different forms.
Wrathful Storm[H] Create and control a massive storm.

Primal 10th-Rank Spells

Cataclysm Call an instant, devastating cataclysm.
Indestructibility Become briefly immune to everything.
Manifestation Flexibly cast a 9th-rank spell from your tradition.
Nature Incarnate[U] Turn into a massive avatar of nature.
Remake[U] Recreate a destroyed object.
Revival Heal creatures in an area and return the dead to life temporarily.

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SPELLS

The grand variety of spells includes those in the following pages and far more. Taught at magical academies, in druids' circles, in holy cloisters, and by all manner of unknowable entities, spells can serve just about any purpose.

ACID GRIP ◆◆ SPELL 2

ACID CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 120 feet; **Area** 1 creature

Defense Reflex; **Duration** 1 minute

An ephemeral, taloned hand grips the target, burning it with magical acid. The target takes 2d8 acid damage plus 1d6 persistent acid damage depending on its Reflex save. A creature taking persistent damage from this spell takes a –10-foot status bonus to its Speeds.

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage, and the claw moves it up to 5 feet in a direction of your choice.

Failure The creature takes full damage and persistent damage, and the claw moves it up to 10 feet in a direction of your choice.

Critical Failure The creature takes double damage and full persistent damage, and the claw moves it up to 20 feet in a direction of your choice.

Heightened (+2) The initial damage increases by 2d8, and the persistent acid damage increases by 1d6.

AERIAL FORM ◆◆ SPELL 4

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 minute

You harness your mastery of the sky to reshape your body into a Medium flying animal battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal (such as an owl or eagle for bird), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss the spell.

You gain specific abilities based on the animal you choose:

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 5 temporary Hit Points.
- Low-light vision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +16, and your damage bonus is +5. These attacks are Dexterity based (for the purpose of the clumsy condition, for example). If your attack modifier for Dexterity-based unarmed attacks is higher, you can use it instead.
- Acrobatics modifier of +16, unless your own is higher.

You also gain specific abilities based on the form you choose:

- **Bat** Speed 20 feet, fly 30 feet; precise echolocation 40 feet; **Melee** ◆ fangs, **Damage** 2d8 piercing; **Melee** ◆ wing (agile), **Damage** 2d6 bludgeoning.
- **Bird** Speed 10 feet, fly 50 feet; **Melee** ◆ beak, **Damage** 2d8 piercing; **Melee** ◆ *talon* (agile), **Damage** 1d10 slashing.
- **Pterosaur** Speed 10 feet, fly 40 feet; imprecise scent 30 feet; **Melee** ◆ beak, **Damage** 3d6 piercing.
- **Wasp** Speed 20 feet, fly 40 feet; **Melee** ◆ stinger, **Damage** 1d8 piercing plus 1d6 persistent poison.

Heightened (5th) Your battle form is Large and your fly Speed gains a +10-foot status bonus. You instead gain 10 temporary HP, attack modifier +18, damage bonus +8, and Acrobatics +20.

Heightened (6th) Your battle form is Huge, your fly Speed gains a +15-foot status bonus, and your attacks have 10-foot reach. You instead gain AC = 21 + your level, 15 temporary HP, attack modifier +21, damage bonus +4 and double damage dice (including persistent damage), and Acrobatics +23.

AIR BUBBLE ↻ SPELL 1

AIR CONCENTRATE

Traditions arcane, divine, primal

Trigger A creature within range enters an environment where it can't breathe.

Range 60 feet; **Targets** the triggering creature

Duration 1 minute

A bubble of pure air appears around the target's head, allowing it to breathe normally. The effect ends as soon as the target returns to an environment where it can breathe normally.

ALARM SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range touch; **Area** 20-foot burst

Duration 8 hours

You ward an area to alert you when creatures enter without your permission. When you cast *alarm*, select a password. Whenever a Small or larger corporeal creature enters the spell's area without speaking the password, *alarm* sends your choice of a mental alert (in which case the spell gains the mental trait) or an audible alarm with the sound and volume of a hand bell (in which case the spell gains the auditory trait). Either option automatically awakens you, and the bell allows each creature in the area to attempt a DC 15 Perception check to wake up. A creature aware of the *alarm* must succeed at a Stealth check against the spell's DC or trigger the spell when moving into the area.

Heightened (3rd) You can specify a trigger for which types of creatures sound the *alarm* spell, as described in Setting Triggers on page 303.

ANIMAL FORM ◆◆ SPELL 2

CONCENTRATE MANIPULATE POLYMORPH

Traditions primal

Duration 1 minute

You call upon primal energy to transform yourself into a Medium animal battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal (such as lion or snow leopard for cat), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss the spell.

You gain specific abilities based on the animal you choose:

- AC = 16 + your level. Ignore your armor's check penalty and Speed reduction.
- 5 temporary Hit Points.
- Low-light vision and imprecise scent 30 feet.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +9, and your damage bonus is +1. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead.
- Athletics modifier of +9, unless your own is higher.

You also gain specific abilities based on the animal you choose:

- **Ape** Speed 25 feet, climb 20 feet; **Melee** ◆ fist, **Damage** 2d6 bludgeoning.
- **Bear** Speed 30 feet; **Melee** ◆ jaws, **Damage** 2d8 piercing; **Melee** ◆ claw (agile), **Damage** 1d8 slashing.
- **Bull** Speed 30 feet; **Melee** ◆ horn, **Damage** 2d8 piercing.
- **Canine** Speed 40 feet; **Melee** ◆ jaws, **Damage** 2d8 piercing.
- **Cat** Speed 40 feet; **Melee** ◆ jaws, **Damage** 2d6 piercing; **Melee** ◆ claw (agile), **Damage** 1d10 slashing.
- **Deer** Speed 50 feet; **Melee** ◆ antler, **Damage** 2d6 piercing.
- **Frog** Speed 25 feet, swim 25 feet; **Melee** ◆ jaws, **Damage** 2d6 bludgeoning; **Melee** ◆ tongue (reach 15 feet), **Damage** 2d4 bludgeoning.
- **Shark** swim 35 feet; **Melee** ◆ jaws, **Damage** 2d8 piercing; breathe underwater but not in air.
- **Snake** Speed 20 feet, climb 20 feet, swim 20 feet; **Melee** ◆ fangs, **Damage** 2d4 piercing plus 1d6 poison.

Heightened (3rd) You instead gain 10 temporary HP, AC = 17 + your level, attack modifier +14, damage bonus +5, and Athletics +14.

Heightened (4th) Your battle form is Large and your attacks have 10-foot reach. You instead gain 15 temporary HP, AC = 18 + your level, attack modifier +16, damage bonus +9, and Athletics +16.

Heightened (5th) Your battle form is Huge and your attacks have 15-foot reach. You instead gain 20 temporary HP, AC = 18 + your level, attack modifier +18, damage bonus +7 and double the number of damage dice, and Athletics +20.

ANIMAL MESSENGER SPELL 2

CONCENTRATE MANIPULATE MENTAL

Traditions primal

Cast 1 minute

Range 120 feet

Duration see text

You offer food, and an ordinary Tiny animal within range approaches to eat it. You imprint the image, direction, and distance of an obvious place or landmark well known to you within the animal. You can also attach a small object or note up to light Bulk to it. The animal does its best to reach the destination; if it makes it there, it waits nearby and allows nonhostile creatures to approach and remove the attached object. The spell ends after the message is delivered or after 24 hours, whichever comes first.

If there are no Tiny wild animals in range, the spell is lost.

ANT HAUL ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature

Duration 8 hours

You reinforce the target's musculoskeletal system to bear more weight. The target can carry 3 more Bulk than normal before becoming encumbered and up to a maximum of 6 more Bulk.

AQUEOUS ORB ◆◆ SPELL 3

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 60 feet

Defense Reflex; **Duration** sustained up to 1 minute

A sphere of water 10 feet in diameter forms in an unoccupied space in range, either on the ground or on the surface of a liquid. When you Cast this Spell and each time you Sustain it, you can roll the orb, moving it up to 10 feet along the ground or the surface of a liquid. The orb can move through the spaces of any creatures or obstacles that wouldn't stop the flow of water. It extinguishes non-magical fires it moves through of its size or smaller, and it attempts to counteract any magical fires it moves through. If it fails to counteract a given fire, it can't counteract that fire for the duration of the spell.

The orb can engulf Large or smaller creatures it moves through, and it can contain as many creatures as fit in its space. The orb can try to engulf the same creature only once per turn, even if you roll it onto a creature's space more than once. Any Large or smaller creature whose space the orb tries to move through can attempt a Reflex save.

Success The creature can either let the orb pass (remaining in its space or moving out of the orb's path into a space of the creature's choice) or allow itself to be pushed in front of the orb to the end of the orb's movement.

Failure The creature is engulfed in the orb. It moves along with the orb and must hold its breath or begin suffocating (unless it can breathe in water). An engulfed Medium or smaller creature and anyone trying to affect that creature follow the normal rules for aquatic battles (page 437). An engulfed Large creature is usually big enough that parts of it stick out from the water, and it can reach out of the water.

The creature can get free either by Swimming with a successful DC 10 Athletics check or by Escaping against your spell DC. A freed creature exits the orb's space and can immediately breathe.

Critical Failure As failure, but the creature can't Swim to get free.

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ARCTIC RIFT ◆◆ SPELL 8

COLD CONCENTRATE MANIPULATE

Traditions arcane, primal
Area 120-foot line
Defense Fortitude

A jagged crack opens in the air, dealing 12d8 cold damage as it draws away warmth. Each creature along the rift 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 slowed 1 until the start of your next turn.
Critical Failure The creature takes double damage, is immobilized by a layer of ice, and is slowed 1 as long as its immobilized. The ice is an object with 60 Hit Points, Hardness 5, immunity to cold damage, and vulnerability 10 to fire. It has object immunities (page 269) and is destroyed if the target Escapes.

Heightened (+1) The damage increases by 1d8 and the ice's Hit Points increase by 5.

AUGURY SPELL 2

CONCENTRATE MANIPULATE PREDICTION

Traditions divine, occult
Cast 10 minutes

You gain a vague glimpse of the future. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 30 minutes into the future and reveal the GM's best guess among the following outcomes: good, bad, mixed (the results will be a mix of good and bad), and nothing (there won't be particularly good or bad results).

The GM rolls a secret DC 6 flat check. On a failure, the result is always "nothing." This makes it impossible to tell whether a "nothing" result is accurate. If anyone asks about the same topic as the first casting of *augury* during an additional casting, the GM uses the secret roll result from the first casting. If circumstances change, though, it's possible to get a different result.

AVATAR ◆◆ SPELL 10

CONCENTRATE MANIPULATE POLYMORPH

Traditions divine
Duration 1 minute

You transform into an avatar of your deity, assuming a Huge battle form. You have hands in this battle form and can take manipulate actions. You can Dismiss this spell.

You gain the following statistics and abilities regardless of which deity's battle form you assume:

- AC = 25 + your level. Ignore your armor's check penalty and Speed reduction.
- 30 temporary Hit Points.
- Darkvision.
- One or more attacks specific to your deity's battle form, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +33, and you use the listed damage. Melee attacks are Strength based (for the purposes of the enfeebled condition, for example) unless they have the finesse trait, and all ranged attacks are Dexterity based.
- Athletics modifier of +35, unless your own is higher.

You also gain the specific abilities listed for your deity below:

- **Abadar** Speed 50 feet, burrow 30 feet, immune to immobilized; **Ranged** ◆ crossbow (range increment 120 feet, reload 1), **Damage** 6d10+3 piercing.
- **Asmodeus** Speed 70 feet, fly 70 feet; **Melee** ◆ mace (reach 15 feet), **Damage** 6d10+6 bludgeoning; **Ranged** ◆ hellfire (range 120 feet), **Damage** 6d6+3 fire.
- **Calistria** Speed 30 feet, fly 70 feet; **Melee** ◆ whip (disarm, finesse, nonlethal, reach 20 feet), **Damage** 6d4+6 slashing; **Ranged** ◆ savored sting (range 60 feet), **Damage** 6d6+3 poison.
- **Cayden Cailean** Speed 70 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ◆ rapier (deadly, reach 15 feet), **Damage** 6d6+6 piercing; **Ranged** ◆ ale splash (range 120 feet), **Damage** 6d6+3 poison.
- **Desna** Speed 30 feet, fly 70 feet; **Melee** ◆ starknife (agile, deadly, finesse, reach 15 feet, silver, thrown 60 feet), **Damage** 6d4+6 piercing; **Ranged** ◆ moonbeam (range 120 feet, silver), **Damage** 6d6+3 fire.
- **Erastil** Speed 70 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Ranged** ◆ longbow (deadly d8, range increment 150 feet), **Damage** 6d8+3 piercing.
- **Gorum** Speed 70 feet, immune to immobilized; **Melee** ◆ greatsword (versatile P, reach 15 feet), **Damage** 6d12+6 slashing.
- **Gozreh** no land Speed, fly 70 feet, swim 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ◆ waves (reach 15 feet, shove, thrown 20 feet), **Damage** 6d8+6 bludgeoning; **Ranged** ◆ wind (versatile electricity, range 120 feet), **Damage** 6d6+3 bludgeoning.
- **Iomedae** Speed 70 feet, fly 70 feet; shield (Hardness 15, can't be damaged); **Melee** ◆ longsword (versatile P, reach 15 feet), **Damage** 6d8+6 slashing.
- **Irori** Speed 80 feet, fly 80 feet; **Melee** ◆ unfettered strike (agile, versatile P or S, finesse, reach 15 feet), **Damage** 6d8+6 bludgeoning; **Ranged** ◆ wind strike (range 60 feet), **Damage** 6d4+6 bludgeoning.
- **Lamashtu** Speed 30 feet, fly 70 feet; **Melee** ◆ falchion (forceful, reach 15 feet), **Damage** 6d10+6 slashing; **Ranged** ◆ waters of Lamashtu (range 120 feet), **Damage** 6d6+3 poison.
- **Nethys** Speed 70 feet, *fly*; **Ranged** ◆ raw magic (range 120 feet; versatile cold, electricity, or fire), **Damage** 6d6 force.
- **Norgorber** Speed 70 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ◆ shortsword (agile, finesse, versatile S, reach 15 feet), **Damage** 6d6+6 piercing; **Ranged** ◆ blackfinger toss (range 120 feet), **Damage** 6d6+3 poison.
- **Pharasma** Speed 70 feet, fly 70 feet; **Melee** ◆ dagger (agile, finesse, reach 15 feet, thrown 40 feet), **Damage** 6d6+6 slashing; **Ranged** ◆ spiral blast (range 120 feet, damages only undead), **Damage** 6d8+3 vitality.



- **Rovagug** Speed 50 feet, burrow 30 feet, immune to immobilized; **Melee** ❖ jaws (reach 15 feet), **Damage** 6d12+6 piercing; **Melee** ❖ leg (agile, versatile P, reach 15 feet), **Damage** 6d8+6 bludgeoning.
- **Sarenrae** Speed 30 feet, fly 70 feet; **Melee** ❖ scimitar (forceful, nonlethal, reach 15 feet), **Damage** 6d6+6 slashing; **Ranged** ❖ everflame (nonlethal, range 120 feet), **Damage** 6d6+3 fire.
- **Shelyn** Speed 70 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ glaive (deadly d8, nonlethal, reach 20 feet), **Damage** 6d8+6 slashing; **Ranged** ❖ melody of inner beauty, (nonlethal, range 120 feet), **Damage** 6d6+3 sonic.
- **Torag** Speed 50 feet, burrow 30 feet, immune to immobilized; shield (Hardness 15, can't be damaged); **Melee** ❖ warhammer (reach 15 feet, shove), **Damage** 6d8+6 bludgeoning.
- **Urgathoa** Speed 70 feet, fly 70 feet; **Melee** ❖ scythe (deadly d10, trip, reach 15 feet), **Damage** 6d10+6 slashing; **Ranged** ❖ pallid plague (range 120 feet), **Damage** 6d6+3 void.
- **Zon-Kuthon** Speed 70 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ spiked chain (disarm, trip, reach 15 feet), **Damage** 6d8+6 slashing; **Ranged** ❖ midnight pain (mental, nonlethal, range 120 feet), **Damage** 6d6+3 mental.

BANE ❖❖ SPELL 1

CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult
Area 10-foot emanation
Defense Will; **Duration** 1 minute

You fill the minds of your enemies with doubt. Enemies in the area must succeed at a Will save or take a –1 status penalty to attack rolls as long as they are in the area. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet and force enemies in the area that weren't yet affected to attempt another saving throw. *Bane* can counteract *bless*.

BANISHMENT ❖❖ SPELL 5

CONCENTRATE INCAPACITATION MANIPULATE

Traditions arcane, divine, occult, primal
Range 30 feet; **Targets** 1 creature that isn't on its home plane
Defense Will

You send the target back to its home plane. The target must attempt a Will save. You can spend an extra action while Casting this Spell and add a cost to the spell to give the creature a –2 circumstance penalty to its save. The cost must be a specially gathered object that is anathema to the creature. This spell fails if you aren't on your home plane when you cast it.

Critical Success The target resists being banished and you are stunned 1.

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Success The target resists being banished.
Failure The target is banished.
Critical Failure The target is banished and can't return by any means to the plane it's banished from for 1 week.

Heightened (9th) You can target up to 10 creatures. The extra cost affects targets to which it is anathema.

BIND UNDEAD ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult
Range 30 feet; **Targets** 1 mindless undead creature with a level no greater than *bind undead*'s spell rank
Duration 1 day

With a word of power, you seize control of the target. It gains the minion trait. If you or an ally uses any hostile actions against the target, the spell ends.

BLAZING BOLT ◆ TO ◆◆◆ SPELL 2

ATTACK CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal
Range 60 feet; **Targets** 1 or more creatures
Defense AC

You fire a ray of heat and flame. Make a spell attack roll against a single creature. On a hit, the target takes 2d6 fire damage, and on a critical hit, the target takes double damage.

For each additional action you use when Casting the Spell, you can fire an additional ray at a different target, to a maximum of three rays targeting three different targets for 3 actions. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make all the spell attack rolls for *blazing bolt*. If you spend 2 or more actions Casting the Spell, the damage increases to 4d6 fire damage on a hit, and it still deals double damage on a critical hit.

Heightened (+1) The damage to each target increases by 1d6 for the 1-action version, or by 2d6 for the 2- and 3-action versions.

BLESS ◆◆ SPELL 1

CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult
Area 15-foot emanation
Duration 1 minute

Blessings from beyond help your companions strike true. You and your allies gain a +1 status bonus to attack rolls while within the emanation. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet. *Bless* can counteract *bane*.

BLESSED BOUNDARY ◆◆◆ SPELL 6

CONCENTRATE FORCE MANIPULATE SANCTIFIED

Traditions divine
Range 120 feet; **Area** up to a 60-foot burst
Defense Reflex; **Duration** 1 minute

Manifestations of divine force appear in the hundreds, swirling in a massive, protective sphere. These typically look like spiky fragments, but often take on an appearance themed to the deity of the caster. The sphere is hollow, with the manifestations forming a shell 2 inches deep on the outer edge. You can choose to make the burst smaller, in 5-foot increments, when you cast it.

The shell provides cover and can intersect solid terrain without affecting it. The shell deals 7d8 force damage to each creature who intersects with the shell when the sphere's created, or who attempts to move through the shell. The creature also takes the damage at the end of its turn, but only if it didn't already take damage from the shell that turn. The effects are determined by a creature's Reflex save.

Critical Success The creature is unaffected.
Success The creature takes half damage.
Failure The creature takes full damage, is pushed up to 10 feet in the direction of your choice, and ends its movement.
Critical Failure The creature takes double damage, is pushed up to 20 feet in the direction of your choice, and ends its movement.

Heightened (+1) The damage increases by 1d8.

BLINDNESS ◆◆ SPELL 3

CONCENTRATE INCAPACITATION MANIPULATE

Traditions arcane, divine, occult, primal
Range 30 feet; **Targets** 1 creature
Defense Fortitude

You blind the target. The effect is determined by the target's Fortitude save. The target then becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.
Success The target is blinded until its next turn begins.
Failure The target is blinded for 1 minute.
Critical Failure The target is blinded permanently.

BLOOD VENDETTA ↻ SPELL 2

CURSE

Traditions arcane, divine, occult
Trigger A creature deals piercing, slashing, or persistent bleed damage to you; **Requirements** You can bleed.
Range 30 feet; **Targets** the triggering creature
Defense Will; **Duration** varies

You curse the target, punishing it for having the audacity to spill your blood. The target takes 2d6 persistent bleed damage and must attempt a Will save.

Critical Success The target is unaffected.
Success The target takes half the persistent bleed damage.
Failure The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.
Critical Failure As failure, but the target takes double the persistent bleed damage.

Heightened (+2) The persistent bleed damage increases by 2d6.

BLUR ◆◆ SPELL 2

CONCENTRATE ILLUSION MANIPULATE VISUAL

Traditions arcane, occult
Range touch; **Targets** 1 creature

Duration 1 minute

The target's form appears blurry. It becomes concealed. As the nature of this effect still leaves the target's location obvious, the target can't use this concealment to Hide or Sneak.

BREATH OF LIFE ↷ SPELL 5

CONCENTRATE HEALING VITALITY

Traditions divine

Trigger A living creature within range would die.

Range 60 feet; **Targets** the triggering creature

Your blessing revives a creature at the moment of its death. You prevent the target from dying and restore 5d8 Hit Points to the target. You can't use *breath of life* if the triggering effect was a death effect or an effect that leaves no remains, such as *disintegrate*.

Heightened (+2) The healing increases by 1d8.

BREATHE FIRE ◆◆ SPELL 1

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense basic Reflex

A gout of flame sprays from your mouth. You deal 2d6 fire damage to creatures in the area with a basic Reflex save.

Heightened (+1) The damage increases by 2d6.

CALM ◆◆ SPELL 2

CONCENTRATE EMOTION INCAPACITATION MANIPULATE MENTAL

Traditions divine, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

You forcibly calm creatures in the area, soothing them into a nonviolent state; each creature must attempt a Will save.

Critical Success The creature is unaffected.

Success Calming urges impose a –1 status penalty to the creature's attack rolls.

Failure Any emotion effects that would affect the creature are suppressed and the creature can't use hostile actions. If the target is subject to hostility from any other creature, it ceases to be affected by *calm*.

Critical Failure As failure, but hostility doesn't end the effect.

CANTICLE OF EVERLASTING GRIEF ◆◆ SPELL 8

AUDITORY CONCENTRATE CURSE EMOTION FEAR MANIPULATE MENTAL

Traditions divine, occult

Range 120 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You create a melody distilled from pure grief, conveying the inevitable loss of everything your target cherishes, audible to only them. The target takes 10d6 mental damage depending on its Will save. A creature cursed by this spell can't benefit from circumstance or status bonuses, for the duration noted in the degree of success.

Critical Success The target is unaffected.

Success The target takes half damage, is frightened 1, and is cursed for 1 round.

Failure The target takes full damage, is frightened 3, and is cursed for 1 week.

Critical Failure The target takes double damage, is frightened 4, and is cursed for an unlimited duration. While the curse remains, the target's allies are also affected by the curse while within 15 feet of the creature.

CATACLYSM ◆◆ SPELL 10

ACID AIR COLD CONCENTRATE EARTH ELECTRICITY FIRE MANIPULATE WATER

Traditions arcane, primal

Range 1,000 feet; **Area** 60-foot burst

Defense basic Reflex

You call upon the unimaginable power of world-ending cataclysms, ripping a small piece of each cataclysm and combining them together into one horrifically powerful attack. The following effects come down upon all creatures in the area. Treat the resistances of creatures in the area as if they were 10 lower for the purpose of determining the cataclysm's damage. Each creature attempts one basic Reflex save that applies to all five types of damage.

- Flesh-dissolving acid rain deals 3d10 acid damage.
- A roaring earthquake shakes and bludgeons creatures on the ground, dealing 3d10 bludgeoning damage.
- A blast of freezing wind deals 3d10 cold damage.
- Incredible lightning lashes the area, dealing 3d10 electricity damage.
- Beating winds churn across the sky, dealing 3d10 bludgeoning damage to creatures flying in the area.
- An instant tsunami sweeps over creatures in the area, dealing 3d10 bludgeoning damage (doubled for creatures swimming in the area).
- A massive wildfire burns in a sudden inferno, dealing 3d10 fire damage.

CAUSTIC BLAST ◆◆ CANTRIP 1

ACID CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 5-foot burst

Defense basic Reflex

You fling a large glob of acid that immediately detonates, spraying nearby creatures. Creatures in the area take 1d8 acid damage with a basic Reflex save; on a critical failure, the creature also takes 1 persistent acid damage.

Heightened (+2) The initial damage increases by 1d8, and the persistent damage on a critical failure increases by 1.

CHAIN LIGHTNING ◆◆ SPELL 6

CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal

Range 500 feet; **Targets** 1 creature, plus any number of additional creatures

Defense basic Reflex

You discharge a powerful bolt of lightning at the target, dealing 8d12 electricity damage. The target must attempt a basic Reflex save. The electricity then arcs to another creature within

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30 feet of the first target, jumps to another creature within 30 feet of that target, and so on. You can end the chain at any point. You can't target the same creature more than once, and you must have line of effect to all targets. Roll the damage only once and apply it to each target (halving or doubling as appropriate for its saving throw outcome). The chain ends if any one of the targets critically succeeds at its save.

Heightened (+1) The damage increases by 1d12.

CHARM ◆◆ SPELL 1

CONCENTRATE EMOTION INCAPACITATION MANIPULATE MENTAL SUBTLE

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 hour

To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

Critical Success The target is unaffected and aware you tried to charm it.

Success The target is unaffected but thinks your spell was something harmless instead of *charm*, unless it identifies the spell (see Identifying Spells on page 303).

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.

Critical Failure The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

Heightened (4th) The duration lasts until your next daily preparations.

Heightened (8th) The duration lasts until your next daily preparations, and you can target up to 10 creatures.

CHILLING DARKNESS ◆◆ SPELL 3

ATTACK COLD CONCENTRATE DARKNESS MANIPULATE UNHOLY

Traditions divine

Range 120 feet; **Targets** 1 creature

Defense AC

You shoot an utterly cold ray of darkness tinged with unholy energy. Make a ranged spell attack. The ray deals 5d6 cold damage. If the target has the holy trait, you deal an extra 5d6 spirit damage.

Critical Success The target takes double damage.

Success The target takes full damage.

If the ray passes through an area of magical light or targets a creature affected by magical light, *chilling darkness* attempts to counteract the light. If you need to determine whether the ray passes through an area of light, draw a line between yourself and the spell's target.

Heightened (+1) The cold damage increases by 2d6, and the spirit damage against holy creatures increases by 2d6.

CLAIRAUDIENCE SPELL 3

CONCENTRATE MANIPULATE SCRYING

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration 10 minutes

You create an invisible floating ear at a location within range (even if it's outside your line of sight or line of effect). It can't move, but you can hear through the ear as if using your normal auditory senses.

CLAIRVOYANCE SPELL 4

CONCENTRATE MANIPULATE SCRYING

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration 10 minutes

You create an invisible floating eye at a location within range (even if it's outside your line of sight or line of effect). The eye can't move, but you can see in all directions from that point as if using your normal visual senses.

CLEANSE AFFLICTION ◆◆ SPELL 2

CONCENTRATE HEALING MANIPULATE

Traditions divine, occult, primal

Cast 1 minute

Range touch; **Targets** 1 willing creature

Gentle restorative magic pushes back the effects of toxins and more complex maladies. Choose an affliction on the target, such as a curse, disease, or poison. If it has advanced past stage one, reduce the stage by one. This reduction can be applied only once to a given case of an affliction, with the case ending when it's completely cured. Although the reduction can't occur again, heightened versions of this spell attempt to counteract with each casting.

Heightened (3rd) Attempt to counteract (page 431) the affliction if it is a disease or poison.

Heightened (4th) Attempt to counteract the affliction if it is a curse, disease, or poison.

CLEANSE CUISINE ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions divine, primal

Range 10 feet; **Area** 1 cubic foot

You transform all food and beverages in the area into delicious fare, changing water into wine or another fine beverage, or enhancing the food's taste and ingredients to make it a gourmet treat. You can also choose to remove all toxins and contaminations from the food. This spell doesn't prevent future contamination, natural decay, or spoilage, nor does it make the food any more nutritious.

Heightened (+2) Add another cubic foot to the area, which must be contiguous with the rest.

CLEAR MIND ◆◆ SPELL 2

CONCENTRATE HEALING MANIPULATE MENTAL

Traditions divine, occult, primal

Range touch; **Targets** 1 willing creature

You drive mental contamination from the target's mind. Attempt to counteract (page 431) an effect of your choice imposing one of these conditions on the target: fleeing, frightened, and stupefied. If you failed to counteract the effect but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed. This spell can't counteract or suppress conditions that are part of curses, diseases, or a natural state of the target.

Heightened (4th) Add confused and controlled to the list of conditions.
Heightened (6th) Add doomed to the list of conditions.
Heightened (8th) Add stunned to the list of conditions.

COMMAND ◆◆ SPELL 1

AUDITORY CONCENTRATE LINGUISTIC MANIPULATE MENTAL

Traditions arcane, divine, occult
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** until the end of the target's next turn

You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Success The creature is unaffected.
Failure The creature must spend the first action on its next turn to obey your command.
Critical Failure The target must use all its actions on its next turn to obey your command.

Heightened (5th) You can target up to 10 creatures.

CONFUSION ◆◆ SPELL 4

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions arcane, occult
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** 1 minute

You befuddle your target with strange impulses, causing it to act randomly. The effects are determined by the target's Will save. You can Dismiss the spell.

Critical Success The target is unaffected.
Success The target babbles incoherently and is stunned 1.
Failure The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confusion.
Critical Failure The target is confused for 1 minute, with no save to end early.

Heightened (8th) You can target up to 10 creatures.

CONTINGENCY SPELL 7

CONCENTRATE MANIPULATE

Traditions arcane
Cast 10 minutes
Duration until your next daily preparations

You prepare a spell that will trigger later. While casting *contingency*, you also cast another spell of 4th rank or lower with a casting time of no more than 3 actions. This companion spell must be one that can affect you. You must make any decisions for the spell when you cast *contingency*, such as choosing a damage type for *resist energy*. During the casting, choose a trigger under which the spell will be cast, using the same restrictions as for the trigger of a Ready action. Once *contingency* is cast, you can cause the companion spell to come into effect as a reaction with that trigger. It affects only you, even if it would affect more creatures. If you define complicated conditions, as determined by the GM, the trigger might fail. If you cast *contingency* again, the newer casting supersedes the older.

Heightened (8th) You can choose a spell of 5th rank or lower.
Heightened (9th) You can choose a spell of 6th rank or lower.
Heightened (10th) You can choose a spell of 7th rank or lower.

CONTROL WATER ◆◆ SPELL 5

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal
Range 500 feet; **Area** 50 feet long by 50 feet wide
Defense Fortitude (see text)

By imposing your will upon the water, you can raise or lower the level of water in the chosen area by 10 feet. Creatures that have the water trait and that are in the area when you Cast the Spell must attempt a Fortitude save, with the effects of the *slow* spell.

COZY CABIN SPELL 3

CONCENTRATE MANIPULATE WOOD

Traditions arcane, occult
Cast 1 minute
Range 30 feet
Duration 12 hours

You shape a cabin 20 feet on each side and 10 feet high. This cabin has the structure trait and the same restrictions as magic items that create structures. The walls of the hut are simple and wooden, with small, square glass windows, and it has one wooden door. It doesn't include its own lock, but it has a fastener to which a lock can be applied.

The interior contains three cots, one chamber pot, and a small fireplace holding a magical fire. The interior is lit with a small magical light that you can light or extinguish at will using a Sustain action. The climate inside the hut is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane force or greater destroy the hut. Other creatures can freely enter and exit the hut without damaging it, but if you exit the hut, the spell ends. You can Dismiss the spell.

CREATE FOOD SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, primal
Cast 1 hour
Range 30 feet

You create enough food to feed six Medium creatures for a day. This food is bland and unappealing, but it is nourishing. After 1 day, if no one has eaten the food, it decays and becomes inedible. Most Small creatures eat one-quarter as much as a Medium creature (one-sixteenth as much for most Tiny

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creatures), and most Large creatures eat 10 times as much (100 times as much for Huge creatures and so on).

Heightened (4th) You can feed 12 Medium creatures.
Heightened (6th) You can feed 50 Medium creatures.
Heightened (8th) You can feed 200 Medium creatures.

CREATE WATER ◆◆ SPELL 1

CONCENTRATE MANIPULATE WATER

Traditions arcane, divine, primal
Range 0 feet

As you cup your hands, water begins to flow forth from them. You create 2 gallons of water. If no one drinks it, it evaporates after 1 day.

CREATION SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, primal
Cast 1 minute
Range 0 feet
Duration 1 hour

You conjure a temporary object from magical energy. It must consist of earthen or plant-derived matter (such as wood, paper, brick, or stone) and be 5 cubic feet or smaller. It can't rely on intricate artistry or complex moving parts, never fulfills a cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. It is obviously temporarily conjured, and thus can't be sold or passed off as a genuine item. The spell gains the appropriate trait for the item created, typically earth, plant, or wood.

Heightened (5th) The item is metal and can include common minerals, like feldspar or quartz. The spell gains the metal trait if used to create a metal object.

CRISIS OF FAITH ◆◆ SPELL 3

CONCENTRATE MANIPULATE MENTAL

Traditions divine
Range 30 feet; **Targets** 1 creature
Defense Will

You assault the target's faith, riddling the creature with doubt and mental turmoil that deal 6d6 mental damage, or 6d8 mental damage if it can cast divine spells. The effects are determined by its Will save.

Critical Success The target is unaffected.
Success The target takes half damage.
Failure The target takes full damage; if the target can cast divine spells, it's stupefied 1 for 1 round.
Critical Failure The target takes double damage, is stupefied 1 for 1 round, and can't cast divine spells for 1 round.

To many deities, casting this spell on a follower of your own deity without significant cause is anathema.

Heightened (+1) The damage increases by 2d6 (or by 2d8 if the target is a divine spellcaster).

CURSED METAMORPHOSIS ◆◆ SPELL 6

CONCENTRATE CURSE INCAPACITATION MANIPULATE POLYMORPH

Traditions arcane, occult, primal
Range 30 feet; **Targets** 1 creature
Defense Fortitude; **Duration** varies

You transform the target creature into a harmless animal appropriate to the area, with effects based on its Fortitude save.

Critical Success The target is unaffected.
Success The target's body gains minor features of the harmless animal. Its insides churn as they partially transform, causing it to be sickened 1. When it recovers from the sickened condition, its features revert to normal.
Failure The target transforms for 1 minute but keeps its mind. If it spends all its actions on its turn concentrating on its original form, it can attempt a Will save to end the effect immediately.
Critical Failure The target is transformed into the chosen harmless animal, body and mind, for an unlimited duration.

DARKNESS ◆◆◆ SPELL 2

CONCENTRATE DARKNESS MANIPULATE

Traditions arcane, divine, occult, primal
Range 120 feet; **Area** 20-foot burst
Duration 1 minute

You create a shroud of darkness that prevents light from penetrating or emanating within the area. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the *darkness*. This also suppresses magical light of your *darkness* spell's rank or lower. Light can't pass through, so creatures in the area can't see outside. From outside, it appears as a globe of pure darkness.

Heightened (4th) Even creatures with darkvision (but not greater darkvision) can barely see through the darkness. They treat targets seen through the darkness as concealed.

DARKVISION ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal
Duration 1 hour

You grant yourself supernatural sight in areas of darkness. You gain darkvision.

Heightened (3rd) The spell's range is touch and it targets 1 willing creature.
Heightened (5th) The spell's range is touch and it targets 1 willing creature. The duration is until your next daily preparations.

DAZE ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE MENTAL NONLETHAL

Traditions arcane, divine, occult
Range 60 feet; **Targets** 1 creature
Defense Will; **Duration** 1 round

You push into the target's mind and daze it with a mental jolt. The jolt deals 1d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

Heightened (+2) The damage increases by 1d6.

DEAFNESS ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal



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Range 30 feet; **Targets** 1 creature
Defense Fortitude

The target loses its hearing. It must attempt a Fortitude save, and it is then temporarily immune for 1 minute.
Critical Success The target is unaffected.
Success The target is deafened for 1 round.
Failure The target is deafened for 10 minutes.
Critical Failure The target is deafened permanently.

DESICCATE ◆◆ SPELL 8

CONCENTRATE MANIPULATE VOID
Traditions arcane, primal
Range 500 feet; **Targets** any number of living creatures
Defense basic Fortitude

You pull the moisture from the targets' bodies, dealing 10d10 void damage. Creatures made of water (such as water elementals) and plant creatures use the outcome for one degree of success worse than the result of their saving throw. Creatures whose bodies contain no significant moisture (such as earth elementals) are immune to *desiccate*.

Heightened (+1) The damage increases by 1d10.

DETECT MAGIC ◆◆ CANTRIP 1

CANTRIP CONCENTRATE DETECTION MANIPULATE
Traditions arcane, divine, occult, primal
Area 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

Heightened (3rd) You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM.
Heightened (4th) As 3rd rank, but you also pinpoint the source of the highest-rank magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

DETECT POISON ◆◆ SPELL 1

UNCOMMON CONCENTRATE DETECTION MANIPULATE
Traditions divine, primal
Range 30 feet; **Targets** 1 object or creature

You detect whether a creature is venomous or poisonous, or if an object is poison or has been poisoned. You do not ascertain whether the target is poisonous in multiple ways, nor do you learn the type or types of poison. Certain substances, like lead and alcohol, are poisons and so mask other poisons.

Heightened (2nd) You learn the number and types of poison.



DETECT SCRYING ◆◆ SPELL 4

UNCOMMON CONCENTRATE DETECTION MANIPULATE

Traditions arcane, occult
Area 30-foot emanation
Duration 1 hour

By reading trace auras, you detect the presence of scrying effects in the area. If *detect scrying* is higher rank than a scrying effect, you gain a glimpse of the scrying creature and learn its approximate distance and direction.

Heightened (6th) The duration is until your next daily preparations.

DETONATE MAGIC ◆◆ SPELL 9

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, primal
Range 120 feet; **Targets** 1 magic item or spell effect
Defense basic Reflex (see text)

You cause the magic within the target to dissipate in a destructive explosion. You attempt to counteract the target (page 431). If the attempt succeeds, an explosion of magical force deals 8d6 force damage with a basic Reflex save. If you successfully counteract the magic of an item, it's deactivated for 1 week (or destroyed on a critical success) and the explosion is a 5-foot emanation from the item. If you successfully counteract a spell, the effect ends and the explosion affects either all creatures in the spells' area or the target of the spell and all creatures in a 5-foot emanation around it.

DINOSAUR FORM ◆◆ SPELL 4

CONCENTRATE MANIPULATE POLYMORPH

Traditions primal
Duration 1 minute

You channel the primal forces of nature to transform into a Large animal battle form, specifically that of a powerful and terrifying dinosaur. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal, but this has no effect on the form's Size or statistics. While in this form, you gain the animal and dinosaur traits. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 15 temporary Hit Points.
- Low-light vision and imprecise scent 30 feet.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +16, and your damage bonus is +9. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +18, unless your own is higher.

You also gain specific abilities based on the form you choose:

- **Ankylosaurus** Speed 25 feet; **Melee** ◆ tail (backswing, reach 10 feet), **Damage** 2d6 bludgeoning; **Melee** ◆ foot, **Damage** 2d6 bludgeoning.
- **Brontosaurus** Speed 25 feet; **Melee** ◆ tail (reach 15 feet), **Damage** 2d6 bludgeoning; **Melee** ◆ foot, **Damage** 2d8 bludgeoning.
- **Deinonychus** Speed 40 feet; **Melee** ◆ talon (agile), **Damage** 2d4 piercing plus 1 persistent bleed; **Melee** ◆ jaws, **Damage** 1d10 piercing.
- **Stegosaurus** Speed 30 feet; **Melee** ◆ tail (reach 10 feet), **Damage** 2d8 piercing.
- **Triceratops** Speed 30 feet; **Melee** ◆ horn, **Damage** 2d8 piercing, plus 1d6 persistent bleed on a critical hit; **Melee** ◆ foot, **Damage** 2d6 bludgeoning.
- **Tyrannosaurus** Speed 30 feet; **Melee** ◆ jaws (deadly d12, reach 10 feet), **Damage** 1d12 piercing; **Melee** ◆ tail (reach 10 feet), **Damage** 1d10 bludgeoning.

Heightened (5th) Your battle form is Huge and your attacks have 15-foot reach, or 20-foot reach if they started with 15-foot reach. You instead gain 20 temporary HP, an attack modifier of +18, a damage bonus of +6, double the damage dice, and Athletics +21.

Heightened (7th) Your battle form is Gargantuan and your attacks have 20-foot reach, or 25-foot reach if they started with 15-foot reach. You instead gain AC = 21 + your level, 25 temporary HP, an attack modifier of +25, a damage bonus of +15, double the damage dice, and Athletics +25.

DISAPPEARANCE ◆◆ SPELL 8

ILLUSION MANIPULATE SUBTLE

Traditions arcane, occult
Range touch; **Targets** 1 creature
Duration 10 minutes

You shroud a creature from others' senses. The target becomes undetected, not just to sight but to all senses, allowing the target to count as invisible no matter what precise and imprecise senses an observer might have. It's still possible for a creature to find the target by Seeking, looking for disturbed dust, hearing gaps in the sound spectrum, or finding some other way to discover the presence of an otherwise-undetectable creature.

DISGUISE MAGIC SPELL 1

CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, occult
Cast 1 minute
Range 30 feet; **Targets** 1 item or spell effect
Duration until your next daily preparations

You alter how an item's or spell's magical aura appears to effects like *detect magic*. You can hide the auras entirely, have an item register as a common item of lower level, or make a spell register as a common spell of the same or lower rank. You can Dismiss the spell.

A caster using *detect magic* or *read aura* of a higher rank than *disguise magic* can attempt to disbelieve the illusion using the skill matching the tradition of the spell (Arcana for arcane, Religion for divine, Occultism for occult, or Nature for primal). Further attempts by the same caster get the same result as the initial check to disbelieve.

Heightened (2nd) You can Cast this Spell on a creature, disguising all items and spell effects on it.

DISINTEGRATE ◆◆ SPELL 6

ATTACK CONCENTRATE MANIPULATE

Traditions arcane

Range 120 feet; **Targets** 1 creature, unattended object, or force construct

Defense AC and basic Fortitude

A black tracer bolt flies toward your target, and upon making contact intensifies into a powerful destructive beam. Make a spell attack against the target. If you hit an object or force construct (such as a *wall of force*), it's destroyed with no save unless it's an artifact or similarly powerful. A single casting can destroy no more than a 10-foot cube of matter.

If you hit a creature, it takes 12d10 damage (no damage type) with a basic Fortitude save. If you critically hit, the target gets a result one degree of success worse than the outcome of its Fortitude save. A creature reduced to 0 HP is blasted to fine powder; its gear remains.

Heightened (+1) The damage increases by 2d10.

DISPEL MAGIC ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet; **Targets** 1 spell effect or unattended magic item

You unravel the magic behind a spell or effect. Attempt a counteract check against the target (page 431). If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

DISPELLING GLOBE ◆◆ SPELL 4

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Area 10-foot burst centered on one corner of your space

Duration 10 minutes

You create an immobile globe around yourself. It attempts to counteract any spell from outside the globe whose area or targets enter into it, as if the globe were a *dispel magic* spell 1 rank lower than its actual spell rank. If the counteract attempt succeeds, it prevents only the portion of the spell that would have entered the globe (so if the spell also has targets outside the globe, or part of its area is beyond the globe, those targets or that area are affected normally). You must form the sphere in an unbroken open space, so its edges don't pass through any creatures or objects, or the spell is lost (though creatures can enter the globe after the spell is cast).

DIVINE DECREE ◆◆ SPELL 7

CONCENTRATE MANIPULATE SANCTIFIED SPIRIT

Traditions divine

Range 40 feet; **Area** 40-foot emanation

Defense Fortitude; **Duration** varies

You utter a potent litany from your faith, a mandate that harms those who oppose your ideals. You deal 7d10 spirit damage to your enemies in the area; each enemy 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 enfeebled 2 for 1 minute.

Critical Failure The creature takes double damage and is enfeebled 2 for 1 minute. If you're on your home plane and the creature is not, the creature is sent back to its home plane. A creature of 10th level or lower must also succeed at a Will save or be paralyzed for 1 minute; if it critically fails, it dies (this is a death effect).

Heightened (+1) The damage increases by 1d10, and the level of creatures that must attempt a second save on a critical failure increases by 2.

DIVINE IMMOLATION ◆◆ SPELL 5

CONCENTRATE FIRE MANIPULATE SANCTIFIED SPIRIT

Traditions divine

Range 120 feet; **Area** 20-foot burst

Defense Reflex

Divine flames scour creatures within the area. Creatures take 6d6 fire damage and 2d6 persistent fire damage. The divine power within the flames scorches the spirit as well; a creature takes spirit damage instead of fire damage from *divine immolation* if that would be more detrimental to the creature (as determined by the GM).

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage.

Failure The creature takes full damage and persistent damage.

Critical Failure The creature takes double damage and double persistent damage.

Heightened (+1) The damage increases by 1d6 and persistent damage increases by 1d6.

DIVINE INSPIRATION ◆◆ SPELL 8

CONCENTRATE MANIPULATE MENTAL

Traditions divine

Range touch; **Targets** 1 willing creature

You infuse a target with spiritual energy, refreshing its magic. If it prepares spells, it recovers one 6th-rank or lower spell it previously cast today and can cast that spell again. If it spontaneously casts spells, it recovers one of its 6th-rank or lower spell slots. If it has a focus pool, it regains its Focus Points, as if it had Refocused.

DIVINE LANCE ◆◆ CANTRIP 1

ATTACK CANTRIP CONCENTRATE MANIPULATE SANCTIFIED SPIRIT

Traditions divine

Range 60 feet; **Targets** 1 creature

Defense AC

You unleash a beam of divine energy. Make a ranged spell attack against the target's AC. On a hit, the target takes 2d4 spirit damage (double damage on a critical hit).

Heightened (+1) The damage increases by 1d4.

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DIVINE WRATH ◆◆ SPELL 4

CONCENTRATE MANIPULATE SANCTIFIED SPIRIT

Traditions divine

Range 120 feet; **Area** 20-foot burst

Defense Fortitude

You channel the fury of divinity against your foes. You deal 4d10 spirit damage to enemies in the area, depending on their Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes full damage and is sickened 2; while it's sickened, it's also slowed 1.

Heightened (+1) The damage increases by 1d10.

DIZZYING COLORS ◆◆ SPELL 1

CONCENTRATE ILLUSION INCAPACITATION MANIPULATE VISUAL

Traditions arcane, occult

Area 15-foot cone

Defense Will; **Duration** 1 or more rounds (see below)

You unleash a swirling multitude of colors that overwhelms creatures based on their Will saves.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

Critical Failure The creature is stunned for 1 round and blinded for 1 minute.

DOMINATE ◆◆ SPELL 6

UNCOMMON CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** until your next daily preparations

You take command of the target, forcing it to obey you. If you issue an obviously self-destructive order, the target doesn't act until you issue a new order. The effect depends on its Will save.

Critical Success The target is unaffected.

Success The target is stunned 1 as it fights off your commands.

Failure You control the target. It gains the controlled condition, but it can attempt a Will save at the end of each of its turns. On a success, the spell ends.

Critical Failure As a failure, but the target receives a new save only if you give it a new order that is against its nature, such as killing its allies.

Heightened (10th) The duration is unlimited.

DRAGON FORM ◆◆ SPELL 6

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, divine, occult, primal

Duration 1 minute

Calling upon powerful magic, you gain a Large dragon battle form. When you Cast this Spell, choose one type of common dragon or another type to which your GM allows access. While in this form, you gain the dragon trait. You have hands in this battle form and can take manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 10 temporary Hit Points.
- Speed 40 feet, fly 100 feet. You gain any of the following Speeds the chosen dragon has, but with the listed amount: burrow 20 feet, climb 40 feet, swim 60 feet.
- Resistance 10 against the damage type of your Dragon Breath (see below).
- Darkvision and imprecise scent 60 feet.
- The following unarmed melee attacks, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +22, and your damage bonus is +6. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead. See below for more on these attacks. **Melee** ◆ jaws, **Damage** 2d12 piercing plus 2d6 damage of the same damage type as your Dragon Breath (see below); **Melee** ◆ claw (agile), **Damage** 3d10 slashing; **Melee** ◆ tail (reach 10 feet), **Damage** 3d10 bludgeoning.
- Athletics modifier of +23, unless your own is higher.
- **Dragon Breath** ◆◆ You exhale deadly magical energy in an area, dealing 10d6 damage to each creature in the area with a basic save against your spell DC. The shape, damage type, and save type match that of your chosen dragon's breath. If the chosen dragon's breath can deal more than one type of damage, choose one when you cast *dragon form*. The shape is a 30-foot cone or a 100-foot line. Once activated, Dragon Breath can't be used again for 1d4 rounds. Dragon Breath has the tradition trait matching the type of dragon and the damage trait matching the type of damage it deals, if applicable.
- **Tradition Resistance** If the dragon's magical tradition matches that of your *dragon form* spell, you gain the listed ability. **Arcane** resistance 5 against magic; **divine** resistance 10 to spirit, vitality, and void; **occult** resistance 10 to mental; **primal** resistance 5 to physical damage.

Heightened (8th) Your battle form is Huge, you gain a +20-foot status bonus to your fly Speed, and your attacks have 10-foot reach (or 15-foot reach if they previously had 10-foot reach). You instead gain AC = 21 + your level, 15 temporary HP, an attack modifier of +28, a damage bonus of +12, and Athletics +28. Your Dragon Breath deals an additional 4d6 damage.

DREAM MESSAGE SPELL 3

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, divine, occult

Cast 10 minutes

Range planetary; **Targets** 1 creature you know by name and have met in person

Duration until your next daily preparations

You send a message to your target's dream. The message is one-way, up to 1 minute of speech (roughly 150 words). If the

target is asleep, they receive the message instantly. If not, they receive it the next time they sleep. As soon as they receive it, the spell ends, and you know the message was sent.

Heightened (4th) You can target up to 10 creatures you know by name and have met in person. You must send the same message to all of them; the spell ends for each creature individually.

DREAMING POTENTIAL SPELL 5

CONCENTRATE MANIPULATE MENTAL

Traditions occult

Cast 10 minutes

Range touch; **Targets** 1 willing sleeping creature

Duration 8 hours

You draw the target into a lucid dream where it can explore the endless possibilities of its own potential within the ever-changing backdrop of its dreamscape. If it sleeps the full 8 hours uninterrupted, when it wakes, it counts as having spent a day of downtime retraining, though it can't use *dreaming potential* for any retraining that would require either an instructor or specialized knowledge it can't access within the dream.

DUPLICATE FOE ◆▶▶ SPELL 7

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 enemy of level 15 or lower

Defense Fortitude; **Duration** sustained up to 1 minute

You create a temporary duplicate of an enemy to fight on your behalf. The target can attempt a Fortitude save to disrupt the spell. The duplicate appears in an unoccupied space adjacent to the target and has the target's attack modifier, AC, saving throw modifiers, Perception, and skill modifiers, but it has only 70 Hit Points and lacks the target's special abilities, including immunities, resistances, and weaknesses. It has no magic items except weapon potency runes.

The duplicate gains the minion trait, and it can only Stride and Strike. Its Strikes deal the target's normal damage but don't apply added effects, since it doesn't have special abilities. The spell automatically ends if the duplicate's Hit Points drop to 0.

The duplicate attacks your enemies to the best of its abilities. You can also try to give it additional instructions; when you Sustain the spell, you can also Command a Minion as part of your action, but the GM determines whether the duplicate follows your command.

The duplicate is unstable, so each turn after it takes its actions, it loses 4d6 Hit Points. It's not a living creature, and it can never regain its lost Hit Points in any way.

Critical Success You fail to create a duplicate.

Success The duplicate deals half damage with its Strikes and the duration is reduced to a maximum of 2 rounds.

Failure The duplicate works as described.

Heightened (+1) The level of creature you can target increases by 2. The duplicate has 10 more HP.

MONSTER CORE DRAGONS

The dragons from *Monster Core* use the following specifications for *dragon form*.

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

EARTHBIND ◆▶▶ SPELL 3

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 flying creature

Defense Fortitude; **Duration** varies

Using the weight of earth, you hamper a target's flight, with effects based on its Fortitude save. If the creature reaches the ground safely, it doesn't take falling damage.

Critical Success The target is unaffected.

Success The target falls safely up to 120 feet.

Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 round.

Critical Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 minute.

EARTHQUAKE ◆▶▶ SPELL 8

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** 60-foot burst

Duration 1 round

You shake the ground, topple creatures into fissures, and collapse structures. The GM might add additional effects in certain areas. Cliffs might collapse, causing creatures to fall, or a lake might drain as fissures open up below its surface, leaving a morass of quicksand.

- **Shaking Ground** The ground is difficult terrain, and creatures on it take a –2 circumstance penalty to attack rolls, AC, and skill checks.
- **Fissures** Each creature on the ground must attempt a Reflex save at the start of its turn to keep its footing and avoid falling into 40-foot-deep fissures that open beneath it. The fissures are permanent, and their sides require successful DC 15 Athletics checks to Climb.
- **Collapse Structures** and ceilings might collapse. The GM rolls a flat check for each (DC 16 for a sturdy structure, DC 14 for an average structure and most natural formations, DC 9 for a shoddy structure, all adjusted higher or lower as the GM sees fit). A collapse deals 11d6 bludgeoning

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damage to each creature caught in it with a basic Reflex save. A creature falls prone unless it critically succeeds and falls into a fissure if it critically fails.

Heightened (10th) You create a massive earthquake that can devastate a settlement. The range increases to half a mile and the area to a quarter-mile burst.

ECLIPSE BURST ◆◆ SPELL 7

COLD CONCENTRATE DARKNESS MANIPULATE VOID

Traditions arcane, divine, primal
Range 500 feet; **Area** 60-foot burst
Defense Reflex

A globe of freezing darkness explodes in the area, dealing 8d10 cold damage to creatures in the area, plus an additional 8d4 void damage to living creatures. Each creature in the area must attempt a Reflex save.

If the globe overlaps with an area of magical light or affects a creature affected by magical light, *eclipse burst* attempts to counteract the light effect.

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 becomes blinded by the darkness for an unlimited duration.

Heightened (+1) The cold damage increases by 1d10 and the void damage against the living increases by 1d4.

ELECTRIC ARC ◆◆ CANTRIP 1

CANTRIP CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal
Range 30 feet; **Targets** 1 or 2 creatures
Defense basic Reflex

An arc of lightning leaps from one target to another. Each target takes 2d4 electricity damage with a basic Reflex save.

Heightened (+1) The damage increases by 1d4.

ELEMENTAL FORM ◆◆ SPELL 5

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal
Duration 1 minute

You call upon the power of the planes to transform into a Medium elemental battle form. When you Cast this Spell, choose a listed element. While in this form, you gain the corresponding trait and the elemental trait. You have hands in this battle form and can take manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 19 + your level. Ignore your armor's check penalty and Speed reduction.
- 10 temporary Hit Points.
- Darkvision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +18, and your damage bonus is +9. These are Dexterity based (air, fire, or metal) or Strength based (earth, water, or wood). If your corresponding unarmed attack modifier is higher, you can use it instead.
- Acrobatics (air, fire, or metal) or Athletics (earth, water, or wood) modifier of +20; ignore this change if your own modifier is higher.

You gain specific abilities based on the element you choose:

- **Air** fly 80 feet, movement doesn't trigger reactions; **Melee** ◆ gust, **Damage** 1d4 bludgeoning.
- **Earth** Speed 20 feet, burrow 20 feet; **Melee** ◆ boulder, **Damage** 2d10 bludgeoning.
- **Fire** Speed 50 feet; fire resistance 10, weakness 5 to cold and 5 to water; **Melee** ◆ tendril, **Damage** 1d8 fire plus 1d4 persistent fire.
- **Metal** Speed 40 feet, fly 20 feet; **Melee** ◆ blade (versatile piercing), **Damage** 1d8 slashing plus 1d4 electricity.
- **Water** Speed 20 feet, swim 60 feet; fire resistance 5; **Melee** ◆ wave, **Damage** 1d12 bludgeoning, and you can spend an action immediately after a hit to push the target 5 feet with the effects of a successful Shove.
- **Wood** Speed 20 feet, climb 30 feet; **Melee** ◆ branch, **Damage** 2d10 bludgeoning.

Heightened (6th) Your battle form is Large and your attacks have 10-foot reach. You instead gain AC = 22 + your level, 15 temporary HP, an attack modifier of +23, a damage bonus of +13, and Acrobatics or Athletics +23.

Heightened (7th) Your battle form is Huge and your attacks have 15-foot reach. You instead gain AC = 22 + your level, 20 temporary HP, an attack modifier of +25, a damage bonus of +11, double the number of damage dice (including persistent damage), and Acrobatics or Athletics +25.

EMBED MESSAGE ◆◆ SPELL 2

CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, occult
Range touch; **Targets** 1 object or willing creature
Duration unlimited

You specify a trigger and a message up to 25 words long. When the specified trigger occurs within 30 feet of the target, illusory text of your message circles the target accompanied by a disembodied voice. You can choose a language you know for the text and speech, and can choose what the voice sounds like. Once the message is completed, the spell ends.

Heightened (4th) You can add a simple sensory component to emphasize the message, such as an odor, visual effect, or physical sensation. This addition is obviously illusory and part of the message, lasting only while the message is being read.

Heightened (6th) As 4th rank, but you can choose how many times the spell repeats the message before it ends; there is no limit to the number of repetitions.

ENERGY AEGIS SPELL 7

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal
Cast 1 minute
Range touch; **Targets** 1 creature
Duration until your next daily preparations

You protect the target with a powerful, long-lasting energy barrier. The target gains resistance 5 to acid, cold, electricity, fire, force, sonic, vitality, and void damage.

Heightened (9th) The resistances increase to 10.

ENFEEBLE ◆◆ SPELL 1

ATTACK CONCENTRATE MANIPULATE

Traditions arcane, divine, occult
Range 30 feet; **Targets** 1 creature
Defense Fortitude; **Duration** varies

You sap the target's strength, depending on its Fortitude save.

Critical Success The target is unaffected.
Success The target is enfeebled 1 until the start of your next turn.
Failure The target is enfeebled 2 for 1 minute.
Critical Failure The target is enfeebled 3 for 1 minute.

ENLARGE ◆◆ SPELL 2

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal
Range 30 feet; **Targets** 1 willing creature
Duration 5 minutes

Bolstered by magical power, the target grows to size Large. Its equipment grows with it but returns to natural size if removed. The creature is clumsy 1. Its reach increases by 5 feet (or by 10 feet if it started out Tiny), and it gains a +2 status bonus to melee damage. This spell has no effect on a Large or larger creature.

Heightened (4th) The creature instead grows to size Huge. The status bonus to melee damage is +4 and the creature's reach increases by 10 feet (or 15 feet if the creature started out Tiny). The spell has no effect on a Huge or larger creature.
Heightened (6th) Choose either the 2nd-rank or 4th-rank version of this spell and apply its effects to up to 10 willing creatures.

ENTANGLING FLORA ◆◆ SPELL 2

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal
Range 120 feet; **Area** all squares in a 20-foot burst
Duration 1 minute

Plants and fungi burst out or quickly grow, entangling creatures. All surfaces in the area are difficult terrain. Each round that a creature starts its turn in the area, it must attempt a Reflex save. On a failure, it takes a –10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure, it's also immobilized for 1 round. Creatures can attempt to Escape to remove these effects.

ENTHRALL ◆◆ SPELL 3

AUDITORY CONCENTRATE EMOTION MANIPULATE

Traditions arcane, occult
Range 120 feet; **Targets** all creatures in range
Defense Will; **Duration** sustained

Your words fascinate your targets. You speak or sing without interruption throughout the casting and duration. Targets who notice your speech or song might give their undivided attention; each target must attempt a Will save. The GM might grant a circumstance bonus (to a maximum of +4) if the target is of an opposing religion, ancestry, or political leaning, or is otherwise unlikely to agree with what you're saying.

Each creature that comes within range has to attempt a save when you Sustain the spell. If you're speaking, *enthrall* gains the linguistic trait.

Critical Success The target is unaffected and notices that you tried to use magic.
Success The target needn't pay attention but doesn't notice you tried to use magic (it might notice others are enthralled).
Failure The target is fascinated with you. It can attempt another Will save if it witnesses actions or speech with which it disagrees. If it succeeds, it's no longer fascinated and is temporarily immune for 1 hour. If the target is subject to a hostile act, or if another creature succeeds at a Diplomacy or Intimidation check against it, the fascination ends immediately.
Critical Failure As failure, but the target can't attempt a save to end the fascination if it disagrees with you.

ENVIRONMENTAL ENDURANCE SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, primal
Cast 10 minutes
Range touch; **Targets** 1 willing creature
Duration until your next daily preparations

You shield the target against dangerous temperatures. Choose severe cold or heat. The target is protected from the temperature you chose (but not extreme cold or heat).

Heightened (3rd) The target is protected from severe cold and severe heat.
Heightened (5th) The target is protected from severe cold, severe heat, extreme cold, and extreme heat.

EVERLIGHT ◆◆◆ SPELL 2

CONCENTRATE LIGHT MANIPULATE

Traditions arcane, divine, occult, primal
Range touch; **Targets** a gemstone worth 6 gp or more
Duration unlimited

The gemstone you touch glows, spreading bright light with a color of your choice in a 20-foot radius (and dim light for the next 20 feet). The spell ends immediately if the gemstone is broken.

EXECUTE ◆◆ SPELL 7

CONCENTRATE DEATH MANIPULATE VOID

Traditions divine, primal
Range 30 feet; **Targets** 1 creature
Defense basic Fortitude

You point at a creature and invoke the demise of all things. The target takes 70 void damage with a basic Fortitude save. If the target is undead or otherwise has void healing, the spell loses the death and void traits and gains the vitality trait, and the target takes 70 vitality damage with a basic Fortitude save.

Heightened (+1) The damage increases by 10.

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FABRICATED TRUTH ◆◆◆ SPELL 10

CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions occult

Range 100 feet; **Targets** up to 5 creatures

Defense Will; **Duration** varies

Choose a single statement you want the targets to believe. The fact could be narrow, such as "a dragon is circling overhead and wants to kill me"; wide-reaching, such as "all humanoids are disguised abominations"; or conceptual, such as "if I don't live a kinder life, I'll be punished in the afterlife." The targets' experiences color how they react to this "truth" and how their behavior changes. If the statement changes what they perceive, they treat the change as a sudden revelation.

The effect of the spell depends on the targets' Will saves. If a target is already affected by *fabricated truth*, your spell tries to counteract it. If the counteract check fails, the outcome of the target's saving throw can't be worse than a success.

Critical Success The target doesn't believe the statement, and it knows you tried to trick it.

Success The target doesn't believe the statement or realize you tried to trick it.

Failure The target believes the statement for 1 week.

Critical Failure The target believes the statement with unlimited duration.

FALLING STARS ◆◆ SPELL 9

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** 4 40-foot bursts

Defense basic Reflex

You reach into the skies and call down an array of falling stars that explode upon colliding with the ground. Choose for the falling stars to be airbursts (sonic), asteroids (fire), comets (cold), or plasma (electricity). The spell gains the trait of the falling star type you chose. The four stars' central 10-foot bursts can't overlap. Each falling star deals 6d10 bludgeoning damage to each creature in the 10-foot burst at the center of its area of effect before exploding, dealing 14d6 energy damage of the type you chose to each creature in its 40-foot burst. A creature in any of the areas attempts one basic Reflex save against the spell no matter how many overlapping explosions it's caught in and can take each type of damage only once.

Heightened (+1) The bludgeoning damage increases by 1d10, and the energy damage increases by 2d6.

FALSE VISION SPELL 5

UNCOMMON CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch; **Area** 100-foot burst

Duration until your next daily preparations

You create a false image that fools any attempts to scry on an area. Any scrying spell sees, hears, smells, and otherwise detects whatever you wish within the area, rather than what is actually in the area. You can Sustain the spell each round to change the illusion as you desire, including playing out a complex scene. If the scrying spell is of a higher rank than *false vision*, the scryer can attempt a Perception check to disbelieve the illusion, though even if they're successful, they can't learn what's truly going on in the area.

FALSE VITALITY ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult

Duration 8 hours

You augment your flesh with the energies typically used to manipulate the undead. You gain 10 temporary Hit Points.

Heightened (+1) The temporary Hit Points increase by 3.

FEAR ◆◆ SPELL 1

CONCENTRATE EMOTION FEAR MANIPULATE MENTAL

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Heightened (3rd) You can target up to five creatures.

FEET TO FINS ◆◆ SPELL 3

CONCENTRATE MANIPULATE MORPH

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

The target's feet transform into fins, improving mobility in the water but reducing it on land. The target gains a swim Speed equal to its normal land Speed, but its land Speed becomes 5 feet.

Heightened (6th) The spell lasts until your next daily preparations.

FIELD OF LIFE ◆◆ SPELL 6

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, primal

Range 30 feet; **Area** 20-foot burst

Duration sustained up to 1 minute

A field of life energy fills the area, exuding warmth and rejuvenating those within. Each living creature that starts its turn in the area regains 1d8 Hit Points, and any undead creature that starts its turn in the area takes 1d8 vitality damage.

Heightened (8th) The healing and damage increase to 1d10.

Heightened (9th) The healing and damage increase to 1d12.

FIERY BODY ◆◆ SPELL 7

CONCENTRATE FIRE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 minute

You become living flame, giving you fire immunity, resistance 10 to precision damage, and weakness 5 to cold and to water. Any creature that touches you or damages you with an unarmed attack or non-reach melee weapon takes 3d6 fire damage.

Your unarmed attacks deal an additional 1d4 fire damage, and your fire spells deal one additional die of fire damage (of the same damage die the spell uses). You can cast *ignite* as an innate spell; the casting is reduced from 2 actions to 1.

In fire form, you have a fly Speed of 40 feet and don't need to breathe.

Heightened (9th) Creatures touching you take 4d6 fire damage instead of 3d6, your unarmed attacks deal an additional 2d4 fire damage, and you have a fly Speed of 60 feet.

FIGMENT ◆◆ CANTRIP 1

CANTRIP CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, occult

Range 30 feet

Duration sustained

You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and undetailed if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the *figment*.

FIRE SHIELD ◆◆ SPELL 4

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Duration 1 minute

You create a hovering shield made of fire. As long as the shield persists, its heat grants you cold resistance 5 and makes you immune to mild and severe environmental cold. You can Raise a Shield with the *fire shield* as a normal shield to gain a +1 circumstance bonus to AC. You can use the Shield Block reaction (page 262) with the *fire shield*, which has Hardness 10, is immune to fire, and has 40 HP (with no Broken Threshold), and its Hardness is halved against effects that have the water trait. If you Shield Block a melee attack that is either an unarmed attack or made by an adjacent attacker, the attacker takes 2d6 fire damage.

Heightened (+2) The cold resistance increases by 5, the HP increase by 10, and the fire damage increases by 1d6.

FIREBALL ◆◆ SPELL 3

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** 20-foot burst

Defense basic Reflex

A roaring blast of fire detonates at a spot you designate, dealing 6d6 fire damage.

Heightened (+1) The damage increases by 2d6.

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FLEET STEP ◆▶▶ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, primal

Duration 1 minute

You gain a +30-foot status bonus to your Speed.

FLICKER ◆▶▶ SPELL 4

CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, occult

Duration 1 minute

You flicker quickly between your current plane and another. You gain resistance 5 to all damage, except force. At the end of each of your turns, you automatically teleport 10 feet in a random direction, as determined by the GM. You can Sustain the spell to teleport in this way.

Heightened (+2) The resistance increases by 3.

FLOATING FLAME ◆▶▶ SPELL 2

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 5-foot square

Defense Reflex; **Duration** sustained up to 1 minute

You create a fire that burns without fuel and moves to your commands. The flame deals 3d6 fire damage to each creature in the square in which it appears, with a basic Reflex save. When you Sustain this spell, you can levitate the flame up to 10 feet. It then deals damage to each creature whose space it shared at any point during its flight. This uses the same damage and save, and you roll the damage once each time you Sustain. A given creature can take damage from *floating flame* only once per round.

Heightened (+1) The damage increases by 1d6.

FLY ◆▶▶ SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 creature

Duration 5 minutes

The target can soar through the air, gaining a fly Speed equal to its Speed or 20 feet, whichever is greater.

Heightened (7th) The duration increases to 1 hour.

FORBIDDING WARD ◆▶▶ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions divine, occult

Range 30 feet; **Targets** 1 ally and 1 enemy

Duration sustained up to 1 minute

You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

Heightened (6th) The status bonus increases to +2.

FORCE BARRAGE ◆ TO ◆▶▶ SPELL 1

CONCENTRATE FORCE MANIPULATE

Traditions arcane, occult

Range 120 feet; **Targets** 1 creature

You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Heightened (+2) You fire one additional shard with each action you spend.

FORESIGHT ◆▶▶ SPELL 9

CONCENTRATE MANIPULATE MENTAL PREDICTION

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Duration 1 hour

You gain a sixth sense that warns you of danger that might befall the target of the spell. If you choose a creature other than yourself as the target, you create a psychic link through which you can inform the target of danger. This link is a mental effect. Due to the amount of information this spell requires you to process, you can't have more than one *foresight* spell in effect at a time. Casting *foresight* again ends the previous *foresight*. While *foresight* is in effect, the target gains a +2 status bonus to initiative rolls and isn't off-guard against undetected creatures or when flanked. In addition, you gain the following reaction.

Foresight ↻ **Trigger** The target of *foresight* defends against a hostile creature or other danger; **Effect** If the hostile creature or danger forces the target to roll dice (a saving throw, for example), the target rolls twice and uses the higher result, and this spell gains the fortune trait. But if the hostile creature or danger is rolling against the target (an attack roll or skill check, for example), that hostile creature or danger rolls twice and uses the lower result, and this spell gains the misfortune trait.

FREEZE TIME ◆▶▶▶ SPELL 10

CONCENTRATE MANIPULATE

Traditions arcane, occult

You temporarily stop time for everything but yourself, allowing you to use several actions in what appears to others to be no time at all. Immediately after casting *freeze time*, you can use up to 9 actions in 3 sets of up to 3 actions each. After each set of actions, 1 round passes, but for only you, effects specifically targeting or affecting you, and effects that you create during the stoppage. All other creatures and objects are invulnerable to your attacks, and you can't target or affect them with anything. Once you have finished your actions, time begins to flow again for the rest of the world. If you created an effect with a duration that extends beyond *freeze time*'s duration, such as *wall of fire*, it immediately affects others again, but it doesn't have any of the effects that happen only when you first Cast the Spell.

FROSTBITE ◆▶▶ CANTRIP 1

ATTACK CANTRIP COLD CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature

Defense Fortitude

An orb of biting cold coalesces around your target, freezing its body. The target takes 2d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 1 to bludgeoning until the start of your next turn.

Heightened (+1) The damage increases by 1d4 and the weakness on a critical failure increases by 1.

GATE ◆◆ SPELL 10

UNCOMMON CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, divine, occult

Range 120 feet

Duration sustained up to 1 minute

You tear open a rift to another plane, creating a portal that creatures can travel through in either direction. This portal is vertical and circular, with a radius of 40 feet. The portal appears at a location of your choice on the destination plane, assuming you have a clear idea of both the destination's location on the plane and what the destination looks like. If you attempt to create a gate into or out of the realm of a deity or another similarly powerful being, that being can prevent the gate from forming.

GECKO GRIP ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature

Duration 10 minutes

Tiny clinging hairs sprout across the creature's hands and feet, offering purchase on nearly any surface. The target gains a climb Speed equal to its Speed.

Heightened (5th) The duration increases to 1 hour.

GENTLE LANDING ↷ SPELL 1

AIR CONCENTRATE

Traditions arcane, primal

Trigger A creature within range is falling.

Range 60 feet; **Targets** 1 falling creature

Duration 1 minute

You raise a magical updraft to arrest a fall. The target's fall slows to 60 feet per round, and the portion of the fall during the spell's duration doesn't count when calculating falling damage. If the target reaches the ground while the spell is in effect, it takes no damage from the fall. The spell ends as soon as the target lands.

GHOSTLY CARRIER ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 120 feet

Duration 1 minute

You create a Tiny, semi-corporeal figure with a form you choose. It hovers near you for the duration. When you Cast a Spell that has a range of touch, you can have the carrier move within range, deliver the spell to a creature there, and return to you. If the carrier must attempt a spell attack roll, it uses your normal bonuses. The carrier has your AC and saves, but it is destroyed by any damage.

GHOSTLY WEAPON ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 weapon that is either unattended or wielded by you or a willing ally

Duration 5 minutes

The target weapon becomes translucent and ghostly, and it can affect material and incorporeal creatures and objects. It gains the effects of the *ghost touch* property rune (*GM Core* 238), meaning it is magical if it wasn't already, is especially effective against incorporeal creatures, and can be wielded by a corporeal or incorporeal creature.

GOBLIN POX ◆◆ SPELL 1

DISEASE CONCENTRATE MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature

Defense Fortitude

Your touch afflicts the target with goblin pox, an irritating allergenic rash. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is afflicted with goblin pox at stage 1.

Critical Failure The target is afflicted with goblin pox at stage 2.

Goblin Pox (disease) **Level** 1; Creatures that have the goblin trait and goblin dogs are immune; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 1 and the creature can't reduce its sickened value below 1 (1 day)

GOUGING CLAW ◆◆ CANTRIP 1

ATTACK CONCENTRATE MANIPULATE MORPH

Traditions arcane, primal

Range touch; **Targets** 1 creature

Defense AC

You temporarily morph your limb into a clawed appendage. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of 2d6 slashing damage or 2d6 piercing damage, plus 2 persistent bleed damage. On a critical success, you deal double damage and double bleed damage.

Heightened (+1) The damage increases by 1d6 and the persistent bleed damage increases by 1.

GREASE ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 4 contiguous 5-foot squares or; **Targets** 1 object of 1 Bulk or less

Duration 1 minute

You conjure grease, choosing an area or target.

- **Area** All solid ground in the area is covered with grease. Each creature standing on the greasy surface must succeed at a Reflex save or an Acrobatics check against your spell DC or fall prone. Creatures using an action to move onto the greasy surface during the spell's duration must attempt either a Reflex save or an Acrobatics check

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to Balance. A creature that Steps or Crawls doesn't have to attempt a check or save.

- **Target** If you Cast the Spell on an unattended object, anyone trying to pick up the object must succeed at an Acrobatics check or Reflex save against your spell DC to do so. If you target an attended object, the creature that has the object must attempt an Acrobatics check or Reflex save. On a failure, the holder or wielder takes a –2 circumstance penalty to all checks that involve using the object; on a critical failure, the holder or wielder releases the item. The object lands in an adjacent square of the GM's choice. If you Cast this Spell on a worn object, the wearer gains a +2 circumstance bonus to Fortitude saves against attempts to grapple them.

GRIM TENDRILS ◆◆ SPELL 1

CONCENTRATE MANIPULATE VOID

Traditions arcane, occult
Area 30-foot line
Defense Fortitude

Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 void damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

Critical Success The creature is unaffected.
Success The creature takes half the void damage and no persistent bleed damage.
Failure The creature takes full damage.
Critical Failure The creature takes double void damage and double persistent bleed damage.

Heightened (+1) The void damage increases by 2d4, and the persistent bleed damage increases by 1.

GUIDANCE ◆ CANTRIP 1

CANTRIP CONCENTRATE

Traditions divine, occult, primal
Range 30 feet; **Targets** 1 creature
Duration until the start of your next turn

You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

GUST OF WIND ◆◆ SPELL 1

AIR CONCENTRATE MANIPULATE

Traditions arcane, primal
Area 60-foot line
Defense Fortitude; **Duration** until the start of your next turn

A violent wind issues forth from your palm, blowing from the point where you are when you Cast the Spell to the line's opposite end. The wind extinguishes small non-magical fires, disperses fog and mist, blows objects of light Bulk or less around, and pushes larger objects. Large or smaller creatures in the area must attempt a Fortitude save. Large or smaller creatures that later move into the gust must attempt the save on entering.

Critical Success The creature is unaffected.
Success The creature can't move against the wind.
Failure The creature is knocked prone. If it was flying, it takes the effects of critical failure instead.
Critical Failure The creature is pushed 30 feet in the wind's direction, knocked prone, and takes 2d6 bludgeoning damage.

HALLUCINATION ◆◆ SPELL 5

ILLUSION INCAPACITATION MANIPULATE MENTAL SUBTLE

Traditions arcane, occult
Range 30 feet; **Targets** 1 creature
Duration 1 hour

The target consistently detects one thing as another, can't detect something that's there, or detects something that's not there, though it doesn't alter their beliefs. You choose which of these effects applies, and you determine the specifics of the hallucination. For example, you could make the target see all elves as humans, be unable to detect the presence of their brother, see their beloved good luck charm on their person even when it isn't, or see a tower in the center of town.

The target can attempt an initial Will save, with effects below. They also receive a Will save to disbelieve the hallucination every time they Seek or directly interact with the hallucination. For example, the target could attempt to disbelieve the hallucination each time they interacted with an elf, bumped into their brother accidentally, tried to check their charm, or studied the tower. The target can attempt to disbelieve with a large circumstance bonus in situations determined by the GM, such as if the target attempted to climb the nonexistent tower.

Critical Success The creature is unaffected.
Success The creature perceives what you chose until it disbelieves, but it knows what the hallucination is.
Failure The creature perceives what you chose until it disbelieves.
Critical Failure The creature perceives what you chose until it disbelieves, and it trusts its false senses, taking a –4 circumstance penalty to saves to disbelieve.

Heightened (6th) Choose to either target up to 10 creatures or change the spell's duration to until your next daily preparations.
Heightened (8th) Choose to either target any number of creatures or change the spell's duration to unlimited.

HARM ◆ TO ◆◆◆ SPELL 1

MANIPULATE VOID

Traditions divine
Range varies; **Targets** 1 living creature or 1 willing undead creature

You channel void energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 void damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ **(concentrate)** The spell has a range of 30 feet. If you're healing an undead creature, increase the Hit Points restored by 8.

◆◆◆ **(concentrate)** You disperse void energy in a 30-foot emanation. This targets all living and undead creatures in the area.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

HASTE ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, occult, primal
Range 30 feet; **Targets** 1 creature
Duration 1 minute

Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

Heightened (7th) You can target up to 6 creatures.

HEAL ◆ TO ◆◆◆ SPELL 1

HEALING MANIPULATE VITALITY

Traditions divine, primal
Range varies; **Targets** 1 willing living creature or 1 undead creature

You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ **(concentrate)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

◆◆◆ **(concentrate)** You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

HEROISM ◆◆ SPELL 3

CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult
Range touch; **Targets** 1 creature
Duration 10 minutes

You unlock the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

Heightened (6th) The status bonus increases to +2.
Heightened (9th) The status bonus increases to +3.

HIDDEN MIND ◆◆ SPELL 8

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, occult
Range 30 feet; **Targets** 1 creature
Duration until your next daily preparations

Powerful wards hide a creature from magic that would spy on it or affect its mind. The target gains a +4 status bonus to saves against mental effects. *Hidden mind* attempts to counteract any detection, revelation, and scrying effects as if its spell rank were 1 higher than its actual rank. On a success, the effect functions normally except that it detects nothing about the target and its possessions. For instance, *detect magic* would still detect other magic in the area, but not any magic on the target.

HOLY LIGHT ◆◆ SPELL 3

ATTACK CONCENTRATE FIRE HOLY LIGHT MANIPULATE

Traditions divine, primal
Range 120 feet; **Targets** 1 creature
Defense AC

You shine a blazing ray of light tinged with holy energy. Make a ranged spell attack. The ray deals 5d6 fire damage. If the target has the unholy trait, you deal an extra 5d6 spirit damage.

Critical Success The target takes double damage.
Success The target takes full damage.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *holy light* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the spell's target.

Heightened (+1) The fire damage increases by 2d6, and the spirit damage against unholy creatures increases by 2d6.

HONEYED WORDS ◆◆ SPELL 4

CONCENTRATE MANIPULATE MENTAL

Traditions occult
Duration 10 minutes

Falsehoods pass your lips as smoothly as silk. You gain a +4 status bonus to Deception checks to Lie and against Perception checks to discern if you are telling the truth, and you add your level even if untrained. If the implausibility of your lies prompts a circumstance penalty or a DC increase, reduce that penalty by half or increase it by half.

HOWLING BLIZZARD ◆◆ TO ◆◆◆ SPELL 5

AIR COLD CONCENTRATE MANIPULATE

Traditions arcane, primal
Area varies
Defense Reflex

Freezing winds extend from your hands, pushing away from you with great force. If you Cast this Spell with 2 actions, it has an area of a 60-foot cone; if you Cast this Spell with 3 actions, it has a range of 500 feet and an area of a 30-foot burst. Each creature in the area takes 10d6 cold damage with a basic Reflex save. Snowdrifts and icy gales fill the area until the start of your next turn, making the area difficult terrain.

Heightened (+1) The damage increases by 2d6.

HUMANOID FORM ◆◆ SPELL 2

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, occult, primal
Duration 10 minutes

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You transform your appearance to that of a Small or Medium humanoid, such as a dwarf, elf, goblin, halfling, human, or orc. You gain the humanoid trait in addition to your other traits while in this form, as well as any trait related to the creature's kind (such as goblin or human). If this transformation reduces your size, it reduces your reach accordingly (typically to 5 feet). This transformation doesn't change your statistics in any way, and you don't gain any special abilities of the humanoid form you assume. You can still wear and use your gear, which changes size (if necessary) to match your new form. If items leave your person, they return to their usual size.

Humanoid form grants you a +4 status bonus to Deception checks to pass as a generic member of the chosen ancestry, and you add your level even if you're untrained, but you can't make yourself look like a specific person. If you want to Impersonate an individual, you still need to create a disguise, though the GM won't factor in the difference in ancestry when determining the DC of your Deception check. You can Dismiss this spell.

Heightened (3rd) You gain darkvision or low-light vision if the form you assume has that ability.

Heightened (5th) You can take on the appearance of a Large humanoid. If this increases your size, you gain the effects of the *enlarge* spell.

HYDRAULIC PUSH ◆◆ SPELL 1

ATTACK CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature or unattended object

Defense AC

You call forth a powerful blast of pressurized water that bludgeons the target and knocks it back. Make a ranged spell attack roll.

Critical Success The target takes 6d6 bludgeoning damage and is knocked back 10 feet.

Success The target takes 3d6 bludgeoning damage and is knocked back 5 feet.

Heightened (+1) The bludgeoning damage increases by 2d6.

HYDRAULIC TORRENT ◆◆ SPELL 4

CONCENTRATE MANIPULATE WATER

Traditions primal

Area 60-foot line

Defense Fortitude

A swirling torrent of water manifests along a straight line, battering creatures and unattended objects in its path and possibly pushing them away from you. The torrent deals 8d6 bludgeoning damage. Each creature in the area must attempt a basic Fortitude save; unattended objects automatically fail. Creatures and objects that fail are also knocked back 5 feet (10 feet on a critical failure).

Heightened (+1) The damage increases by 2d6.

HYPERCOGNITION ◆ SPELL 3

CONCENTRATE

Traditions occult

You rapidly catalog and collate information relevant to your current situation. You can instantly use up to 6 Recall Knowledge actions as part of Casting this Spell. For these actions, you can't use any special abilities, reactions, or free actions that trigger when you Recall Knowledge.

HYPNOTIZE ◆◆ SPELL 3

ILLUSION MANIPULATE SUBTLE VISUAL

Traditions arcane, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

You create a cloud of mesmerizing patterns and colors that hovers in the air. Creatures are dazzled while inside the cloud. In addition, a creature must attempt a Will saving throw if it is inside the cloud when you cast it, when it enters the cloud, when it ends its turn within the cloud, or if it uses a Seek or Interact action on the cloud. A creature currently fascinated by *hypnotize* doesn't attempt new saves.

Success The target is unaffected.

Failure The target is fascinated by the cloud.

Critical Failure The target is fascinated by the cloud. While it remains fascinated, it can't use reactions.

IGNITION ◆◆ CANTRIP 1

ATTACK CANTRIP CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense AC

You snap your fingers and point at a target, which begins to smolder. Make a spell attack roll against the target's AC, dealing 2d4 fire damage on a hit. If the target is within your melee reach, you can choose to make a melee spell attack with the flame instead of a ranged spell attack, which increases all the spell's damage dice to d6s.

Critical Success The target takes double damage and 1d4 persistent fire damage.

Success The target takes full damage.

Heightened (+1) The initial damage increases by 1d4 and the persistent fire damage on a critical hit increases by 1d4.

ILL OMEN ◆◆ SPELL 1

CONCENTRATE CURSE MANIPULATE MISFORTUNE

Traditions occult

Range 30 feet; **Targets** 1 creature

Duration 1 round

The target is struck with misfortune, which throws it off balance. The target must attempt a Will save.

Success The target is unaffected.

Failure The first time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

Critical Failure Every time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

ILLUSORY CREATURE ◆◆ SPELL 2

AUDITORY CONCENTRATE ILLUSION MANIPULATE OLFACTORY VISUAL

Traditions arcane, occult

Range 500 feet

Duration sustained

You create an illusory image of a Large or smaller creature. It generates the appropriate sounds, smells, and feels believable to the touch. If you and the image are ever farther than 500 feet apart, the spell ends.

The image can't speak, but you can use your actions to speak through the creature, with the spell disguising your voice as appropriate. You might need to attempt a Deception or Performance check to mimic the creature, as determined by the GM. This is especially likely if you're trying to imitate a specific person and engage with someone that person knows.

In combat, the illusion can use 2 actions per turn, which it uses when you Sustain the spell. It uses your spell attack modifier for attack rolls and your spell DC for its AC. Its saving throw modifiers are equal to your spell DC – 10. It is substantial enough that it can flank other creatures. If the image is hit by an attack or fails a save, the spell ends.

The illusion can cause damage by making the target believe the illusion's attacks are real, but it cannot otherwise directly affect the physical world. If the illusory creature hits with a Strike, the target takes 3d4 mental damage. The illusion's Strikes are nonlethal. If the damage doesn't correspond to the image of the monster—for example, if an illusory Large dragon deals only 5 damage—the GM might allow the target to attempt an immediate Perception check to disbelieve the spell. Any relevant resistances and weaknesses apply if the target thinks they do, as judged by the GM. For example, if the illusion wields a warhammer and attacks a creature resistant to bludgeoning damage, the creature would take less mental damage. However, illusory damage does not deactivate regeneration or trigger other effects that require a certain damage type. The GM should track illusory damage dealt by the illusion.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion. When a creature disbelieves the illusion, it recovers from half the damage it had taken from it (if any) and doesn't take any further damage from it.

Heightened (+1) The damage of the image's Strikes increases by 1d4, and the maximum size of creature you can create increases by one (to a maximum of Gargantuan).

ILLUSORY DISGUISE ◆◆ SPELL 1

CONCENTRATE ILLUSION MANIPULATE VISUAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

You create an illusion that causes the target to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds). The disguise is typically good enough to hide their identity, but not to impersonate a specific individual. The spell changes their appearance and voice, but not mannerisms. You can change the appearance of its clothing and worn items, such as making its armor look like a dress. Held items are unaffected, and any worn item removed from the creature returns to its true appearance.

Casting *illusory disguise* counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties the target might take for disguising itself as a dissimilar creature, gives a +4 status bonus to Deception checks to prevent others from seeing through the disguise, and lets the target add its level to such Deception checks even if untrained. You can Dismiss this spell.

Heightened (3rd) The target can appear as any creature of the same size, even a specific individual. You must have seen an individual to replicate its appearance, and must have heard its voice to replicate its voice.

Heightened (4th) You can target up to 10 willing creatures. If you target multiple creatures, you can choose a different disguise for each target, but none can impersonate a specific individual. You can Dismiss each disguise individually or all collectively.

Heightened (7th) As 4th, but you can choose disguises that impersonate specific individuals. You must have seen an individual to replicate its appearance, and must have heard its voice to replicate its voice.

ILLUSORY OBJECT ◆◆ SPELL 1

CONCENTRATE ILLUSION MANIPULATE VISUAL

Traditions arcane, occult

Range 500 feet; **Area** 20-foot burst

Duration 10 minutes

You create an illusory visual image of a stationary object. The entire image must fit within the spell's area. The object appears to animate naturally, but it doesn't make sounds or generate smells. For example, water would appear to pour down an illusory waterfall, but it would be silent.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion.

Heightened (2nd) Your image makes appropriate sounds, generates normal smells, and feels right to the touch. The spell gains the auditory and olfactory traits. The duration increases to 1 hour.

Heightened (5th) As the 2nd-rank version, but the duration is unlimited.

ILLUSORY SCENE SPELL 5

AUDITORY CONCENTRATE ILLUSION MANIPULATE OLFACTORY VISUAL

Traditions arcane, occult

Cast 10 minutes

Range 500 feet; **Area** 30-foot burst

Duration 1 hour

You craft an imaginary scene that includes up to 10 discrete creatures or objects of various sizes, all of which must be within the spell's area. These elements generate appropriate sounds and smells, and they feel right to the touch. Elements of an illusory scene are incapable of speech. Unlike with the *illusory creature* spell, creatures in your scene lack combat abilities and statistics. Your scene doesn't include changes to the environment around it, though you can place your scene within the illusory environment of a *mirage* spell.

When you create the scene, you can choose to have it be static or follow a program. Though a static scene is

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stationary, it includes basic natural movement. For example, wind blowing on an illusory piece of paper would rustle it. A program can be up to 1 minute long and repeats when finished. For instance, you could create a scene of two orcs fighting each other, and the fight would go the same way for each repetition. If you create a loop, the two fighters end up in the same place at the start of the scene and at the end of it, but you can smooth the program so it's hard to tell when the loop ends and begins. Anyone observing the scene for more than a few minutes almost always notices it looping. You're unable to alter the program after you create the illusion.

Any creature that touches any part of the image or uses the Seek action to examine it can attempt to disbelieve your illusion. If they interact with a portion of the illusion, they disbelieve only that portion. They disbelieve the entire scene only on a critical success.

Heightened (6th) Creatures or objects in your scene can speak. You must speak the specific lines for each actor when creating your program. The spell disguises your voice for each actor.

Heightened (8th) As the 6th-rank version, and the duration is unlimited.

IMPALING SPIKE ◆◆ SPELL 5

CONCENTRATE MANIPULATE METAL

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** 1 minute

You conjure a spike that thrusts up from the earth beneath a target creature, potentially impaling it. The spike is made of cold iron and deals 8d6 piercing damage. The target must attempt a Reflex save.

Critical Success The target dodges the spike and is unaffected.

Success The target is struck by the spike and takes half damage.

Failure The target is impaled through a leg or another non-vital body part. The creature takes full damage and, if it's standing on solid ground, becomes immobilized. It can attempt to Escape (the DC is your spell DC). While it remains impaled, it takes damage from any weakness to cold iron it has at the end of each of its turns.

Critical Failure As failure, but the creature is impaled through a vital organ or its center of mass, taking double damage, and it is off-guard as long as it's impaled.

Heightened (+1) The damage increases by 2d6.

IMPLOSION ◆◆ SPELL 9

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 corporeal creature

Defense basic Fortitude; **Duration** sustained up to 1 minute

You crush the target by causing it to collapse in on itself, dealing 75 damage. The first time each round you Sustain the spell, you must choose a new target to be subject to the same effect; the same creature can never be targeted more than once with a single casting of this spell. You also can't affect more than one creature per turn with *implosion*. You can't target a creature that's incorporeal, gaseous, or liquid, or otherwise lacking a solid form.

Heightened (+1) The damage increases by 10.

INDESTRUCTIBILITY ◆◆ SPELL 10

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Duration until the start of your next turn

You sever yourself from cause and effect. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can selectively allow yourself to be affected by anything you're willing to have affect you.

INFUSE VITALITY ◆ TO ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE VITALITY

Traditions divine

Range 30 feet; **Targets** 1 to 3 willing creatures

Duration 1 minute

You empower attacks with vital energy. The number of targets is equal to the number of actions you spent casting this spell. Each target's unarmed and weapon Strikes deal an extra 1d4 vitality damage. (This damage typically damages only undead, as explained on page 409). If you have the holy trait, you can add that trait to this spell and to the Strikes affected by the spell.

Heightened (3rd) The damage increases to 2d4 damage.

Heightened (5th) The damage increases to 3d4 damage.

INSECT FORM ◆◆ SPELL 3

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 minute

You envision a simple bug and transform into a Medium animal battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal (such as such as a ladybug or scarab for beetle), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss this spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 10 temporary Hit Points.
- Low-light vision.
- One or more attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +13, and your damage bonus is +2. These attacks are Strength based (for the purpose of the enfeebled condition). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +13, unless your own is higher.

You gain specific abilities based on the form you choose:

- **Ant** Speed 30 feet, climb 30 feet; **Melee** ◆ mandibles, **Damage** 2d6 bludgeoning.
- **Beetle** Speed 25 feet; **Melee** ◆ mandibles, **Damage** 2d10 bludgeoning.



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- **Centipede** Speed 25 feet, climb 25 feet; darkvision; **Melee** ❖ mandibles, **Damage** 1d8 piercing plus 1d4 persistent poison.
- **Mantis** Speed 40 feet; imprecise scent 30 feet; **Melee** ❖ foreleg, **Damage** 2d8 piercing.
- **Scorpion** Speed 40 feet; darkvision, imprecise tremorsense 60 feet; **Melee** ❖ stinger, **Damage** 1d8 piercing plus 1d4 persistent poison; **Melee** ❖ pincer (agile), **Damage** 1d6 bludgeoning.
- **Spider** Speed 25 feet, climb 25 feet; darkvision; **Melee** ❖ fangs, **Damage** 1d6 piercing plus 1d4 persistent poison; **Ranged** ❖ web (range increment 20 feet), **Damage** entangles the target for 1 round.

Heightened (4th) Your battle form is Large, and your attacks have 10-foot reach. You instead gain 15 temporary HP, attack modifier +16, damage bonus +6, and Athletics +16.

Heightened (5th) Your battle form is Huge, and your attacks have 15-foot reach. You instead gain 20 temporary HP, attack modifier +18, damage bonus +2 and double damage dice (including persistent damage), and Athletics +20.

INTERPLANAR TELEPORT — SPELL 7

UNCOMMON CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, divine, occult, primal

Cast 10 minutes; **Requirements** You have a planar key for the destination plane, used as a locus

Range 5 feet; **Targets** up to 8 willing creatures

You and your allies traverse the barriers between planes of existence. The targets move to another plane, such as the Plane of Fire, the Netherworld, or the Outer Rifts. You must know the destination plane exists and use a magic planar key created from material from that plane as a locus for the spell. While the planar keys for most prominent planes are uncommon, just like the spell *interplanar teleport*, more obscure planes and demiplanes often have rare or possibly even unique planar keys.

The spell is highly imprecise, and you appear 1d20×25 miles from the last place one of the targets (of your choice) was located the last time that target traveled to the plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane. *Interplanar teleport* doesn't provide a means of return travel, though casting *interplanar teleport* again allows you to return to your previous plane unless there are extenuating circumstances.

INVISIBILITY ❖❖ — SPELL 2

ILLUSION MANIPULATE SUBTLE

Traditions arcane, occult

Range touch; **Targets** 1 creature

Duration 10 minutes

Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them

instead (page 434). If the target uses a hostile action, the spell ends after that hostile action is completed.

Heightened (4th) The spell lasts 1 minute, but it doesn't end if the target uses a hostile action.

INVOKE SPIRITS ◆◆ SPELL 5

CONCENTRATE EMOTION FEAR MANIPULATE MENTAL VOID

Traditions arcane, divine, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

Ragged apparitions of the dead rise to stalk the living. They deal 2d4 mental damage and 2d4 void damage to each living creature in the area, with a basic Will save. Additionally, creatures that critically fail the save are frightened 2 and are fleeing for 1 round.

On subsequent rounds, the first time you Sustain the spell each round, you can move the area up to 30 feet within the range of the spell. Living creatures in the new area must attempt saves with the same effects as above, except that critically failing doesn't make them flee.

Heightened (+2) The mental damage and void damage each increase by 1d4.

ITEM FACADE ◆◆ SPELL 1

CONCENTRATE ILLUSION MANIPULATE VISUAL

Traditions arcane, occult

Range touch; **Targets** 1 object no more than 10 feet by 10 feet by 10 feet

Duration 1 hour

You make the target object look and feel as though it were in much better or worse physical condition. When you Cast this Spell, decide whether you want to make the object look decrepit or perfect. An item made to look decrepit appears broken and shoddy. An intact item made to look better appears as though it's brand new and highly polished or well maintained. A broken item appears to be intact and functional. Destroyed items can't be affected by this spell. A creature that Interacts with the item can attempt to disbelieve the illusion.

Heightened (2nd) The duration is 24 hours.

Heightened (3rd) The duration is unlimited.

JUMP ◆ SPELL 1

MANIPULATE MOVE

Traditions arcane, primal

Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Heightened (3rd) The range becomes touch, the target changes to one touched creature, and the duration becomes 1 minute, allowing the target to jump as described whenever it takes the Leap action.

KNOCK ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 door, lock, or container

Duration 1 minute

You make the target easier to open. *Knock* grants a +4 status bonus to any creature that tries to open the target door, lock, or container with an Athletics or a Thievery check. You can attempt a Thievery check to open the target as part of casting *knock*, and you add your level even if you're untrained.

Knock counteracts *lock*.

KNOW THE WAY ◆◆ CANTRIP 1

CANTRIP CONCENTRATE DETECTION MANIPULATE

Traditions divine, occult, primal

In your mind's eye, you magically reorient yourself. You immediately know which direction is north (if it exists at your current location), and you can choose a location you were at within the last 24 hours and learn what direction it lies.

Heightened (3rd) You can choose a location you were at within the last week.

Heightened (7th) You can choose a location you were at regardless of how long ago you were there.

LAUGHING FIT ◆◆ SPELL 2

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 living creature

Defense Will; **Duration** sustained

The target is overtaken with uncontrollable laughter. It must attempt a Will save.

Critical Success The target is unaffected.

Success The target is plagued with uncontrollable laugher. It can't use reactions.

Failure The target is slowed 1 and can't use reactions.

Critical Failure The target falls prone and can't use actions or reactions for 1 round. It then takes the effects of a failure.

LEVITATE ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 unattended object or willing creature

Duration 5 minutes

You defy gravity and levitate the target 5 feet off the ground. You can Sustain the spell to move the target up or down 10 feet. A creature floating in the air from *levitate* takes a –2 circumstance penalty to attack rolls. A floating creature can spend an Interact action to stabilize itself and negate this penalty for the remainder of its turn. If the target is adjacent to a fixed object or terrain of suitable stability, it can move across the surface by climbing (if the surface is vertical, like a wall) or crawling (if the surface is horizontal, such as a ceiling). The GM determines which surfaces can be climbed or crawled across.

LIGHT ◆◆ CANTRIP 1

CANTRIP CONCENTRATE LIGHT MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet

Duration until your next daily preparations

You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

Heightened (4th) The orb sheds light in a 60-foot radius (and dim light for the next 60 feet).

LIGHTNING BOLT ◆◆ SPELL 3

CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal
Area 120-foot line
Defense basic Reflex

A bolt of lightning strikes outward from your hand, dealing 4d12 electricity damage with a basic Reflex save.

Heightened (+1) The damage increases by 1d12.

LIMINAL DOORWAY SPELL 4

UNCOMMON CONCENTRATE EXTRADIMENSIONAL MANIPULATE

Traditions arcane, occult
Cast 10 minutes
Range touch
Duration 8 hours

You draw a chalk doorway on an unbroken surface, which opens into an extradimensional space. Any creature treating the drawing as an actual door can Interact to touch the doorknob and pass through. The warped, chalk-drawn room beyond the door is 20 feet in width, depth, and height. The space is unadorned and empty, with chalk lines indicating the corners of the walls.

If the drawing is scrubbed away, the underlying surface is broken, or a creature attempts to enter the space that would put it over capacity, the space begins to collapse. The space ejects one creature at random each round, depositing it on the nearest open ground, until all creatures are returned outside.

LOCATE SPELL 3

UNCOMMON CONCENTRATE DETECTION MANIPULATE

Traditions arcane, divine, occult
Cast 10 minutes
Range 500 feet; **Targets** 1 specific object or type of object
Duration sustained

You learn the direction to the target (if you picked a specific object, such as "my mother's sword") or the nearest target (if you picked a type of object, such as "swords"). If the target is a specific object, you must have observed it directly with your own senses. If it's a type of object, you still need to have an accurate mental image of the type of object. If there's lead or running water between you and the target, this spell can't locate the object. This means you might find a type of object farther away if the nearest one is behind lead or running water.

Heightened (5th) You can target a specific creature or ancestry instead of an object, but you must have met or seen up close the creature or ancestry you want to target.

LOCK ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult
Range touch; **Targets** 1 lock, or a door or container with a latch
Duration until your next daily preparations

The target's latch mechanism clinks shut, held fast by unseen magical wards. When you magically lock a target, you set an Athletics and Thievery DC to open it equal to your spell DC or the base lock DC with a +4 status bonus, whichever is higher. Any key or combination that once opened a lock affected by this spell does not do so for the duration of the spell, though the key or combination does grant a +4 circumstance bonus to checks to open the door.

If the target is opened, the spell ends. Assuming the target is not barred or locked in some additional way, you can unlock and open it with an Interact action during which you touch the target. This does not end the spell. You can Dismiss this spell at any time and from any distance.

Heightened (2nd) The duration is unlimited, but you must expend 6 gp worth of precious metals as an additional cost.

MAD MONKEYS ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions primal
Range 30 feet; **Area** 5-foot burst
Duration sustained up to 1 minute

Magical monkey spirits fill the area as they pile and climb on top of one another. Because the monkeys are magical spirits, they can't be attacked or hurt. Casting *calm* or a similar effect over the monkeys makes them docile, causing them to cease making mischief for the duration of *mad monkeys*.

Choose the kind of mischief your monkeys make when you Cast the Spell. They produce the effect listed for that mischief when you Cast the Spell and the first time each round when you Sustain the spell. The first time each round when you Sustain the spell, you can move the area of the monkeys by 5 feet.

- **Flagrant Burglary** The monkeys try to Steal any one item from one creature in the area. Use your spell DC – 10 as the monkeys' Thievery modifier. Their attempt relies more on distraction than subtlety, so the victim knows what item the monkeys were trying to take and whether it was taken. Getting a stolen item from the monkeys—even for the caster—requires Stealing it from them or Disarming them, using your spell DC. When the spell ends, any stolen items fall to the ground in any square of the spell's area you choose.
- **Raucous Din** The monkeys screech loudly, potentially deafening creatures in the spell's area. Each creature in the spell's area must attempt a Fortitude save.

  Critical Success The creature is unaffected and is temporarily immune for 10 minutes.

  Success The creature is unaffected.

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Failure The creature is deafened for 1 round.

Critical Failure The creature is deafened for 1 minute.

- **Tumultuous Gymnastics** The monkeys jump and climb all over creatures in the spell's area, interfering with complex movements. Each creature in the spell's area must attempt a Reflex save.

  Critical Success The creature is unaffected and is temporarily immune for 10 minutes.

  Success The creature is unaffected.

  Failure For 1 round, the creature must succeed at a DC 5 flat check whenever it attempts a manipulate action. If it fails this check, the action is disrupted.

  Critical Failure As failure, but the monkeys cling to the creature tenaciously, and the effect lasts until the spell ends, even if the creature leaves the spell's area.

MAGIC PASSAGE ◆◆ SPELL 5

UNCOMMON CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Area** 5-foot-wide, 10-foot-tall, 10-foot-deep section of wooden, plaster, or stone wall

Duration 1 hour

You create a visible tunnel through the wall in the chosen area, replacing the area with empty space. If the wall is thicker than 10 feet, the tunnel ends 10 feet in. Even a small layer of metal in the wall prevents this spell from functioning. This spell doesn't reduce the integrity of the structure. When the spell ends, anyone inside the tunnel is shunted to the nearest exit.

Heightened (7th) The tunnel can be up to 20 feet deep. The areas of the wall that contain your tunnel's entrance appear completely normal (unless viewed with *truesight* or a similar effect), despite the tunnel's existence. The tunnel's entrance functions as a solid wall, but you can specify a password or a trigger (page 303), allowing creatures to enter freely.

MANIFESTATION ◆◆◆ SPELL 10

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

You spin secrets from the fundaments of magic, shaping them into a power with nearly unlimited potential. You duplicate a spell of 9th rank or lower of the tradition from which you cast *manifestation*, or a spell of 7th rank or lower from any tradition. Though you can normally choose only spells that are common or to which you have access, the GM might allow broader options.

MARINER'S CURSE ◆◆ SPELL 5

CONCENTRATE CURSE MANIPULATE

Traditions arcane, occult, primal

Range touch; **Targets** 1 creature

Defense Will

You afflict the target with the curse of the roiling, unforgiving sea. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target becomes sickened 1. Reducing its sickened condition to 0 ends the curse.

Failure The target becomes sickened 1 and can't reduce its sickened condition below 1 while the curse remains. The curse can be lifted by 4th-rank *cleanse affliction* or similar magic. Whenever the target is sickened and on the water at least a mile from shore, it is also slowed 1.

Critical Failure As failure, but the target becomes sickened 2.

MARVELOUS MOUNT SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range 30 feet; **Targets** one creature

Duration 8 hours

You conjure a Large fantastical creature to serve as a mount for the target. The mount is the target's minion (page 301), has a Speed of 40 feet, and can bear the target with any carried possessions. It can't carry any other creature. The mount uses the target's AC and saves, but it's destroyed if it takes more than 10 damage at one time, ending the spell.

Heightened (3rd) The mount can walk on water, but it must end its turn on solid ground or sink.

Heightened (4th) The mount has a Speed of 60 feet and can walk on water.

Heightened (5th) The mount has a Speed of 60 feet and can walk on water. It also has a fly Speed of 60 feet, but it must end its turn on a surface or fall.

Heightened (6th) The mount has a Speed and fly Speed of 80 feet.

MASK OF TERROR ◆◆ SPELL 7

CONCENTRATE EMOTION FEAR ILLUSION MANIPULATE MENTAL VISUAL

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

The target appears to be a gruesome and terrifying creature. The effect is unique to each observer, so a human viewing the target might see a demon with bloody fangs, but a demon observing the target might see a glowing angelic visage.

When any creature attempts a hostile action against the target, the creature must attempt a Will save. It is then temporarily immune until the end of its next turn.

Success The creature is unaffected.

Failure The creature becomes frightened 2 before using its action.

Critical Failure The creature becomes frightened 2, and its action fails and is wasted.

Heightened (8th) You can target up to 5 creatures. If a creature uses a hostile action or reaction that affects multiple targets simultaneously, it needs to attempt only one save against *mask of terror*.

MASSACRE ◆◆ SPELL 9

CONCENTRATE DEATH MANIPULATE VOID

Traditions arcane, divine, primal

Area 60-foot line

Defense Fortitude

You unleash a wave of death to snuff out the life force of those in its path. Each living creature of 17th level or lower in the line

must attempt a Fortitude save. If the damage from *massacre* reduces a creature to 0 Hit Points, that creature dies instantly. If *massacre* doesn't kill even a single creature, the void energy hungrily turns backward toward you, dealing an additional 30 void damage to every living creature in the line (even those above 17th level) and 30 void damage to you.

Critical Success The creature is unaffected.

Success The creature takes 9d6 void damage.

Failure The creature takes 100 void damage.

Critical Failure The creature dies.

Heightened (10th) The spell can affect living creatures up to 19th level. Increase the damage to 10d6 on a success, and to 115 on a failure.

MENDING SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range touch; **Targets** non-magical object of light Bulk or less

You repair the target item. You restore 5 Hit Points per spell rank to the target, potentially removing the broken condition if this repairs it past the item's Broken Threshold. You can't replace lost pieces or repair an object that's been completely destroyed.

Heightened (2nd) You can target a non-magical object of 1 Bulk or less.

Heightened (3rd) You can target a non-magical object of 2 Bulk or less, or a magical object of 1 Bulk or less.

MESSAGE ◆ CANTRIP 1

AUDITORY CANTRIP CONCENTRATE ILLUSION LINGUISTIC MENTAL SUBTLE

Traditions arcane, divine, occult

Range 120 feet; **Targets** 1 creature

Duration see below

You mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

Heightened (3rd) The spell's range increases to 500 feet.

METAMORPHOSIS ◆◆ SPELL 9

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 minute

Harnessing your mastery of transformative magic, you hide forms within forms. You transform yourself into any form you could choose with a polymorph spell in your spell repertoire or that you could prepare of 8th-rank or lower (including any 8th-rank or lower heightened versions of spells you know). You gain 40 temporary Hit Points rather than the amount normally granted by the form.

You can Sustain the spell to enter a new form you haven't used during this *metamorphosis*. This replenishes your temporary Hit Points from this spell.

MIGRATION ◆◆ SPELL 8

CONCENTRATE MANIPULATE POLYMORPH

Traditions primal

Cast 10 minutes

Range 20 feet; **Targets** you and up to 5 willing creatures

Duration 8 hours

The targets naturally take on animal forms most fitting their movement and environment. Each target gains a land, burrow, climb, fly, and swim Speed of 40 feet, and can transform into a Tiny or Small animal most appropriate for a given movement and environment. It also gains immunity to mild, severe, and extreme cold and heat, along with any other immunities common to the local wildlife, at the GM's discretion. In exploration mode, a target can move much faster, at a travel Speed of 20 miles per hour.

A target can't Strike, cast spells, or use most manipulate actions in animal form, but it can resume its normal shape by Sustaining the spell. It can Sustain the spell again to resume animal form.

MIND PROBE SPELL 5

UNCOMMON CONCENTRATE LINGUISTIC MANIPULATE MENTAL

Traditions arcane, occult

Cast 1 minute

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

You cast your thoughts through a creature's mind, sifting for information. You access the target's memories and knowledge unless it fends you off with a Will save.

Success The target is unaffected.

Failure Each round of the spell's duration, you can Sustain the spell to ask a different question and attempt to uncover the answer. For each question, the target can attempt a Deception check against your spell DC; if the target succeeds, you don't learn the answer, and on a critical success, the target gives you a false answer that you believe is truthful Once you've asked the target a given question, asking it again, even with a separate casting of *mind probe*, produces the same result.

Critical Failure As failure, and the target takes a –4 circumstance penalty to Deception checks against your questions.

MIND READING ◆◆ SPELL 3

UNCOMMON CONCENTRATE DETECTION MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round or sustained up to 1 minute

With a cursory mental touch, you attempt to read the target's mind. It must attempt a Will save. The target then becomes temporarily immune to your *mind reading* for 1 hour.

Critical Success The target perceives vague surface thoughts from you when you Cast the Spell.

Success You find out whether the target's Intelligence modifier is higher than, equal to, or lower than yours.

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Failure You perceive vague surface thoughts from the target when you Cast the Spell, and you find out whether its Intelligence is higher than, equal to, or lower than yours.

Critical Failure As failure, and for the duration of the spell, you can Sustain the spell to detect the target's surface thoughts again. The target doesn't receive any additional saves.

MINDLINK ◆◆ SPELL 1

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, occult

Range touch; **Targets** 1 willing creature

You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

MIRAGE SPELL 4

UNCOMMON CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, occult, primal

Cast 10 minutes

Range 500 feet; **Area** 50-foot burst

Duration until your next daily preparations

You create an illusion that causes natural terrain to look, sound, feel, and smell like a different kind of terrain. This doesn't disguise any structures or creatures in the area.

Any creature that touches the illusion or uses the Seek action to examine it can attempt to disbelieve your illusion.

Heightened (5th) Your image can also disguise structures or create illusory structures (but still doesn't disguise creatures).

MISLEAD ◆◆ SPELL 6

CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, occult

Duration sustained up to 1 minute

You turn yourself invisible and create an illusory duplicate of yourself. When you Sustain the spell, you can mentally dictate a course of action for your duplicate to follow that round. Your duplicate acts as though it had your full number of actions, though it can't actually affect anything in the environment. Both the duplicate and your invisibility persist for the spell's duration. Performing a hostile action doesn't end *mislead*'s invisibility, just like a 4th-rank *invisibility* spell. A creature that determines the duplicate is an illusion doesn't necessarily know you're invisible, and one that can see your invisible form doesn't necessarily know your duplicate is an illusion.

If you Cast a Spell, attack, or otherwise interact with another creature, as a part of that action you can attempt a Deception check against observers' Perception DCs to convince them your duplicate used that action. This doesn't fool anyone who's aware your duplicate is an illusion, nor does it work if the attack obviously couldn't have come from the duplicate. For instance, if you fired a ray, you could make it look like it came from the duplicate as long as the duplicate was positioned appropriately, but if you attacked with a sword and your duplicate was across the room from the target, your Deception check would automatically fail.

MIST ◆◆◆ SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You call forth a cloud of mist. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. You can Dismiss the cloud.

MOMENT OF RENEWAL ◆◆ SPELL 8

CONCENTRATE HEALING MANIPULATE

Traditions divine, primal

Range touch; **Targets** up to 6 creatures

The targets experience a day's worth of recovery in an instant. Any detrimental effects that would be gone after 24 hours end, though this doesn't shorten the duration of any active spells affecting the targets. The targets regain Hit Points and recover from conditions as if they had taken 24 hours of rest, but they do not make their daily preparations again or gain any benefits of rest other than healing. The targets are then temporarily immune for 1 day.

MONSTROSITY FORM ◆◆ SPELL 8

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 minute

You transform into the shape of a legendary monster, assuming a Huge battle form. When you Cast this Spell, choose phoenix, cave worm, or sea serpent. While in this form, you gain the beast trait (for phoenix) or the animal trait (for cave worm or sea serpent). You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 20 + your level. Ignore your armor's check penalty and Speed reduction.
- 20 temporary Hit Points.
- Darkvision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +28, and you use the listed damage. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +30, unless your own is higher.

You gain specific abilities based on the monster you choose:

- **Cave Worm** Speed 40 feet, burrow 30 feet, swim 20 feet; **Melee** ◆ jaws (reach 10 feet), Damage 2d12+20 piercing; **Melee** ◆ stinger (agile, reach 10 feet), **Damage** 2d8+15 piercing plus 2d6 persistent poison; **Melee** ◆ body (reach 10 feet) **Damage** 2d8+20 bludgeoning; **Inexorable** You automatically recover from the paralyzed, slowed, and stunned conditions at the end of each of your turns. You're also immune to being immobilized and ignore difficult terrain and greater difficult terrain.



- **Phoenix** Speed 30 feet, fly 90 feet; **Melee** ❖ beak (reach 15 feet), **Damage** 2d6+12 piercing plus 2d4 fire and 2d4 persistent fire; **Melee** ❖ talon (agile, reach 15 feet), **Damage** 2d8+12 slashing; **Shroud of Flame** (aura, fire, primal) 20 feet. You gain an aura of fire that extends out from you. A creature that enters or ends its turn within the aura takes 2d6 fire damage. A creature can take this damage only once per turn. You can activate or deactivate this aura with a Sustain action.
- **Sea Serpent** Speed 20 feet, swim 90 feet; **Melee** ❖ jaws (reach 15 feet), **Damage** 2d12+20 piercing; **Melee** ❖ tail (reach 25 feet), **Damage** 2d8+20 bludgeoning; **Spine Rake** ❖❖ (move) You extend your spines and Swim or Stride. Each creature you're adjacent to at any point during your movement takes 4d8+10 slashing damage (basic Reflex against your spell DC).

Heightened (9th) You instead gain AC = 22 + your level, 25 temporary HP, attack modifier +31, increase damage by one damage die, and Athletics +33.

MOON FRENZY ❖❖ SPELL 5

CONCENTRATE MANIPULATE MORPH

Traditions primal

Range 30 feet; **Targets** up to 5 willing creatures

Duration 1 minute

A feral aspect overcomes the targets, filling them with strength and ferocity. Targets gain 5 temporary Hit Points, a +10-foot status bonus to their Speeds, and weakness 5 to silver. They also grow vicious fangs and claws, which are unarmed attacks. The fangs deal 2d8 piercing damage; the claws deal 2d6 slashing damage and have the agile and finesse traits. The targets use their highest weapon or unarmed attack proficiency with these attacks, and if they have weapon specialization or greater weapon specialization, they add this damage as well. On a critical hit with one of these unarmed attacks, the creature struck takes 1d4 persistent bleed damage.

The targets can't use concentrate actions unless those actions also have the rage trait, with the exception of Seek. A creature can attempt to end the spell's effect on itself by using a single action, which has the rage trait, to attempt a Will save against your spell DC; on a success, it ends the spell's effect on itself.

If a target is in the light of a full moon, it also grows by one size if it were Medium or smaller. This increases the reach of a Medium or Tiny creature by 5 feet.

Heightened (6th) The temporary Hit Points increase to 10, the silver weakness to 10, and the damage dealt by the attacks to three dice.

Heightened (10th) The temporary Hit Points increase to 20, the silver weakness to 20, and the damage dealt by the attacks to four dice.

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MOUNTAIN RESILIENCE ◆◆ SPELL 4

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal
Range touch; **Targets** 1 creature
Duration 20 minutes

The target's skin hardens like the stone of a mountain face. It gains resistance 5 to physical damage, except adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, *mountain resilience*'s duration decreases by 1 minute.

Heightened (6th) The resistance increases to 10.
Heightened (8th) The resistance increases to 15.
Heightened (10th) The resistance increases to 20.

MYSTIC ARMOR ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal
Duration until your next daily preparations

You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing *mystic armor*, you use your unarmored proficiency to calculate your AC.

Heightened (4th) You gain a +1 item bonus to saving throws.
Heightened (6th) The item bonus to AC increases to +2, and you gain a +1 item bonus to saving throws.
Heightened (8th) The item bonus to AC increases to +2, and you gain a +2 item bonus to saving throws.
Heightened (10th) The item bonus to AC increases to +3, and you gain a +3 item bonus to saving throws.

NATURE INCARNATE ◆◆ SPELL 10

CONCENTRATE MANIPULATE POLYMORPH

Traditions primal
Duration 1 minute

The primal power of the world flows through you. You transform into an incarnation of nature, either a green man or a kaiju. Your battle form is Medium for a green man or Gargantuan (30-foot-by-30-foot space) for a kaiju. While in this form, you gain the plant trait (for a green man) or the beast trait (for a kaiju). You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 25 + your level. Ignore your armor's check penalty and Speed reduction.
- 30 temporary Hit Points.
- Darkvision.
- One or more attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +34, and you use the listed damage. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +36, unless your own is higher.

You gain specific abilities based on the incarnation you choose:

- **Green Man** Speed 40 feet, climb 40 feet; **Melee** ◆ vines (reach 30 feet, versatile P), **Damage** 6d8+12 bludgeoning; **Ranged** ◆ thorns (range 100 feet), **Damage** 6d6+6 piercing; **Green Caress** (aura, primal) 60 feet. Enemies other than plants must succeed at a Fortitude save against your spell DC or become clumsy 1 for 1 round (clumsy 2 on a critical failure).
- **Kaiju** Speed 50 feet; resistance 5 to physical damage; **Melee** ◆ jaws (reach 30 feet), **Damage** 6d10+10 piercing; **Melee** ◆ claws (agile, reach 30 feet), **Damage** 6d8+8 slashing; **Melee** ◆ foot (agile, reach 15 feet), **Damage** 6d6+10 bludgeoning; **Unstoppable** You are immune to being immobilized and ignore difficult terrain and greater difficult terrain; **Trample** ◆◆◆ You move up to double your Speed and move through the spaces of Huge or smaller creatures, trampling each creature whose space you enter. A trampled creature takes foot damage with a basic Reflex save against your spell DC.

NATURE'S PATHWAY SPELL 5

UNCOMMON CONCENTRATE MANIPULATE MENTAL PLANT TELEPORTATION

Traditions primal
Cast 1 minute

You step into a living tree with a trunk big enough for you to fit inside it and instantly teleport to any tree within 5 miles that also has a sufficiently large trunk. Once you enter the first tree, you instantly know the rough locations of other sufficiently large trees within range and can exit from the original tree, if you prefer. You can't carry extradimensional spaces with you; if you attempt to do so, the spell fails.

Heightened (6th) The tree you exit can be up to 50 miles away.
Heightened (8th) The tree you exit can be up to 500 miles away.
Heightened (9th) The tree you exit can be anywhere on the same planet.

NEVER MIND ◆◆ SPELL 6

CONCENTRATE CURSE INCAPACITATION MANIPULATE MENTAL

Traditions arcane, occult
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** varies

You drastically reduce the target's mental faculties. The target must attempt a Will save. The effects of this curse can be removed only through effects that target curses.

Critical Success The target is unaffected.
Success The target is stupefied 2 for 1 round.
Failure The target is stupefied 4 with an unlimited duration.
Critical Failure The target's intellect is permanently reduced below that of an animal, and it treats its Charisma, Intelligence, and Wisdom modifiers as –5. It loses all class abilities that require mental faculties, including all spellcasting. If the target is a PC, they become an NPC under the GM's control.

NIGHTMARE SPELL 4

CONCENTRATE ILLUSION MANIPULATE MENTAL

Traditions arcane, occult
Cast 10 minutes
Range planetary; **Targets** 1 creature you know by name

Defense Will; **Duration** 1 day

You send disturbing nightmares to your target. The next time the target falls asleep, it must attempt a Will save. If you know the target only by name and have never met them, the target gets a +4 circumstance bonus to the Will save.

Critical Success The target is unaffected and is temporarily immune for 1 week.

Success The target has the nightmares but has no adverse effects other than unpleasant memories.

Failure The target has the nightmares and awakens fatigued.

Critical Failure The target has the nightmares, awakens fatigued, and is drained 2 until it is no longer fatigued.

NOISE BLAST ◆◆ SPELL 2

CONCENTRATE MANIPULATE SONIC

Traditions arcane, divine, occult

Range 30 feet; **Area** 10-foot burst

Defense Fortitude

A cacophonous noise blasts out, dealing 2d10 sonic damage. Each creature must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage, is deafened for 1 minute, and is stunned 1.

Heightened (+1) The damage increases by 1d10.

OAKEN RESILIENCE ◆◆ SPELL 2

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

The target's skin becomes tough, with a consistency like bark or wood. The target gains resistance 2 to bludgeoning and piercing damage and weakness 3 to fire. After the target takes fire damage, it can Dismiss the spell as a free action triggered by taking the damage; doing so doesn't reduce the fire damage the target was dealt.

Heightened (+2) The resistances increase by 2, and the weakness increases by 3.

ONE WITH PLANTS ◆◆ SPELL 2

CONCENTRATE MANIPULATE PLANT POLYMORPH WOOD

Traditions primal

Duration 10 minutes or 8 hours

You can either transform into a plant or merge with plant matter. While transformed, you can't move or affect anything outside the plant, but you can cast spells as long as they don't require line of effect beyond the plant. You can Dismiss this spell.

- **Merge with Plants** The spell's duration is 10 minutes. While casting the spell, you must touch a plant with enough volume to fit you and your possessions or the spell is disrupted. While merged, you can hear, but not see, what's going on outside the plant. If the plant takes damage while you're inside it, you're expelled from the plant and take 10d6 damage. *Magic passage* expels you without dealing damage. The spell ends if you're ever outside the plant.
- **Turn into a Plant** The spell's duration is 8 hours. You become a Large plant—typically a tree. Perception checks don't reveal your true nature, but a successful Nature or Survival check against your spell DC reveals that you appear to be a plant that is strangely new to the area. While in this form, you can observe everything around you, using your normal senses. As a plant, your AC is 20, and only status bonuses, status penalties, circumstance bonuses, and circumstance penalties affect you. Any successes and critical successes you roll on Reflex saves are failures.

ONE WITH STONE ◆◆ SPELL 3

CONCENTRATE EARTH MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 10 minutes or 8 hours

You can either transform into a stone or merge with stone. This spell has the same effects as *one with plants*, but lets you merge with or turn into stone. A stone you turn into has AC 23. You can Dismiss this spell.

OUTCAST'S CURSE ◆◆ SPELL 4

CONCENTRATE CURSE MANIPULATE MENTAL MISFORTUNE

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Defense Will

You afflict the target with a curse that makes its presence abrasive and off-putting. The target must attempt a Will save.

Critical Success The target is unaffected.

Success For 10 minutes, the target must roll twice and use the worse result whenever attempting a Deception, Diplomacy, Intimidation, or Performance check, and creatures they encounter have an initial attitude toward them of one step worse (for instance, unfriendly instead of indifferent).

Failure As success, but the effect is permanent.

Critical Failure As failure, and creatures that the target encounters have an initial attitude toward them of two steps worse.

OVERWHELMING PRESENCE ◆◆ SPELL 9

AUDITORY CONCENTRATE INCAPACITATION MANIPULATE MENTAL VISUAL

Traditions divine, occult

Area 40-foot burst; **Targets** any number of creatures

Defense Will; **Duration** until full tribute is paid

You surround yourself with supernatural splendor, appearing to be a god or similarly majestic being, with an appearance, regalia, and iconography of your choice. Targets must attempt a Will save. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target must pay tribute to you two times. Paying tribute requires that the target spend a single action, which has either the move trait (as they bow) or manipulate trait (as they offer up a token in their hands). They must pay tribute at least once on each of their turns, if possible.

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While affected, the target is fascinated by you and can't use hostile actions against you.

Failure As success, but the target must pay tribute a total of six times.

Critical Failure As failure, but the target must spend all its actions paying tribute, and they cannot take other actions until the tribute is fully paid.

PARALYZE ◆◆ SPELL 3

CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You block the target's motor impulses before they can leave its mind, freezing target in place. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is paralyzed for 1 round.

Critical Failure The target is paralyzed for 4 rounds. At the end of each of its turns, it can attempt a new Will save to reduce the remaining duration by 1 round, or end it entirely on a critical success.

Heightened (7th) You can target up to 10 creatures.

PARANOIA ◆◆ SPELL 2

CONCENTRATE ILLUSION MANIPULATE MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You cause the target to see all other creatures as dire threats. The target is stricken by intense paranoia toward all creatures around it and must attempt a Will save.

Critical Success The target is unaffected.

Success The target believes everyone it sees is a potential threat. It becomes unfriendly to all creatures to which it wasn't already hostile, even those that were previously allies. It treats no one as an ally. The spell ends after 1 round.

Failure As success, but the effect lasts 1 minute.

Critical Failure As failure, except the target believes that everyone it sees is a mortal enemy. It uses its reactions and free actions against everyone, regardless of whether they were previously its allies, as determined by the GM. It otherwise acts as rationally as it normally does and likely prefers to attack creatures that are actively attacking or hindering it over those leaving it alone.

Heightened (6th) You can target up to 5 creatures.

PEACEFUL BUBBLE SPELL 4

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch; **Area** 100-foot burst

Duration 24 hours

An opaque shell of drifting, iridescent runes covers the area, creating a bubble. You can choose to make the burst smaller, in 10-foot increments. The runes don't block travel, but those inside the bubble can't perceive those outside it and vice versa. Detection and scrying effects are likewise blocked.

Creatures sleeping within the bubble are immune to dreams sent by spells. Those sleeping 8 hours reduce their doomed condition by 2 instead of 1.

PEACEFUL REST ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 corpse

Duration until your next daily preparations

The targeted corpse doesn't decay, nor can it be transformed into an undead. If the corpse is subject to a spell that requires the corpse to have died within a certain amount of time (for example, *raise dead*), do not count the duration of *peaceful rest* against that time. This spell also prevents ordinary bugs and pests (such as maggots) from consuming the body.

Heightened (5th) The spell's duration is unlimited, but the spell takes one more action to cast and requires a cost (embalming fluid worth 6 gp).

PEST FORM ◆◆ SPELL 1

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 10 minutes

You transform into the battle form of a Tiny animal, such as a cat, insect, lizard, or rat. You can decide the specific type of animal (such as a rat or praying mantis), but this has no effect on your Size or statistics. While in this form, you gain the animal trait, and you can't make Strikes. You can Dismiss the spell.

You gain the following statistics and abilities:

- AC = 15 + your level. Ignore your armor's check penalty and Speed reduction.
- Speed 20 feet.
- Weakness 5 to physical damage. (If you take physical damage in this form, you take 5 additional damage.)
- Low-light vision and imprecise scent 30 feet.
- Acrobatics and Stealth modifiers of +10, unless your own is higher; Athletics modifier –4.

Heightened (4th) You can turn into a flying creature, such as a bird, which grants you a fly Speed of 20 feet.

PET CACHE ◆ SPELL 1

EXTRADIMENSIONAL MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 willing creature that is your companion

Duration 8 hours

You open your cloak or create a gap with your hands, drawing the target into a pocket dimension just large enough for its basic comfort. No other creature can enter this extradimensional space, and the target can bring along objects only if they were designed to be worn by a creature of its kind. The space has enough air, food, and water to sustain the target for the duration.

You can Dismiss the spell. The spell also ends if you die or enter an extradimensional space. When the spell ends, the

target reappears in the nearest unoccupied space (outside of any extradimensional space you may have entered).

PETRIFY ◆◆ SPELL 6

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature made of organic material

Defense Fortitude; **Duration** varies

The target's body slowly turns into a stone statue. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as stone begins to form on their body.

Failure The target is slowed 1 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 (or 2 on a critical failure) as stone growths creep across their body. A successful save reduces the slowed condition by 1. When a creature becomes fully unable to act due to the slowed condition from *petrify*, the spell then ends in a flash of gray light, leaving the target petrified permanently as they become a statue. The spell also ends if the slowed condition is removed, which causes the stone to break off harmlessly.

Critical Failure As failure, but the target is initially slowed 2.

PHANTASMAGORIA ◆◆ SPELL 9

CONCENTRATE DEATH ILLUSION MANIPULATE MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** any number of creatures

Defense Will

You fill the targets' minds with endless images, like countless dreams and lives colliding with each other. The onrushing information deals 16d6 mental damage to each target, depending on its Will save.

Critical Success The target is unaffected.

Success The target takes half damage and can't use reactions until the start of your next turn.

Failure The target takes full damage and is confused until the start of your next turn.

Critical Failure The target takes double damage and is confused for 1 minute.

PHANTASMAL CALAMITY ◆◆ SPELL 6

CONCENTRATE ILLUSION MANIPULATE MENTAL

Traditions arcane, occult

Defense Will; **Range** 500 feet; **Area** 30-foot burst

A vision of apocalyptic destruction fills the mind of each creature in the area. The vision deals 11d6 mental damage (basic Will save). On a critical failure, the creature must also succeed at a Reflex save or believe it's trapped (stuck in a fissure, adrift at sea, or some other fate in keeping with its vision). If it fails the second save, it's also stunned for 1 minute. It can attempt a new Will save at the end of each of its turns, and on a success, it disbelieves the illusion and recovers from the stunned condition.

Heightened (+1) The damage increases by 2d6.

PHANTASMAL MINION STATISTICS

PHANTASMAL MINION CREATURE –1

MEDIUM FORCE MINDLESS

Perception +0; darkvision

Languages none (understands its creator)

Skills Stealth +8

Str –4, **Dex** +2, **Con** +0, **Int** –5, **Wis** +0, **Cha** +0

Force Body A phantasmal minion's body is made of magical force. It can't use attack actions. Though it has no physical weight, it can move and use Interact actions to do things such as fetch objects, open unstuck or unlocked doors, hold chairs, and clean. It can't pass through solid objects.

AC 13; **Fort** +0, **Ref** +4, **Will** +0

HP 4; **Immunities** disease, mental, non-magical attacks, paralysis, poison, precision, spirit, unconscious; **Resistances** all damage 5 (except force or *ghost touch*)

Speed fly 30 feet

PHANTASMAL MINION ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, occult

Range 60 feet

Duration sustained

You summon a phantasmal minion (see sidebar). The minion is roughly the shape of a humanoid. You can choose to have it be invisible or have an ephemeral appearance, but it's obviously a magical effect, not a real creature.

PHANTOM PAIN ◆◆ SPELL 1

CONCENTRATE ILLUSION MANIPULATE MENTAL NONLETHAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

Illusory pain wracks the target, dealing 2d4 mental damage and 1d4 persistent mental damage with a Will save.

Critical Success The target is unaffected.

Success The target takes full initial damage but no persistent damage, and the spell ends immediately.

Failure The target takes full initial and persistent damage, and the target is sickened 1. If the target recovers from being sickened, the persistent damage ends and the spell ends.

Critical Failure As failure, but the target is sickened 2.

Heightened (+1) The damage increases by 2d4 and the persistent damage by 1d4.

PINPOINT SPELL 8

UNCOMMON CONCENTRATE DETECTION MANIPULATE

Traditions arcane, divine, occult

Cast 10 minutes

Range unlimited; **Targets** 1 creature or object

You learn the name of the target's exact location (including the building, community, and country) and plane of existence. You can target a creature only if you've seen it in person, have one

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of its significant belongings, or have a piece of its body, such as a lock of hair. To target an object, you must have touched it or have a fragment of it. *Pinpoint* automatically overcomes protections against detection effects of lower rank than this spell, even if they would normally have a chance to block it.

PLANAR PALACE — SPELL 7

UNCOMMON CONCENTRATE EXTRADIMENSIONAL MANIPULATE

Traditions arcane, occult
Cast 1 minute
Range 30 feet
Duration until your next daily preparations

You grow an extradimensional demiplane consisting of a spacious dwelling with a single entrance. The entrance connects to the plane where you Cast the Spell, appearing anywhere within the spell's range as a faint, shimmering, vertical rectangle 5 feet wide and 10 feet high. You designate who can enter when you Cast the Spell. Once inside, you can shut the entrance, making it invisible. You and the creatures you designated can reopen the door at will.

Inside, the demiplane appears to be a mansion featuring a magnificent foyer and numerous opulent chambers. The mansion can have any floor plan you imagine as you Cast the Spell, provided it fits within a space 40 feet wide, 40 feet deep, and 30 feet tall. While the entrance to the mansion is closed, effects from outside the mansion fail to penetrate it, and vice versa, except for *interplanar teleport*, which can be used to enter the mansion. You can use scrying magic and similar effects to observe the outside only if they're capable of crossing planes.

A staff of up to 24 servants attends to anyone within the mansion. These are like the servant created by the *phantasmal minion* spell, though they're visible, with an appearance you determine during casting. The mansion is stocked with enough food to serve a nine-course banquet to 150 people.

PLANAR SEAL ◆◆ — SPELL 7

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, divine, occult
Range 120 feet; **Area** 60-foot burst
Duration until your next daily preparations

You create a visible magical barrier that attempts to counteract teleportation effects and planar travel into or out of the area, including items that allow access to extradimensional spaces. *Planar seal* tries to counteract any attempt to summon a creature into the area but doesn't stop the creature from departing when the summoning ends.

PLANAR TETHER ◆◆ — SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** varies

You stitch the target to its current plane. While the target is affected by *planar tether,* the spell attempts to counteract any teleportation effect that would move the target, or any effect that would transport it to a different plane. *Planar tether*'s duration is determined by the target's Will save.

Critical Success The target is unaffected.
Success The duration is 1 minute.
Failure The duration is 10 minutes.
Critical Failure The duration is 1 hour.

PLANT FORM ◆◆ — SPELL 5

CONCENTRATE MANIPULATE PLANT POLYMORPH WOOD

Traditions primal
Duration 1 minute

Taking inspiration from verdant creatures, you transform into a Large plant battle form. When you Cast this Spell, choose a listed battle form. You can substitute a similar specific plant to turn into (such as a pitcher plant instead of a flytrap), but this has no effect on the form's Size or statistics. While in this form, you gain the plant trait. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 19 + your level. Ignore your armor's check penalty and Speed reduction.
- 12 temporary Hit Points.
- Resistance 10 to poison.
- Low-light vision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +17, and your damage bonus is +11. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +19, unless your own is higher.

You gain specific abilities based on the plant you choose:

- **Arboreal** Speed 30 feet; **Melee** ◆ branch (reach 15 feet), **Damage** 2d10 bludgeoning; **Melee** ◆ foot, **Damage** 2d8 bludgeoning; you can speak in this form.
- **Flytrap** Speed 15 feet; resistance 10 to acid; **Melee** ◆ leaf (reach 10 feet), **Damage** 2d8 piercing, and you can spend an action after a hit to Grab the target.

Heightened (6th) Your battle form is Huge, and the reach of your attacks increases by 5 feet. You instead gain AC = 22 + your level, 24 temporary HP, attack modifier +21, damage bonus +16, and Athletics +22.

POSSESSION ◆◆ — SPELL 7

UNCOMMON CONCENTRATE INCAPACITATION MANIPULATE MENTAL POSSESSION

Traditions occult
Range 30 feet; **Targets** 1 living creature
Defense Will; **Duration** 1 minute

You send your mind and soul into the target's body, attempting to take control. The target must attempt a Will save. If you want to exert less control over the target, you can choose to use the effects of any degree of success more favorable to the target.

While you're possessing a target, your own body is unconscious and can't wake up normally. You can sense everything the possessed target does. You can Dismiss this spell. If the possessed body dies, the spell ends and you

must succeed at a Fortitude save against your spell DC or be paralyzed for 1 hour, or 24 hours on a critical failure. If the spell ends during an encounter, you act just before the possessed creature's initiative.

Critical Success The target is unaffected.

Success You possess the target but can't control it. You ride along in the body while the spell lasts.

Failure You possess the target and take partial control of it. You no longer have a separate turn; instead, you might control the target. At the start of each of the target's turns, it attempts another Will save. If it fails, it's controlled by you on that turn; if it succeeds, it chooses its own actions; and if it critically succeeds, it forces you out and the spell ends.

Critical Failure You possess the target fully, and it can only watch as you manipulate it like a puppet. The target is controlled by you.

Heightened (9th) The duration is 10 minutes, and you can physically enter the creature's body, protecting your physical body while the spell lasts.

PRESTIDIGITATION ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range 10 feet; **Targets** 1 object (cook, lift, or tidy only)

Duration sustained

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the spell. Each time you Sustain the spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or locus or cost for a spell.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the spell.

PROJECT IMAGE ◆◆ SPELL 7

CONCENTRATE ILLUSION MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet

Duration sustained up to 1 minute

You project an illusory image of yourself. You must stay within range of the image, and if at any point you can't see the image, the spell ends. Whenever you Cast a Spell other than one whose area is an emanation, you can cause the spell effect to originate from either yourself or the image. Because the image is an illusion, it can't benefit from spells, though visual manifestations of the spell appear. The image has the same AC and saves as you. If it is hit by an attack or fails a save, the spell ends.

Heightened (+2) The maximum duration you can Sustain the spell increases to 10 minutes.

PROTECTION ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions divine, occult

Range touch; **Targets** 1 willing creature

Duration 1 minute

You ward a creature against harm. The target gains a +1 status bonus to Armor Class and saving throws.

Heightened (3rd) You can choose to have the benefits also affect all your allies in a 10-foot emanation around the target.

PUMMELING RUBBLE ◆◆ SPELL 1

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense Reflex

A spray of heavy rocks flies through the air in front of you. The rubble deals 2d4 bludgeoning damage to each creature in the area. Each creature must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

Heightened (+1) The damage increases by 2d4.

PUNISHING WINDS ◆◆◆ SPELL 8

AIR CONCENTRATE MANIPULATE

Traditions primal

Range 100 feet; **Area** 30-foot radius, 100-foot-tall cylinder

Duration sustained up to 1 minute

Violent winds and a powerful downdraft fill the area, forming a cyclone. All flying creatures in the area descend 40 feet. The entire area is greater difficult terrain for Flying creatures, and difficult terrain for creatures on the ground or Climbing. Any creature that ends its turn Flying within the area descends 20 feet. Any creature pushed into a surface by this spell's winds takes bludgeoning damage as though it had fallen.

The squares at the outside vertical edges of the cylinder prevent creatures from leaving. These squares are greater difficult terrain, and a creature attempting to push through must succeed at an Athletics check or Acrobatics check to Maneuver in Flight against your spell DC to get through. A creature that fails ends its current action but can try again.

QUANDARY ◆◆ SPELL 8

CONCENTRATE EXTRADIMENSIONAL MANIPULATE TELEPORTATION

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Duration sustained

You transport the target into an extraplanar puzzle room of mysterious origin, locking them there. Once each turn as a single action, the target can attempt an Occultism check,

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Perception check, or Thievery check against your spell DC to solve the puzzle. Teleportation effects can't carry the target outside the puzzle room unless they can also traverse the planes, such as *interplanar teleport*. When the spell ends, the target returns to the space it occupied when it was banished, or to the nearest space if the original is now filled.

Critical Success The target solves the puzzle and escapes.

Success The target is on the right path to the solution. If it was already on the right path, it solves the puzzle and escapes.

Failure The target makes no progress toward a solution.

Critical Failure The target makes no progress and, if it was on the right path, it no longer is.

RAISE DEAD — SPELL 6

UNCOMMON | CONCENTRATE | HEALING | MANIPULATE

Traditions divine

Cast 10 minutes; **Cost** gemstones worth a total value of the target's level (minimum 1) × 200 gp

Range 10 feet; **Targets** 1 dead creature of 13th level or lower

You attempt to call forth the dead creature's soul, requiring the creature's body to be present and relatively intact. The creature must have died within the past 3 days. If Pharasma has decided that the creature's time has come (at the GM's discretion), or if the creature doesn't wish to return to life, this spell automatically fails, but the cost isn't consumed in the casting.

If the spell is successful, the creature returns to life with 1 Hit Point, no spells prepared or spell slots available, no points in any pools or any other daily resources, and still with any long-term debilitations of the old body. The time spent in the Boneyard leaves the target temporarily debilitated, making it 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. The creature is also permanently changed by its time in the afterlife, such as a slight personality shift, a streak of white in the hair, or a strange new birthmark.

Heightened (7th) The maximum level of the target increases to 15. The cost increases to the target's level (minimum 1) × 400 gp.

Heightened (8th) The maximum level of the target increases to 17. The cost increases to the target's level (minimum 1) × 800 gp.

Heightened (9th) The maximum level of the target increases to 19. The cost increases to the target's level (minimum 1) × 1,600 gp.

Heightened (10th) The maximum level of the target increases to 21. The cost increases to the target's level (minimum 1) × 3,200 gp.

READ AURA — CANTRIP 1

CANTRIP | CONCENTRATE | DETECTION | MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 minute

Range 30 feet; **Targets** 1 object

You focus on the target object, opening your mind to perceive magical auras. When the casting is complete, you know whether that item is magical. You or anyone you advise about the aura gains a +2 circumstance bonus to Identify Magic on the item. If the object is illusory, you detect this only if the effect's rank is lower than the rank of your *read aura* spell.

Heightened (3rd) You can target up to 10 objects.

Heightened (6th) You can target any number of objects.

READ OMENS — SPELL 4

UNCOMMON | CONCENTRATE | MANIPULATE | PREDICTION

Traditions divine, occult

Cast 10 minutes

You peek into the future. 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 learn a cryptic clue or piece of advice that could help with the chosen event, often in the form of a rhyme or omen.

REGENERATE ◆◆ — SPELL 7

CONCENTRATE | HEALING | MANIPULATE | VITALITY

Traditions divine, primal

Range touch; **Targets** 1 willing living creature

Duration 1 minute

An infusion of vital energy grants a creature continuous healing. The target temporarily gains regeneration 15, which restores 15 Hit Points to it at the start of each of its turns. While it has regeneration, the target can't die from taking Hit Point damage and its dying condition can't increase to a value that would kill it (this stops most creatures' dying condition at dying 3), though if its wounded value becomes 4 or higher, it stays unconscious until its wounds are treated. If the target takes acid or fire damage, its regeneration deactivates until after the end of its next turn.

Each time the creature regains Hit Points from regeneration, it also regrows one damaged or ruined organ (if any). During the spell's duration, the creature can also reattach severed body parts by spending an Interact action to hold the body part to the area it was severed from.

Heightened (9th) The regeneration increases to 20.

REMAKE — SPELL 10

UNCOMMON | CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 hour; **Cost** a remnant of the item

Range 5 feet

You fully re-create an object from nothing, even if the object was destroyed. To do so, you must be able to picture the object in your mind. The remnant of the item can be small or insignificant (even a speck of dust that remains from *disintegrate* is enough). The spell fails if your imagination relied on too much guesswork; if the object would be too large to fit in a 5-foot cube; if the object still exists and you were simply not aware of it; or if the object is an artifact, has a level over 20, or has similar vast magical power.

The item reassembles in perfect condition. Even if your mental image was of a damaged or weathered object, the new one is in this perfected form. If the object was magical, this spell typically restores its constant magical properties, but not any temporary ones, such as charges or one-time uses. An item with charges or uses per day has all of its uses expended when remade, but it replenishes them normally thereafter.

REPULSION ◆◆ SPELL 6

AURA CONCENTRATE MANIPULATE MENTAL

Traditions arcane, divine, occult
Area emanation up to 40 feet
Defense Will; **Duration** 1 minute

You manifest an aura that prevents creatures from approaching you. When casting the spell, you can make the area any radius you choose, up to 40 feet. A creature must attempt a Will save if it's within the area when you Cast the Spell or as soon as it enters the area while the spell is in effect. Once a creature has attempted the save, it uses the same result for that casting of *repulsion*. Any restrictions on a creature's movement apply only if it voluntarily moves toward you; if you move closer to a creature, it doesn't then need to move away.

Critical Success The creature's movement is not restricted.
Success The creature treats each square in the area as difficult terrain when moving closer to you.
Failure The creature can't move closer to you within the area.

RESIST ENERGY ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal
Range touch; **Targets** 1 creature
Duration 10 minutes

A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

Heightened (4th) The resistance increases to 10, and you can target up to two creatures.
Heightened (7th) The resistance increases to 15, and you can target up to five creatures.

RETROCOGNITION SPELL 7

CONCENTRATE MANIPULATE

Traditions arcane, occult
Cast 1 minute
Duration sustained

Opening your mind to mental echoes, you gain impressions from past events that occurred in your current location. *Retrocognition* reveals psychic impressions from events that occurred over the course of the last day throughout the first minute of the duration, followed by impressions from the next day back the next minute, and so on. These echoes don't play out like a vision but instead reveal impressions of emotions and metaphors that provide cryptic clues and details of the past. If you witness a traumatic or turbulent event through an impression, the spell ends unless you succeed at a Will save with a DC of at least 30 and possibly as much as 50, depending on the severity of the event. The GM determines whether an event is traumatic and chooses the DC.

Heightened (8th) You gain impressions of events that occurred over the previous year for each minute you concentrate, instead of the previous day, though the details diminish, making it harder to distinguish impressions from all but the most major events.

Heightened (9th) You gain impressions of events that occurred over the previous century for each minute you concentrate, instead of the previous day, though the details diminish, making it almost impossible to distinguish impressions from all but the most major events.

REVEALING LIGHT ◆◆ SPELL 2

CONCENTRATE LIGHT MANIPULATE

Traditions arcane, divine, occult, primal
Range 120 feet; **Area** 10-foot burst
Defense Reflex; **Duration** varies

A wave of magical light washes over the area. You choose the appearance of the light, such as colorful, heatless flames or sparkling motes. A creature affected by *revealing light* is dazzled. If the creature was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it is no longer concealed.

Critical Success The target is unaffected.
Success The light affects the creature for 2 rounds.
Failure The light affects the creature for 1 minute.
Critical Failure The light affects the creature for 10 minutes.

REVIVAL ◆◆ SPELL 10

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, primal
Range 30 feet; **Targets** dead creatures and living creatures of your choice within range
Duration sustained up to 1 minute

A burst of healing energy soothes living creatures and temporarily rouses those recently slain. All living targets regain 10d8+40 Hit Points. You return any number of dead targets to life temporarily, with the same effects and limitations as *raise dead* (page 352). The raised creatures have a number of temporary Hit Points equal to the Hit Points you gave living creatures, but no normal Hit Points. The raised creatures can't regain Hit Points or gain temporary Hit Points in other ways, and once *revival*'s duration ends, they lose all temporary Hit Points and die. *Revival* can't resurrect creatures killed by *disintegrate* or a death effect. It has no effect on undead.

REWRITE MEMORY ◆◆ SPELL 4

UNCOMMON CONCENTRATE MANIPULATE MENTAL

Traditions occult
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** unlimited

You alter the target's memories by erasing a memory, enhancing a memory's clarity, altering a memory, or adding a false memory. The target can attempt a Will save to resist the spell.

Critical Success The target is unaffected and realizes you tried to alter its memory.
Success The target is unaffected but thinks your spell was something harmless instead of *rewrite memory*, unless it identifies the spell.
Failure During the first 5 minutes of the spell's duration, you can Sustain the spell to modify a memory once each round. When you do, you imagine up to 6 seconds of memory to modify, to a maximum of 5 continuous minutes of memory.

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Any memories you've altered remain changed as long as the spell is active. If the target moves out of range before the 5 minutes is up, you can't alter any further memories.

Heightened (6th) You can Cast the Spell on a willing target to suppress all memory of a particular topic, detailed in 50 words or fewer. The effect is permanent, and it patches these omissions with an indistinct haze.

RING OF TRUTH SPELL 3

UNCOMMON CONCENTRATE DETECTION MANIPULATE MENTAL

Traditions divine, occult
Range 30 feet; **Area** 20-foot burst
Defense Will; **Duration** 10 minutes

You designate an area in which lies are revealed. Creatures in the area also take a –2 status penalty to Deception checks. Each time a creature in the area speaks a true statement, the soft ring of a bell sounds in the area. Creatures are aware of the magic; therefore, they can avoid answering questions to which they would normally respond with a lie, or they can be evasive as long as they remain within the boundaries of the truth. If a creature is in the area when the spell is cast or later enters the area, that creature attempts a Will save. It uses the results of this initial save if it leaves and reenters the area.

Critical Success The target is so convincing that the bell rings even if they lie.

Success If the target lies and succeeds at their Deception check against all targets, the bell still rings.

Failure The bell accurately sees through their deception and will never ring if they lie.

RUNIC BODY ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal
Range touch; **Targets** 1 willing creature
Duration 1 minute

Glowing runes appear on the target's body. All its unarmed attacks become *+1 striking* unarmed attacks, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two.

Heightened (6th) The unarmed attacks are *+2 greater striking*.
Heightened (9th) The unarmed attacks are *+3 major striking*.

RUNIC WEAPON ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal
Range touch; **Targets** 1 weapon that is unattended or wielded by a willing creature
Duration 1 minute

The weapon glimmers with magic as temporary runes carve down its length. The target becomes a *+1 striking weapon*, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

Heightened (6th) The weapon is *+2 greater striking*.
Heightened (9th) The weapon is *+3 major striking*.

SAFE PASSAGE ◆◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, divine, primal
Range touch; **Area** 10-foot-wide, 10-foot-tall, 60-foot-long section of terrain
Duration sustained up to 1 minute

You make passage through the area safe for a brief amount of time. Anyone passing through the area gains the following benefits against harmful effects of the terrain and environment, including environmental damage, hazardous terrain, and hazards in the area. The spell grants a +2 status bonus to AC and saves against such effects, and resistance 5 to all damage from such effects. Furthermore, the spell prevents anything in the area that's prone to collapse, such as a rickety bridge or an unstable ceiling, from collapsing, except under extreme strain that would collapse a normal structure of its type.

Safe passage protects only against harm, not inconvenience, and it doesn't reduce difficult terrain, remove the concealed condition caused by precipitation, or the like, nor does it protect against creatures within the spell's area.

Heightened (5th) The granted resistance increases to 10, and the area can be 120 feet long.
Heightened (8th) The granted resistance increases to 15, and the area can be 500 feet long.

SANCTUARY ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions divine, occult
Range touch; **Targets** 1 creature
Duration 1 minute

You ward a creature with protective energy that deters attacks. Creatures attempting to attack the target must attempt a Will save each time. If the target uses a hostile action, the spell ends.

Critical Success *Sanctuary* ends.
Success The creature can attempt its attack and any other attacks against the target this turn.
Failure The creature can't attack the target and wastes the action. It can't attempt further attacks against the target this turn.
Critical Failure The creature wastes the action and can't attempt to attack the target for the rest of *sanctuary*'s duration.

SCOUTING EYE SPELL 5

CONCENTRATE MANIPULATE SCRYING

Traditions arcane, divine, occult
Cast 1 minute
Range see text
Duration sustained

You create an invisible, floating eye, 1 inch in diameter, at a location you can see within 500 feet. It sees in all directions with your normal visual senses and continuously transmits what it sees to you.

The first time you Sustain the spell each round, you can either move the eye up to 30 feet, seeing only things in front of the eye, or move it up to 10 feet, seeing everything in all directions around it. There is no limit to how far from you the eye can move, but the spell ends immediately if you and the eye ever cease to be on the same plane of existence. You can attempt Seek actions through the eye if you want to attempt Perception checks with it. Any damage dealt to the eye destroys it and ends the spell.

SCRYING SPELL 6

UNCOMMON CONCENTRATE MANIPULATE SCRYING

Traditions arcane, occult
Cast 10 minutes
Range planetary; **Targets** 1 creature
Defense Will; **Duration** sustained up to 10 minutes

You magically spy on a creature of your choice. *Scrying* works like *clairvoyance* (page 320), except that the image you receive is less precise, insufficient for *teleport* and similar spells. Instead of creating an eye in a set location within 500 feet, you instead create an eye that manifests just above the target. You can choose a target either by name or by touching one of its possessions or a piece of its body. If you haven't met the target in person, *scrying*'s DC is 2 lower, and if you are unaware of the target's identity (perhaps because you found an unknown creature's fang at a crime scene), the DC is instead 10 lower.

The effect of *scrying* depends on the target's Will save.

Critical Success The spell fails and the target is temporarily immune for 1 week. The target also gains a glimpse of you and learns its rough distance and direction from you.
Success The spell fails and the target is temporarily immune for 1 day.
Failure The spell succeeds.
Critical Failure The spell succeeds, and the eye follows the target if it moves, traveling up to 60 feet per round.

SEE THE UNSEEN ◆◆ SPELL 2

CONCENTRATE MANIPULATE REVELATION

Traditions arcane, divine, occult
Duration 10 minutes

Your gaze pierces through illusions and finds invisible creatures and spirits. You can see invisible creatures as though they weren't invisible, although their features are blurred, making them concealed and difficult to identify. You can also see incorporeal creatures, like ghosts, phased through an object from within 10 feet of an object's surface as blurry shapes seen through those objects. Subtler clues also grant you a +2 status bonus to checks you make to disbelieve illusions.

Heightened (5th) This spell has a duration of 8 hours.

SEIZE SOUL ◆◆ SPELL 9

UNCOMMON CONCENTRATE MANIPULATE UNHOLY

Traditions divine, occult
Requirements item worth at least the target's level × 100 gp
Range 30 feet; **Targets** 1 creature that died within the last minute
Duration unlimited

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You trap the target's soul in the item before the soul can pass on to the afterlife. The item used to contain the soul can be anything as long as it's of the appropriate value. The item has AC 16 and its normal Hardness and HP. Destroying (not just breaking) an item or counteracting *seize soul* releases the soul to the afterlife.

While the soul is in the item, the target can't be returned to life through any means, even powerful magic such as a *wish* ritual. If the item is destroyed or *seize soul* is counteracted on the item, the soul is freed. An item can't hold more than one soul, and any attempt wastes the spell.

You can also target an item that has had a soul trapped it in with a second casting of *seize soul*, which destroys the item and either releases the soul or relocates it to a different item, whichever you choose. This fails if the target is an artifact or the trapped soul is a creature of 19th level or higher.

SENDING ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, divine, occult

Range planetary; **Targets** 1 creature you know well

You send the creature a mental message of 25 words or fewer, and it can respond immediately with its own message of 25 words or fewer.

SHADOW BLAST ◆◆ SPELL 5

CONCENTRATE MANIPULATE SHADOW

Traditions divine, occult

Range varies; **Area** varies

Defense basic Reflex or Will (target's choice)

You shape the shadow substance of the Netherworld into a blast. Choose acid, bludgeoning, cold, electricity, fire, force, piercing, slashing, sonic, or spirit damage, and choose a 30-foot cone, a 15-foot burst within 120 feet, or a 50-foot line. The blast deals 6d8 damage of the type you chose to each creature in the area.

Heightened (+1) The damage increases by 1d8.

SHAPE STONE ◆◆ SPELL 4

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Targets** cube of stone 10 feet across or smaller

You shape the stone into a rough shape of your choice. The shaping process is too crude to produce intricate parts, fine details, moving pieces, or the like. Any creatures standing atop the stone when you reshape it must each attempt a Reflex save or Acrobatics check.

Success The creature is unaffected.

Failure The creature falls prone atop the stone.

Critical Failure The creature falls off the stone (if applicable) and lands prone.

SHAPE WOOD ◆◆ SPELL 2

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range touch; **Targets** an unworked piece of wood up to 20 cubic feet in volume

You shape the wood into a rough shape of your choice. The shaping power is too crude to produce with intricate parts, fine details, moving pieces, or the like. You can't use this spell to enhance the value of the wooden object you are shaping.

SHARE LIFE ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions divine

Range 30 feet; **Targets** 1 creature

Duration 10 minutes

You forge a temporary link between the target's life essence and your own. The target takes half damage from all effects that deal Hit Point damage, and you take the remainder of the damage. When you take damage through this link, you don't apply any resistances, weaknesses, or other abilities you have to that damage; you simply take that amount of damage. The spell ends if the target is ever more than 30 feet away from you. If either you or the target is reduced to 0 Hit Points, any damage from this spell is resolved and then the spell ends.

SHATTER ◆◆ SPELL 2

CONCENTRATE MANIPULATE SONIC

Traditions occult, primal

Range 30 feet; **Targets** 1 unattended object

A high-frequency sonic attack shatters a nearby object. You deal 2d10 sonic damage to the object, ignoring the object's Hardness if it is 4 or lower.

Heightened (+1) The damage increases by 1d10, and the Hardness the spell ignores increases by 2.

SHIELD ◆ CANTRIP 1

CANTRIP CONCENTRATE FORCE

Traditions arcane, divine, occult

Duration until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action (page 419), giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction (page 262) with your magic shield. The shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

Heightened (+2) The shield's Hardness increases by 5.

SHRINK ◆◆ SPELL 2

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Range 30 feet; **Targets** 1 willing creature

Duration 5 minutes

You warp space to make a creature smaller. The target shrinks to become Tiny in size. Its equipment shrinks with it but returns to its original size if removed. The creature's reach changes to 0 feet. This spell has no effect on a Tiny creature.

Heightened (6th) The spell can target up to 10 creatures.

SIGIL ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal
Range touch; **Targets** 1 creature or object
Duration unlimited (see below)

You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an Interact action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week. The time before the mark fades increases depending on your heightened rank.

Heightened (3rd) The sigil instead fades after 1 month.
Heightened (5th) The sigil instead fades after 1 year.
Heightened (7th) The sigil never fades.

SILENCE ◆◆ SPELL 2

ILLUSION MANIPULATE SUBTLE

Traditions divine, occult
Range touch; **Targets** 1 willing creature
Duration 1 minute

The target makes no sound, preventing creatures from noticing it using hearing alone. The target can't use sonic attacks, nor can it use auditory actions. This also prevents the target from casting spells due to the magical words involved in casting, with the exception of subtle spells.

Heightened (4th) The spell creates an aura in a 10-foot emanation around the touched creature, silencing all sound in or passing through it. While within the aura, creatures are subject to the same effects as the target. Depending upon the position of the effect, a creature might notice the lack of sound reaching it (blocking off the noise coming from a party, for example).

SLEEP ◆◆ SPELL 1

CONCENTRATE INCAPACITATION MANIPULATE MENTAL SLEEP

Traditions arcane, occult
Range 30 feet; **Area** 5-foot burst
Defense Will

Each creature in the area becomes drowsy, possibly nodding off. A creature that falls unconscious from this spell doesn't fall prone or release what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, limiting its utility in combat.

Critical Success The creature is unaffected.
Success The creature takes a –1 status penalty to Perception checks for 1 round.
Failure The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.
Critical Failure The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

Heightened (4th) The creatures fall unconscious for 1 round on a failure or 1 minute on a critical failure. They fall prone and release what they're holding, and they can't attempt Perception checks to wake up. When the duration ends, the creature is sleeping normally instead of automatically waking up.

SLITHER ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SHADOW

Traditions arcane, occult
Range 120 feet; **Area** 20-foot burst
Defense Reflex; **Duration** 1 minute

A mass of snakes made of shadow rise up to capture creatures in the area. Each creature in the area when you Cast the Spell takes 3d6 piercing damage and 1d6 persistent poison damage from a biting snake, and it's grabbed or restrained depending on its Reflex save. A creature that ends its turn in the area must also attempt this save, even if it's already grabbed or restrained by the snakes. You can Dismiss the spell.

Success The creature is unaffected.
Failure The creature takes full damage and is grabbed by a snake. The snakes' Escape DC is equal to your spell DC. A creature can attack a snake to release the creature. A snake's AC is equal to your spell DC, and it's destroyed if it takes 12 or more damage at once. New snakes continually regrow as long as the spell lasts, so destroying snakes doesn't prevent *slither* from capturing more creatures.
Critical Failure As failure, but the creature takes double damage and is restrained by a snake.

Heightened (+2) The persistent poison damage increases by 1d6 and snake HP increases by 6.

SLOW ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, occult, primal
Range 30 feet; **Targets** 1 creature
Defense Fortitude; **Duration** varies

You dilate the flow of time around the target, slowing its actions.
Critical Success The target is unaffected.
Success The target is slowed 1 for 1 round.
Failure The target is slowed 1 for 1 minute.
Critical Failure The target is slowed 2 for 1 minute.

Heightened (6th) You can target up to 10 creatures.

SOOTHE ◆◆ SPELL 1

CONCENTRATE EMOTION HEALING MANIPULATE MENTAL

Traditions occult
Range 30 feet; **Targets** 1 willing creature
Duration 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

Heightened (+1) The amount of healing increases by 1d10+4.

SOUND BODY ◆◆ SPELL 2

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, occult, primal
Range touch; **Targets** 1 willing creature

You send a surge of healing energy to restore the target's body. Attempt to counteract (page 431) an effect of your choice imposing one of these conditions on the target: blinded, dazzled, deafened, enfeebled, or sickened. If you didn't counteract the

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effect, but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

This spell can't counteract or suppress curses, diseases, or conditions that are part of the target's normal state.

Heightened (4th) Add drained to the list of conditions.
Heightened (8th) Add stunned to the list of conditions.

SPEAK WITH ANIMALS ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions primal
Duration 1 hour

You can ask questions of, receive answers from, and use the Diplomacy skill with animals. The spell doesn't make them more friendly than normal. Cunning animals are likely to be terse and evasive, while less intelligent ones often make inane comments.

SPEAK WITH PLANTS ◆◆ ◆◆ SPELL 3

CONCENTRATE MANIPULATE PLANT WOOD

Traditions divine, occult, primal
Duration 1 hour

You can ask questions of and receive answers from plants and fungi, but the spell doesn't make them more friendly or intelligent than normal. Most normal plants and fungi have a distinctive view of the world around them, so they don't recognize details about creatures or know anything about the world beyond their immediate vicinity. Cunning plant or fungus monsters are likely to be terse and evasive, while less intelligent ones often make inane comments.

Heightened (4th) The duration is 8 hours.

SPEAK WITH STONES ◆◆ SPELL 5

CONCENTRATE EARTH MANIPULATE

Traditions divine, occult, primal
Duration 1 hour

You can ask questions of and receive answers from natural or worked stone. While stone is not intelligent, you speak with the natural spirits of the stone, which have a personality colored by the type of stone, as well as by the type of structure the stone is part of, for worked stone. A stone's perspective, perception, and knowledge give it a worldview different enough from a human's that it doesn't consider the same details important. Stones can mostly answer questions about creatures that touched them in the past and what is concealed beneath or behind them.

Heightened (6th) The duration is 8 hours.

SPELLWRACK ◆◆ SPELL 6

CONCENTRATE CURSE FORCE MANIPULATE

Traditions arcane, divine, occult
Range 30 feet; **Targets** 1 creature
Defense Will

You cause any spells cast on the target to spill out their energy in harmful surges. The target must attempt a Will save.

Critical Success The target is unaffected.
Success Whenever the target becomes affected by a spell with a duration, the target takes 2d12 persistent force damage. Each time it takes persistent force damage from *spellwrack*, it reduces the remaining duration of spells affecting it by 1 round. Only a successful Arcana check against your spell DC can help the target recover from the persistent damage; the curse and the persistent damage end after 1 minute.
Failure As success, but the curse and persistent damage do not end on their own.
Critical Failure As failure, but the persistent force damage is 4d12.

SPIDER STING ◆◆ SPELL 1

CONCENTRATE MANIPULATE POISON

Traditions arcane, primal
Range touch; **Targets** 1 creature
Defense Fortitude

You magically duplicate a spider's venomous sting. You deal 1d4 piercing damage to the touched creature and afflict it with spider venom. The target must attempt a Fortitude save.

Critical Success The target is unaffected.
Success The target takes 1d4 poison damage.
Failure The target is afflicted with spider venom at stage 1.
Critical Failure The target is afflicted with spider venom at stage 2.
Spider Venom (poison) **Level** 1; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage and enfeebled 2 (1 round)

SPIRIT BLAST ◆◆ SPELL 6

CONCENTRATE MANIPULATE SPIRIT

Traditions divine, occult
Range 30 feet; **Targets** 1 creature
Defense basic Fortitude

You concentrate ethereal energy and attack a creature's spirit, dealing 16d6 spirit damage with a basic Fortitude save.

Heightened (+1) The damage increases by 2d6.

SPIRIT LINK ◆◆ SPELL 1

CONCENTRATE HEALING MANIPULATE SPIRIT

Traditions divine, occult
Range 30 feet; **Targets** 1 willing creature
Duration 10 minutes

You form a spiritual link with another creature, taking in its pain. When you Cast this Spell and at the start of each of your turns, if the target is below maximum Hit Points, it regains 2 Hit Points (or the difference between its current and maximum Hit Points, if that's lower). You lose as many Hit Points as the target regained.

This is a spiritual transfer, so no effects apply that would increase the Hit Points the target regains or decrease the Hit Points you lose. This transfer also ignores any temporary Hit Points you or the target have. Since this effect doesn't involve vitality or void energy, *spirit link* works even if you or the target is undead. While the duration persists, you gain no benefit from regeneration or fast healing. You can Dismiss this spell, and if you're ever at 0 Hit Points, *spirit link* ends automatically.

Heightened (+1) The number of Hit Points transferred each time increases by 2.

Spiritual Armament ◆◆ — Spell 2

CONCENTRATE MANIPULATE SANCTIFIED SPIRIT

Traditions divine, occult

Range 120 feet; **Target** 1 creature

Defense AC; **Duration** sustained up to 1 minute

You create a ghostly, magical echo of one weapon you're wielding or wearing and fling it. Attempt a spell attack roll against the target's AC, dealing 2d8 damage on a hit (or double damage on a critical hit). 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). This attack uses and contributes to your multiple attack penalty. After the attack, the weapon returns to your side. If you sanctify the spell, the attacks are sanctified as well.

Each time you Sustain the spell, you can repeat the attack against any creature within 120 feet.

Heightened (+2) The damage increases by 1d8.

Spiritual Guardian ◆◆ — Spell 5

CONCENTRATE MANIPULATE SANCTIFIED SPIRIT

Traditions divine

Range 120 feet

Duration sustained up to 1 minute

A Medium guardian made of magical force appears in an unoccupied space in range. The spiritual guardian is translucent and wields a ghostly echo of one weapon you're wielding or wearing. If you have a deity, the guardian takes the form of one of your deity's attendants or servitors. If you sanctify the spell, the guardian's attacks are sanctified as well.

Creatures can move through the guardian's space but can't end their movement in it. You and your allies can flank with the guardian. The guardian doesn't have any other attributes a creature would normally have, aside from 50 Hit Points that it can't recover by any means and that it can lose only when protecting a creature (see below).

When you Cast the Spell and each time you Sustain it, you can have the guardian move to any unoccupied space within 120 feet of you and either attack or protect.

- **Attack** The guardian makes a melee spell attack against an adjacent creature, dealing 3d8 damage on a hit (or double damage on a critical hit). 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). This attack uses and contributes to your multiple attack penalty.
- **Protect** The guardian protects a creature of your choice. Each time the chosen creature would take damage and the guardian is adjacent to it, the guardian takes the first 10 damage instead of the ally. This protection lasts until you command the guardian to attack or to protect a different creature, or the guardian is destroyed.

Heightened (+2) The guardian's damage increases by 1d8, and its Hit Points increase by 20.

Stabilize ◆◆ — Cantrip 1

CANTRIP CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, primal

Range 30 feet; **Targets** 1 dying creature

Life energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

Status ◆◆ — Spell 2

CONCENTRATE DETECTION MANIPULATE

Traditions divine, occult, primal

Range touch; **Targets** 1 willing living creature

Duration until your next daily preparations

As long as you and the target are on the same plane of existence and both alive, you remain aware of its present state. You know the target's direction from you, distance from you, and any conditions affecting it.

Heightened (4th) The spell's range increases to 30 feet, and you can target up to 10 creatures.

Stupefy ◆◆ — Spell 2

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You dull the target's mind, depending on its Will save.

Critical Success The target is unaffected.

Success The target is stupefied 1 until the start of your next turn.

Failure The target is stupefied 2 for 1 minute.

Critical Failure The target is stupefied 3 for 1 minute.

Subconscious Suggestion ◆◆ — Spell 5

CONCENTRATE INCAPACITATION LINGUISTIC MANIPULATE MENTAL SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You implant a subconscious suggestion deep within the target's mind for them to follow when a trigger you specify occurs (as described on page 303). You suggest a course of action to the target. Your directive must be phrased in such a way as to seem like a logical course of action to the target, and it can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save.

Critical Success The target is unaffected and knows you tried to control it.

Success The target is unaffected and thinks you were talking to them normally, not casting a spell on them.

Failure The suggestion remains in the target's subconscious until the next time you prepare. If the trigger occurs before then, the target immediately follows your suggestion. The effect has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

Critical Failure As failure, but the duration is 1 hour.

Heightened (9th) You can target up to 10 creatures.

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THE SUMMON TRAIT

Spells with the summon trait can conjure creatures, typically ones with a particular trait. Such creatures can be found in Monster Core and similar books. Unless noted otherwise, the creature must be common, it gains the summoned trait (page 301), and it must appear in an unoccupied space in range large enough to contain it. The highest level of creature the spell can summon depends on the rank of the spell, as listed below. The spell can still summon a creature of a lower level if you so choose. These rules apply only to spells that have the summon trait; other spells that call or conjure items or beings but that don't have the trait, like summon instrument, work as explained in the spell.

Spell Rank	Maximum Creature Level
1st	–1
2nd	1
3rd	2
4th	3
5th	5
6th	7
7th	9
8th	11
9th	13
10th	15

SUGGESTION ◆◆ SPELL 4

CONCENTRATE INCAPACITATION LINGUISTIC MANIPULATE MENTAL SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

Your honeyed words are difficult for creatures to resist. You suggest a course of action to the target, which must be phrased in such a way as to seem like a logical course of action to the target and can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save.

Critical Success The target is unaffected and knows you tried to control it using a spell.

Success The target is unaffected.

Failure The target immediately follows your suggestion. The spell has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

Critical Failure As failure, but the base duration is 1 hour.

Heightened (8th) You can target up to 10 creatures.

SUMMON ANIMAL ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the animal trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 360).

SUMMON CELESTIAL ◆◆◆ SPELL 5

CONCENTRATE HOLY MANIPULATE SUMMON

Traditions divine

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the celestial trait and whose level is 5 or lower to fight for you. The GM might determine your deity restricts the specific types of celestials you can summon in certain cases. For instance, Calistria doesn't typically allow her followers to summon aeons.

Heightened As listed in the summon trait (page 360).

SUMMON CONSTRUCT ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the construct trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 360).

SUMMON DRAGON ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, divine, occult, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the dragon trait and whose level is 5 or lower to fight for you. If the dragon has a magical tradition trait (arcane, divine, occult, or primal), you can summon it only if you're using that tradition to cast *summon dragon*.

Heightened As listed in the summon trait (page 360).

SUMMON ELEMENTAL ◆◆◆ SPELL 2

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the elemental trait and whose level is 1 or lower to fight for you.

Heightened As listed in the summon trait (page 360).

SUMMON ENTITY ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON

Traditions occult

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the aberration trait and whose level is 5 or lower to fight for you.

Heightened As listed in the summon trait (page 360).

SUMMON FEY ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions occult, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the fey trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 360).

SUMMON FIEND ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON UNHOLY

Traditions divine

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the fiend trait and whose level is 5 or lower to fight for you. The GM might determine your deity restricts the specific types of fiends you can summon in certain cases. For instance, archdevils typically allow their followers to summon devils, but not other fiends.

Heightened As listed in the summon trait (page 360).

SUMMON GIANT ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON

Traditions primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the giant trait and whose level is 5 or lower to fight for you.

Heightened As listed in the summon trait (page 360).

SUMMON INSTRUMENT ◆◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Duration 1 hour

You materialize a handheld musical instrument in your grasp. The instrument is typical for its type, but it plays for only you. It vanishes when the spell ends. If you cast *summon instrument* again, any instrument you previously summoned disappears.

Heightened (5th) The instrument is instead a virtuoso handheld instrument.

SUMMON MONITOR ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON

Traditions divine

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the monitor trait and whose level is 5 or lower to fight for you. The GM might determine your deity restricts the specific types of monitors you can summon in certain cases. For instance, Urgathoa typically doesn't allow her followers to summon psychopomps.

Heightened As listed in the summon trait (page 360).

SUMMON PLANT OR FUNGUS ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the plant or fungus trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 360).

SUMMON UNDEAD ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, divine, occult

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the undead trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 360).

SUNBURST ◆◆ SPELL 7

CONCENTRATE FIRE LIGHT MANIPULATE VITALITY

Traditions divine, primal

Range 500 feet; **Area** 60-foot burst

Defense Reflex

A powerful globe of searing sunlight explodes in the area, dealing 8d10 fire damage to all creatures in the area, plus an additional 8d10 vitality damage to undead creatures. 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.

Critical Failure The creature takes full damage and becomes blinded permanently.

If the globe overlaps with an area of magical darkness, *sunburst* attempts to counteract the darkness effect.

Heightened (+1) The fire damage increases by 1d10, and the vitality damage against undead increases by 1d10.

SURE FOOTING ◆◆ SPELL 2

CONCENTRATE HEALING MANIPULATE

Traditions divine, occult, primal

Range touch; **Targets** 1 willing creature

You free the target's limbs from ailments that impede mobility. Attempt to counteract (page 431) an effect of your choice imposing one of these conditions on the target: clumsy, grabbed, or paralyzed. If you didn't counteract the effect, but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

This spell can't counteract or suppress curses, diseases, or conditions that are part of the target's normal state.

Heightened (4th) Add immobilized and restrained to the list of conditions.

Heightened (6th) Add petrified to the list of conditions.

Heightened (8th) Add stunned to the list of conditions.

SURE STRIKE ◆ SPELL 1

CONCENTRATE FORTUNE

Traditions arcane, occult

Duration until the end of your turn

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

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SYNAPTIC PULSE ◆◆ SPELL 5

CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions occult

Area 30-foot emanation

Defense Will; **Duration** 1 round

You emit a pulsating mental blast that penetrates the minds of all enemies in the area. Each enemy in the area must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned for 1 round.

TAILWIND ◆◆ SPELL 1

AIR CONCENTRATE MANIPULATE

Traditions arcane, primal

Duration 1 hour

The wind at your back pushes you to find new horizons. You gain a +10-foot status bonus to your Speed.

Heightened (2nd) The duration increases to 8 hours.

TALKING CORPSE SPELL 4

UNCOMMON CONCENTRATE MANIPULATE

Traditions divine, occult

Cast 10 minutes

Range touch; **Targets** 1 corpse

Defense Will; **Duration** 10 minutes

You grant the target corpse a semblance of life, which it uses to speak the answers to three questions posed to it. This spell calls on the physical body's latent memories rather than summoning back the deceased's spirit, so the corpse must be mostly intact for the spell to function. The more damage the corpse has taken, the more inaccurate or patchwork its answers are, and it must have a throat and mouth to speak at all. If anyone has previously cast this spell on the corpse in the last week, the spell automatically fails. The corpse can attempt a Will save to resist answering the questions using the statistics of the original creature at its time of death, with the following effects.

Critical Success The target can lie or refuse to answer, and the target's spirit haunts you for 24 hours, bothering you and causing you to be unable to gain any rest for that time.

Success The target can provide false information or refuse to answer your questions.

Failure The target must answer truthfully, but its answers can be brief, cryptic, and repetitive. It can still mislead you or attempt to stall so that the spell's duration runs out before you can ask all your questions.

Critical Failure As failure, but the target's answers are more direct and less repetitive, though still cryptic. It takes a –2 status penalty to Deception checks to deceive or mislead you.

TANGLE VINE ◆◆ CANTRIP 1

ATTACK CANTRIP CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense AC

A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition.

Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

Heightened (2nd) The effects last for 2 rounds.

Heightened (4th) The effects last for 1 minute.

TANGLING CREEPERS ◆◆◆ SPELL 6

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range 500 feet; **Area** 40-foot burst

Duration 10 minutes

Dense, twitching creepers sprout from every surface and fill any bodies of water in the area. Any creature moving on the land, or Climbing or Swimming within the creepers, takes a –10-foot circumstance penalty to its Speeds while in the area. Once per round, you can Sustain the spell to make a vine lash out from any square within the expanse of creepers. This vine has a 15-foot reach. Make a melee spell attack roll against the target; on a success, the vine pulls the target into the creepers and makes it immobilized for 1 round or until the creature Escapes (against your spell DC), whichever comes first.

TELEKINETIC HAND ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 unattended object of light Bulk or less

Duration sustained

You create a floating, magical hand, either invisible or ghostlike, that grasps the target object and levitates it slowly up to 20 feet in any direction. When you Sustain the spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less.

Heightened (5th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

TELEKINETIC HAUL ◆◆ SPELL 5

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 120 feet; **Targets** 1 unattended object of up to 80 Bulk with no dimension longer than 20 feet

Duration sustained up to 1 minute

You move the target up to 20 feet, potentially suspending it in midair. When you Sustain the spell, you can do so again, or you can shift your telekinetic focus to a different eligible target within range, moving it instead.

TELEKINETIC MANEUVER ◆◆ SPELL 2

ATTACK CONCENTRATE FORCE MANIPULATE

Traditions arcane, occult

Range 60 feet; **Targets** 1 creature

With a rush of telekinetic power, you move a foe or something they carry. You can attempt to Disarm, Shove, or Trip the target using a spell attack roll instead of an Athletics check.

TELEKINETIC PROJECTILE ◆◆ CANTRIP 1

ATTACK CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense AC

You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the target's AC. If you hit, you deal 2d6 bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled. No specific traits or magic properties of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage.

Heightened (+1) The damage increases by 1d6.

TELEPATHY ◆◆ SPELL 4

CONCENTRATE LINGUISTIC MANIPULATE MENTAL

Traditions arcane, occult

Duration 10 minutes

You can communicate telepathically with creatures within 30 feet. Once you establish a connection by communicating with a creature, the communication is two-way. You can communicate with only creatures that share a language with you.

Heightened (6th) You can communicate telepathically with creatures using shared mental imagery even if you don't share a language; *telepathy* loses the linguistic trait.

TELEPORT SPELL 6

UNCOMMON CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, occult

Cast 10 minutes

Range 100 miles; **Targets** you and up to 4 targets touched, either willing creatures or objects roughly the size of a creature

You and the targets are instantly transported to any location within range, as long as you can identify the location precisely both by its position relative to your starting position and by its appearance (or other identifying features). Incorrect knowledge of the location's appearance usually causes the spell to fail, but it could instead lead to teleporting to an unwanted location or some other unusual mishap determined by the GM. *Teleport* is not precise over great distances. The targets appear at a distance from the intended destination equal to roughly 1 percent of the total distance traveled, in a direction determined by the GM. For short journeys, this lack of precision is irrelevant, but for long distances this could be up to 1 mile.

Heightened (7th) You and the other targets can travel to any location within 1,000 miles.

Heightened (8th) You and the other targets can travel to any location on the same planet. If you travel more than 1,000 miles, you arrive only 10 miles off target.

Heightened (9th) You and the other targets can travel to any location on another planet within the same solar system. If you have accurate knowledge of the location's position and appearance, you arrive on the new planet 100 miles off target.

Heightened (10th) As the 9th-rank version, but you and the other targets can travel to any planet within the same galaxy.

THUNDERSTRIKE ◆◆ SPELL 1

CONCENTRATE ELECTRICITY MANIPULATE SONIC

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature

Defense basic Reflex

You call down a tendril of lightning that cracks with thunder, dealing 1d12 electricity damage and 1d4 sonic damage to the target with a basic Reflex save. A target wearing metal armor or made of metal takes a –1 circumstance bonus to its save, and if damaged by the spell is clumsy 1 for 1 round.

Heightened (+1) The damage increases by 1d12 electricity and 1d4 sonic.

TOXIC CLOUD ◆◆◆ SPELL 5

CONCENTRATE DEATH MANIPULATE POISON

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Fortitude; **Duration** 1 minute

You conjure a poisonous fog. This functions as *mist*, except the area moves 10 feet away from you each round. A breathing creature that starts its turn in the area takes 6d8 poison damage with a basic Fortitude save. You can Dismiss the spell.

Heightened (+1) The damage increases by 1d8.

TRANSLATE ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Duration 1 hour

The target can understand the meaning of a single language it is hearing or reading when you Cast the Spell. This doesn't let it understand codes, language couched in metaphor, and the like (subject to GM discretion). If the target can hear multiple languages and knows that, it can choose which language to understand; otherwise, choose one of the languages randomly.

Heightened (3rd) The target can also speak the language.

Heightened (4th) You can target up to 10 creatures, and targets can also speak the language.

TRANSLOCATE ◆◆ SPELL 4

CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, occult

Range 120 feet

You instantly transport yourself and any items you're wearing and holding from your current space to an unoccupied space

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within range you can see. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the spell is lost.

Heightened (5th) The range increases to 1 mile. You don't need to be able to see your destination, as long as you have been there in the past and know its relative location and distance from you. You are then temporarily immune for 1 hour.

TREE OF SEASONS ◆◆ SPELL 6

CONCENTRATE MANIPULATE PLANT WOOD

Traditions primal
Range 60 feet
Duration 1 minute

You cause a Small tree to instantly sprout in an unoccupied space on the ground. Four seedpods grow from the tree, each filled with the magic of a different one of the four seasons. A creature can Interact to pluck one of the pods, and can then either throw it up to 30 feet as part of the same action or do so with a separate Interact action later. When thrown, a pod explodes in a 5-foot burst, dealing 6d6 damage with a basic Reflex save against your spell DC. The damage type depends on the season of the pod: electricity for spring, fire for summer, poison for autumn, or cold for winter. When the spell ends, the tree withers away and any remaining pods rot, leaving behind non-magical seeds.

Heightened (+1) The burst's damage increases by 1d6.

TRUE TARGET ◆ SPELL 7

CONCENTRATE FORTUNE PREDICTION

Traditions arcane, occult
Range 60 feet; **Targets** 4 creatures
Duration until the start of your next turn

You delve into the possible futures of the next few seconds to understand all the ways your foe might avoid harm, then cast out that vision to those around you. Designate a creature. The first time each target makes an attack roll against that creature during *true target*'s duration, the attacker rolls twice and uses the better result. The attacker also ignores circumstance penalties to the attack roll and any flat check required due to the designated creature being concealed or hidden.

TRUESIGHT ◆◆ SPELL 6

CONCENTRATE MANIPULATE REVELATION

Traditions arcane, divine, occult, primal
Duration 10 minutes

You see things within 60 feet as they actually are. The GM rolls a secret counteract check against any illusion, morph, or polymorph effect in the area, but only for the purpose of determining whether you see through it (for instance, if the check succeeds against a polymorph spell, you can see the creature's true form, but you don't end the polymorph spell).

TRUESPEECH ◆◆ SPELL 5

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, divine, occult
Range touch; **Targets** 1 creature
Duration 1 hour

The target can understand all words regardless of language and also speak the languages of other creatures. When in a mixed group of creatures, each time the target speaks, it can choose a creature and speak in a language that creature understands, even if the target doesn't know what language that is.

Heightened (7th) The duration is 8 hours.

UMBRAL JOURNEY SPELL 5

UNCOMMON CONCENTRATE MANIPULATE SHADOW TELEPORTATION

Traditions arcane, occult
Cast 1 minute
Range touch; **Targets** you and up to 10 willing creatures touched
Duration 8 hours

You move partially into the Netherworld, using its warped nature to speed your travels. Each hour, you cover roughly as much ground as you normally would in 3 days (page 438). The landmarks are vague and symbolic rather than concrete, leaving you within a mile of your intended destination when you Dismiss the spell or its duration ends.

UNCONTROLLABLE DANCE ◆◆ SPELL 8

CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions arcane, occult
Range touch; **Targets** 1 creature
Defense Will; **Duration** varies

The target is overcome with an all-consuming urge to dance. For the duration of the spell, the target is off-guard and can't use reactions. It also can't use move actions except to dance, using the Stride action to move up to half its Speed.

Critical Success The target is unaffected.

Success The spell's duration is 3 rounds, and the target must spend at least 1 action each turn dancing.

Failure The spell's duration is 1 minute, and the target must spend at least 2 actions each turn dancing.

Critical Failure The spell's duration is 1 minute, and the target must spend all its actions each turn dancing.

UNFATHOMABLE SONG ◆◆ SPELL 9

AUDITORY CONCENTRATE EMOTION FEAR INCAPACITATION MANIPULATE MENTAL

Traditions occult
Range 120 feet; **Targets** up to 5 creatures
Defense Will; **Duration** sustained up to 1 minute

Fleeting notes of a strange and unnatural song fill the air, overtaking the mind. Each target must attempt a Will save when you Cast the Spell, and again the first time you Sustain the spell each round. A creature needs to attempt only one save against the song each round, and you have to keep the same targets when you Sustain the spell.

Critical Success The target is unaffected, can't be affected on subsequent rounds, and is temporarily immune for 1 minute.

Success The target is unaffected this round, but it can be affected on subsequent rounds.

Failure Roll 1d4 on the following table.

Critical Failure Roll 1d4+1 on the following table.

Result	Effect
1	The target is frightened 2.
2	The target is confused for 1 round.
3	The target is stupefied 4 for 1 round.
4	The target is blinded for 1 round.
5	The target is stunned for 1 round and stupefied 1 for an unlimited duration.

UNFETTERED MOVEMENT ◆◆ SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, divine, primal
Range touch; **Targets** 1 creature touched
Duration 10 minutes

You repel hindrances that would affect a creature. While under this spell's effect, the target ignores effects that would give them a circumstance penalty to Speed. When they attempt to Escape an effect that has them immobilized, grabbed, or restrained, they automatically succeed unless the effect is magical and of a higher rank than the *unfettered movement* spell.

UNFETTERED PACK ◆◆ SPELL 7

CONCENTRATE MANIPULATE

Traditions primal
Range 30 feet; **Targets** up to 10 creatures
Duration 1 hour

You free those who travel alongside you from environmental hindrances. Targets don't take circumstance penalties to Speed from vegetation, rubble, winds, or other properties of the environment, and they ignore difficult terrain from such environmental properties.

Heightened (9th) The targets also ignore greater difficult terrain from environmental properties.

UNRELENTING OBSERVATION ◆◆ SPELL 8

CONCENTRATE MANIPULATE SCRYING

Traditions arcane, occult
Range 100 feet; **Area** 20-foot burst; **Targets** 1 creature or object tracked and up to 5 other willing creatures
Duration varies

This spell grants perfect sight based on scrying, allowing several willing targets to track the exact movements or position of one creature or object. Choose one target creature or object in the area to be tracked. It becomes the sensor for the spell. Up to five willing creatures of your choice in the area can see a ghostly image of this creature or object when it's out of their sight. They can perceive the creature or object perfectly, allowing them to ignore the concealed or invisible condition, though physical barriers still provide cover.

The tracking creatures can see the tracked creature or object through all barriers other than lead or running water, which block their vision. Distance doesn't matter, though the creature or object might move so far away it becomes too small to perceive. The tracking creatures don't see any of the environment around the target, though they do see any gear a creature is wearing or holding, and they can tell if it removes objects from its person.

If the target to be tracked is willing, the duration is 1 hour. If they're unwilling, the target must attempt a Will save.

Critical Success The creature or object is unaffected.
Success As described, and the duration is 1 minute.
Failure As described, and the duration is 1 hour.

VAMPIRIC EXSANGUINATION ◆◆ SPELL 6

CONCENTRATE DEATH MANIPULATE VOID

Traditions arcane, divine, occult
Area 30-foot cone
Defense basic Fortitude

You draw in the blood and life force of other creatures through your outstretched arms. You deal 12d6 void damage to living creatures in the area with a basic Fortitude save.

You gain temporary Hit Points equal to half the damage a single creature takes from this spell; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

Heightened (+1) The damage increases by 2d6.

VAMPIRIC FEAST ◆◆ SPELL 3

CONCENTRATE DEATH MANIPULATE VOID

Traditions arcane, divine, occult
Range touch; **Targets** 1 living creature
Defense basic Fortitude

Your touch leeches the lifeblood out of a target to empower yourself. You deal 6d6 void damage to the target. You gain temporary Hit Points equal to half the void damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

Heightened (+1) The damage increases by 2d6.

VANISHING TRACKS ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions primal
Duration 1 hour

You obscure the tracks you leave behind. The DC of checks to Track you gains a +4 status bonus or is equal to your spell DC, whichever results in a higher DC.

Heightened (2nd) The duration increases to 8 hours.
Heightened (4th) The duration increases to 8 hours. The spell has a range of 20 feet and an area of a 20-foot-emanation, affecting up to 10 creatures of your choice within that area.

VAPOR FORM ◆◆ SPELL 4

AIR CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, occult, primal
Range touch; **Targets** 1 willing creature
Duration 5 minutes

The target transforms into a vaporous state. In this state, the target is amorphous. It loses any item bonus to AC and all other effects and bonuses from armor, and it uses its proficiency modifier for unarmored defense. It gains resistance 8 to physical damage and is immune to precision damage. It can't cast spells, activate items, or use actions that have the attack or manipulate trait. It gains a fly Speed of 10 feet and can slip through tiny cracks. The target can Dismiss the spell.

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VEIL OF PRIVACY — SPELL 3

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, occult, primal
Cast 10 minutes
Range touch; **Targets** 1 creature or object
Duration 8 hours

You erect protective wards that make the target difficult to detect via magic. *Veil of privacy* attempts to counteract all detection, revelation, and scrying effects used against the target or the target's gear throughout the duration, counting cantrips as 1st-rank spells for this purpose. Successfully counteracting a spell that targets an area or multiple targets negates the effects for only *veil of privacy*'s target.

VENTRILOQUISM ◆◆ — SPELL 1

AUDITORY CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, divine, occult, primal
Duration 10 minutes

Whenever you speak or make any other sound vocally, you can make your vocalization seem to originate from somewhere else within 60 feet, and you can change that apparent location freely as you vocalize. Any creature that hears the sound can attempt to disbelieve your illusion.

Heightened (2nd) The spell's duration increases to 1 hour, and you can also change the tone, quality, and other aspects of your voice. Before a creature can attempt to disbelieve your illusion, it must actively attempt a Perception check or otherwise use actions to interact with the sound.

VIBRANT PATTERN ◆◆ — SPELL 6

ILLUSION INCAPACITATION MANIPULATE SUBTLE VISUAL

Traditions arcane, occult
Range 120 feet; **Area** 10-foot burst
Defense Will; **Duration** sustained up to 1 minute

You create a pattern of lights that pulses with intensity. Creatures are dazzled while inside the pattern.

In addition, a creature must attempt a Will saving throw if it's inside the pattern when you cast it, enters the pattern, ends its turn within the pattern, or uses a Seek or Interact action on the pattern. A creature currently blinded by the pattern doesn't need to attempt new saving throws.

Success The creature is unaffected.
Failure The creature is blinded by the pattern. If it exits the pattern, it can attempt a new save to recover from the blinded condition at the end of each of its turns, to a maximum duration of 1 minute.
Critical Failure The creature is blinded for 1 minute.

VISION OF DEATH ◆◆ — SPELL 4

CONCENTRATE DEATH EMOTION FEAR MANIPULATE MENTAL

Traditions arcane, occult
Range 120 feet; **Targets** 1 living creature
Defense Will

You force the target to see a vision of its own death. It takes 8d6 mental damage with a Will save. If the target is reduced to 0 HP by this spell, its vision becomes reality and kills it instantly.
Critical Success The target is unaffected.
Success The target takes half damage and is frightened 1.
Failure The target takes full damage and is frightened 2.
Critical Failure The target takes double damage, is frightened 4, and is fleeing for as long as it's frightened.

Heightened (+1) The damage increases by 2d6.

VITAL BEACON — SPELL 4

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, primal
Cast 1 minute
Duration until your next daily preparations

Vitality radiates outward from you, allowing others to supplicate and receive healing. Once per round, either you or an ally can use an Interact action to supplicate and lay hands upon you to regain Hit Points. Each time the beacon heals someone, it decreases in strength. It restores 4d10 Hit Points to the first creature, 4d8 Hit Points to the second, 4d6 Hit Points to the third, and 4d4 Hit Points to the fourth, after which the spell ends. You can have only one *vital beacon* active at a time.

Heightened (+1) The beacon restores one additional die of HP each time it heals, using the normal die size for that step.

VITALITY LASH ◆◆ — CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE VITALITY

Traditions divine, primal
Range 30 feet; **Targets** 1 creature that is undead or otherwise has void healing
Defense Fortitude

You demolish the target's corrupted essence with energy from Creation's Forge. You deal 2d6 vitality damage with a basic Fortitude save. If the creature critically fails the save, it is also enfeebled 1 until the start of your next turn.

Heightened (+1) The damage increases by 1d6.

VOID WARP ◆◆ — CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE VOID

Traditions arcane, divine, occult
Range 30 feet; **Targets** 1 living creature
Defense Fortitude

You call upon the Void to harm life force. The target takes 2d4 void damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

Heightened (+1) The damage increases by 1d4.

VOLCANIC ERUPTION ◆◆ — SPELL 7

CONCENTRATE MANIPULATE FIRE

Traditions primal
Range 120 feet; **Area** 5-foot radius, 80-foot-tall cylinder
Defense Reflex

The ground opens up, spraying a column of lava high into the air in a vertical cylinder, dealing 14d6 fire damage to creatures in the area. The lava rapidly cools and encases creatures in the area. A creature encased in rock is clumsy 1 and takes a –10-foot status penalty to its Speeds. All normal terrain is difficult terrain to a flying creature, and such creatures immediately descend 20 feet the moment they're encased, but they don't take damage from

this fall. A creature encased in rock can attempt to Escape against your spell DC to end the effect. Otherwise, the creature remains encased until it takes a total of 50 damage, freeing it from the rock.

Additionally, creatures in the area and those within 5 feet of the lava column automatically take 3d6 fire damage from the intense heat, regardless of the results of their saving throws.

Critical Success The creature is unaffected.
Success The creature takes half damage.
Failure The creature takes full damage and is encased.
Critical Failure The creature takes double damage and is encased.

Heightened (+1) The damage in the area increases by 2d6, and the damage from the intense heat increases by 1d6.

WAILS OF THE DAMNED ◆◆ SPELL 9

AUDITORY CONCENTRATE DEATH MANIPULATE VOID

Traditions divine, occult
Area 40-foot emanation
Defense Fortitude

You howl a lament of damned souls. Each living enemy in the area takes 8d10 void damage depending on its Fortitude save.

Critical Success The creature is unaffected.
Success The creature takes full damage.
Failure The creature takes full damage and is drained 1d4.
Critical Failure The creature takes double damage and is drained 4.

WALL OF FIRE ◆◆◆ SPELL 4

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal
Range 120 feet
Duration 1 minute

You raise a blazing wall that burns creatures passing through it. You create either a 5-foot-thick wall of flame in a straight line up to 60 feet long and 10 feet high, or a 5-foot-thick, 10-foot-radius ring of flame with the same height. The wall stands vertically in either form; if you wish, the wall can be of a shorter length or height. Everything on each side of the wall is concealed from creatures on the opposite side. Any creature that crosses the wall or is occupying the wall's area at the start of its turn takes 4d6 fire damage.

Heightened (+1) The fire damage increases by 1d6.

WALL OF FORCE ◆◆◆ SPELL 6

CONCENTRATE FORCE MANIPULATE

Traditions arcane, occult
Range 30 feet
Duration 1 minute

You form an invisible wall of pure magical force up to 50 feet long and up to 20 feet high. The wall has no discernible thickness. 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 has AC 10, Hardness 30, and 60 Hit Points, and it's immune to critical hits and precision damage. The wall blocks physical effects from passing through it, and because it's made of force, it blocks incorporeal and ethereal creatures as well. Teleportation effects can pass through the barrier, as can visual effects (since the wall is invisible).

Wall of force is immune to effects of its rank or lower that attempt to counteract it. The wall is automatically destroyed by a *disintegrate* spell of any rank.

Heightened (+2) The Hit Points of the wall increases by 20.

WALL OF ICE ◆◆◆ SPELL 5

COLD CONCENTRATE MANIPULATE WATER

Traditions arcane, primal
Range 120 feet
Duration 1 minute

You sculpt an ice barrier that blocks sight and, once shattered, freezes foes. You create either a 1-foot-thick wall of ice in a straight line up to 60 feet long and 10 feet high (the wall doesn't have to be vertical, but it must be anchored on both sides to a solid surface) or a 1-foot-thick, 10-foot radius hemisphere of ice. The ice that makes up the wall is opaque. If you wish, the wall can be of a smaller length, height, or radius. 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.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 40 Hit Points, and it's immune to critical hits, cold damage, and precision damage. A section also has weakness to fire 15; a section of the wall destroyed by fire melts, evaporating into water and steam. A section destroyed by means other than fire leaves behind a chilling mass of ice that is difficult terrain and deals 2d6 cold damage to any creature passing through it.

Heightened (+2) The Hit Points of each section of the wall increase by 10, and the cold damage dealt to creatures crossing a destroyed section increases by 1d6.

WALL OF STONE ◆◆◆ SPELL 5

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal
Range 120 feet

You shape a wall of solid stone. You create a 1-inch-thick wall of stone up to 120 feet long, and 20 feet high. You can shape the wall's path, placing each 5 feet of the wall on the border between squares. The wall doesn't need to stand vertically, so you can use it to form a bridge or set of stairs, for example. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 14, and 50 Hit Points, and it's immune to critical hits and precision damage. A destroyed section of the wall can be moved through, but the rubble created from it is difficult terrain.

Heightened (+2) The Hit Points of each section of the wall increase by 15.

WALL OF THORNS ◆◆◆ SPELL 3

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal
Range 60 feet
Duration 1 minute

Over the course of a minute, you grow a wall of thorny brambles from the ground. You create a 5-foot-thick wall of brambles and thorns in a straight line up to 60 feet long and 10 feet high. You

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WALL OF THORNS

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 stands vertically. If you wish, the wall can be of a shorter length or height. Everything on each side of the wall has cover from creatures on the opposite side, and the wall's spaces are difficult terrain. For every move action a creature uses to enter at least one of the wall's spaces, that creature takes 3d4 piercing damage.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points. It's immune to critical hits and precision damage. A destroyed section can be moved through freely.

Heightened (+1) The Hit Points of each section of the wall increase by 5, and the piercing damage increases by 1d4.

WALL OF WIND ◆▶▶ SPELL 3

AIR CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You create a barrier of gusting winds that hinders anything moving through it. The wall of swirling winds is 5 feet thick, 60 feet long, and 30 feet high. The wall stands vertically, but you can shape its path. Though the wall of wind distorts the air, it does not hamper sight. The wall has the following effects.

- Ammunition from physical ranged attacks—such as arrows, bolts, sling bullets, and other objects of similar size—can't pass through the wall. Attacks with bigger ranged weapons, such as javelins, take a –2 circumstance penalty to their attack rolls if their paths pass through the wall. Massive ranged weapons and spell effects that don't create physical objects pass through the wall with no penalty.
- The wall is difficult terrain to creatures attempting to move overland through it. Gases, including creatures in *vapor form*, can't pass through the wall.
- A creature that attempts to fly through the wall using a move action must attempt a Fortitude save.

Critical Success The creature can move through the wall normally this turn.

Success The flying creature can move through the wall this turn, but the wall is difficult terrain.

Failure The wall stops the movement of the flying creature, and any remaining movement from its current action is wasted.

Critical Failure As failure, and the creature is pushed 10 feet away from the wall.

WARP MIND ◆▶▶ SPELL 7

CONCENTRATE EMOTION INCAPACITATION MANIPULATE MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** 1 creature

Defense Will

You scramble a creature's mental faculties and sensory input. The target must attempt a Will saving throw. Regardless of the

result of that save, the target is then temporarily immune for 10 minutes. *Warp mind*'s effects happen instantly, so *dispel magic* and other effects that counteract spells can't counteract them. However, *wish* rituals and abilities that can remove non-magical effects can still counteract the effects.

Critical Success The target is unaffected.

Success The target spends the first action on its next turn with the confused condition.

Failure The target is confused for 1 minute.

Critical Failure The target is confused permanently.

WATER BREATHING — SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, divine, primal

Cast 1 minute

Range 30 feet; **Targets** up to 5 creatures

Duration 1 hour

The targets can breathe underwater.

Heightened (3rd) The duration is 8 hours.

Heightened (4th) The duration is until your next daily preparations.

WATER WALK ◆◆ — SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, divine, primal

Range touch; **Targets** 1 creature

Duration 10 minutes

The target can walk on the surface of water and other liquids without falling through. It can go underwater if it wishes, but in that case it must Swim normally. This spell doesn't grant the ability to breathe underwater.

Heightened (4th) The spell's range increases to 30 feet, the duration increases to 1 hour, and you can target up to 10 creatures.

WAVE OF DESPAIR ◆◆ — SPELL 5

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions arcane, occult

Area 30-foot cone

Defense Will; **Duration** 1 or more rounds

You inflict despair on creatures in the area. The effects for each creature are determined by its Will save.

Critical Success The creature is unaffected.

Success For 1 round, the creature can't use reactions and must attempt another save at the start of its turn; on a failure, it is slowed 1 for that turn as it sobs uncontrollably.

Failure As success, but the duration is 1 minute.

Critical Failure As failure, and the creature is automatically slowed 1 for 1 minute.

Heightened (7th) The area increases to a 60-foot cone.

WEAPON STORM ◆◆ — SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, primal

Area 30-foot cone or 10-foot emanation

Defense Reflex

You swing a weapon you're holding, and the weapon magically multiplies into duplicates that swipe at all creatures in either a cone or an emanation. This flurry deals four dice of damage to creatures in the area. This damage has the same type as the weapon and uses the same die size. Determine the die size as if you were attacking with the weapon; for instance, if you were wielding a two-hand weapon in both hands, you'd use its two-hand damage die.

Critical Success The creature is unaffected.

Success The target takes half damage.

Failure The target takes full damage.

Critical Failure The target takes double damage and is subject to the weapon's critical specialization effect.

Heightened (+1) Add another damage die.

WRATHFUL STORM ◆◆◆ — SPELL 9

AIR COLD CONCENTRATE ELECTRICITY MANIPULATE

Traditions primal

Range 800 feet; **Area** 400-foot burst

Duration sustained up to 1 minute

A massive storm cloud forms in the air above the area, spreading rain and gales. The wind imposes a –4 circumstance penalty to physical ranged attacks. The air in the area is greater difficult terrain for flying creatures. When you Cast this Spell and the first time each round you Sustain it on subsequent rounds, you can choose one of the following storm effects. You can't choose the same effect twice in a row.

- **Blizzard** The driving snow deals 4d8 cold damage to each creature in or below the storm with no save. Everything in or beneath the cloud is concealed by driving snow and any ground is difficult terrain.
- **Hail** Each creature in or below the storm takes 4d10 bludgeoning damage with a basic Fortitude save.
- **Lightning** Choose up to 10 creatures in or below the storm to be struck by lightning. Each of them takes 7d6 electricity damage with a basic Reflex save.
- **Tornado** A roughly cylindrical whirlwind appears in or below the cloud in a 30-foot radius. Each creature in the whirlwind is thrown 40 feet upward.

Heightened (10th) The range increases to 2,000 feet and the cloud is a 1,000-foot burst.

ZEALOUS CONVICTION ◆◆ — SPELL 6

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions divine, occult

Range 30 feet; **Targets** up to 10 willing creatures

Duration 10 minutes

You bypass your targets' rational minds, instilling them with unshakable conviction and zeal. The targets each gain 12 temporary Hit Points and a +2 status bonus to Will saves against mental effects, as their faith overrides the signals from their own bodies and minds. If you tell a target to do something, it must comply with your request, though if it would normally find the task repugnant, it can attempt a Will save at the end of its turn each round due to the cognitive dissonance. On a success, it ends the spell's effects on itself entirely.

Heightened (9th) The temporary Hit Points increase to 18, and the status bonus to Will saves increases to +3.

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FOCUS SPELLS

Some classes gain special spells that they cast using Focus Points instead of spell slots. The full rules for casting focus spells appear on page 298.

BARD COMPOSITION SPELLS

ALLEGRO ◆ CANTRIP 7

UNCOMMON BARD CANTRIP COMPOSITION CONCENTRATE EMOTION MENTAL

Range 30 feet; **Targets** 1 ally

Duration 1 round

You perform rapidly, speeding up your ally. The ally becomes quickened and can use the additional action to Strike, Stride, or Step.

COUNTER PERFORMANCE ↻ FOCUS 1

UNCOMMON BARD COMPOSITION CONCENTRATE FOCUS FORTUNE MENTAL

Trigger You or an ally within 60 feet rolls a saving throw against an auditory or visual effect.

Area 60-foot emanation

Your performance protects you and your allies. Roll a Performance check for a type you know—it must be an auditory performance if the trigger was auditory or a visual one for a visual trigger, and this action gains the traits for the type of performance (page 243). You and allies in the area can use the better result between your Performance check and the saving throw.

COURAGEOUS ANTHEM ◆ CANTRIP 1

UNCOMMON BARD CANTRIP COMPOSITION CONCENTRATE EMOTION MENTAL

Area 60-foot emanation

Duration 1 round

You inspire yourself and your allies with words or tunes of encouragement. You and all allies in the area gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

DIRGE OF DOOM ◆ CANTRIP 3

UNCOMMON BARD CANTRIP COMPOSITION CONCENTRATE EMOTION FEAR MENTAL

Area 30-foot emanation

Duration 1 round

Enemies within the area are frightened 1. They can't reduce their frightened value below 1 while they remain in the area.

FATAL ARIA ◆ FOCUS 10

UNCOMMON BARD COMPOSITION CONCENTRATE DEATH EMOTION FOCUS MENTAL

Range 30 feet; **Targets** 1 creature

You perform music so perfect that the target may die of joy or sorrow. Once targeted, the creature becomes temporarily immune for 1 minute. The effect of the spell depends on the target's level and current Hit Points.

16th or Lower The target dies instantly.

17th If the target has 50 Hit Points or fewer, it dies instantly; otherwise, it drops to 0 Hit Points and becomes dying 1.

18th or Higher The target takes 50 damage. If this brings it to 0 Hit Points, it dies instantly.

FORTISSIMO COMPOSITION ◆ FOCUS 4

UNCOMMON BARD CONCENTRATE FOCUS SPELLSHAPE

Muse maestro

You call upon your muse to greatly increase the benefits you provide with your *courageous anthem*, *rallying anthem*, or *song of strength* composition. If your next action is to cast one of these compositions, attempt a Performance check. The DC is usually the highest Will DC of the composition's targets, but the GM can assign a different DC based on the circumstances. The effect of your composition depends on the result of your check.

Critical Success The status bonus from your composition increases to +3.

Success The status bonus from your composition increases to +2.

Failure Your composition provides only its normal bonus of +1, but you don't spend the Focus Point for casting this spell.

HOUSE OF IMAGINARY WALLS ◆ CANTRIP 5

UNCOMMON BARD CANTRIP COMPOSITION ILLUSION MANIPULATE VISUAL

Range touch

Duration 1 round

You mime an invisible 10-foot-by-10-foot wall adjacent to you and within your reach. The wall is solid to those creatures that don't disbelieve it, even incorporeal creatures. You and your allies can voluntarily believe the wall exists to continue to treat it as solid, for instance to climb onto it. A creature that disbelieves the illusion is temporarily immune to your house of imaginary walls for 1 minute. The wall doesn't block creatures that didn't see your visual performance, nor does it block objects. The wall has AC 10, Hardness equal to double the spell's rank, and HP equal to quadruple the spell's rank.

HYMN OF HEALING ◆◆ FOCUS 1

UNCOMMON BARD COMPOSITION CONCENTRATE FOCUS HEALING VITALITY

Range 30 feet; **Targets** you or 1 ally

Duration sustained up to 4 rounds

Your glorious singing mends wounds and provides a temporary respite from harm. The target gains fast healing 2. When you Cast the Spell and the first time each round you Sustain the Spell, the target gains 2 temporary Hit Points, which last for 1 round.

Heightened (+1) The fast healing and temporary Hit Points each increase by 2.

LINGERING COMPOSITION ◆ FOCUS 1

UNCOMMON BARD CONCENTRATE FOCUS SPELLSHAPE

Muse maestro

You add a flourish to your composition to extend its benefits. If your next action is to cast a cantrip composition with a duration of 1 round, attempt a Performance check. The DC is usually a standard-difficulty DC of a level equal to the highest-level target of your composition, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success The composition lasts 4 rounds.

Success The composition lasts 3 rounds.

Failure The composition lasts 1 round, but you don't spend the Focus Point for casting this spell.

LOREMASTER'S ETUDE ◆ FOCUS 1

UNCOMMON BARD FOCUS FORTUNE MANIPULATE

Muse enigma

Trigger You or an ally within range attempts a skill check to Recall Knowledge

Range 30 feet; **Targets** you or the triggering ally

You call upon your muse's deep mysteries, granting the target a greater ability to think and recall information. Roll the triggering Recall Knowledge skill check twice and use the higher result.

ODE TO OUROBOROS ↷ FOCUS 5

UNCOMMON BARD COMPOSITION CONCENTRATE FOCUS

Trigger A creature's dying condition would reach the value at which they would die.

Range 60 feet; **Targets** the triggering creature

Your ode staves off death. The target's dying condition remains 1 below the value at which it dies. This doesn't help prevent death from effects that kill the target without increasing its dying condition, such as *disintegrate* and death effects.

PIED PIPING ◆◆ FOCUS 10

UNCOMMON BARD COMPOSITION CONCENTRATE FOCUS INCAPACITATION MENTAL SONIC

Area 5-foot emanation

Saving Throw Will; **Duration** 1 minute

Your performance enraptures listeners, compelling them to follow you. Each creature within the emanation must attempt a Will save when you Cast the Spell or the first time they enter the area, after which they become temporarily immune for 1 day. Once per turn, you can Sustain the composition to increase the emanation's radius by 5 feet. You can Dismiss the spell.

Critical Success The creature is unaffected.

Success The creature is fascinated with you.

Failure The creature is fascinated by you and uses all its actions to move toward you and compliment your performance. This effect ends if a hostile action is used against the affected creature.

Critical Failure The target gains the minion trait and is controlled by you. This effect ends if a hostile action is used against the affected creature, or if you direct the creature to use any action that causes it harm.

RALLYING ANTHEM ◆ CANTRIP 2

UNCOMMON BARD CANTRIP COMPOSITION CONCENTRATE EMOTION MENTAL

Area 60-foot emanation

Duration 1 round

Your song moves allies to protect themselves more effectively. You and all allies in the area gain a +1 status bonus to AC and saving throws, as well as resistance equal to half the spell's rank to physical damage.

SONG OF MARCHING ◆ CANTRIP 3

UNCOMMON BARD CANTRIP COMPOSITION CONCENTRATE MENTAL

Area 60-foot emanation

Duration sustained up to 1 hour

You maintain a brisk performance that keeps allies on the move. You and your allies in the area can Hustle for the spell's duration, in addition to your other exploration activities (your exploration activity is Sustaining this spell). You and your allies then become temporarily immune for 1 day.

If you enter an encounter while performing this song, you can use your Performance modifier for the initiative roll. You and your affected allies also receive a +1 status bonus to that initiative roll.

Heightened (6th) You can Sustain the Spell for up to 2 hours.

Heightened (9th) You can Sustain the Spell for up to 4 hours.

SONG OF STRENGTH ◆ CANTRIP 1

UNCOMMON BARD CANTRIP COMPOSITION CONCENTRATE EMOTION MENTAL

Muse warrior

Area 60-foot emanation

Duration 1 round

You bolster your allies' physical strength with a hearty exhortation. You and your allies gain a +1 status bonus to Athletics checks and to their DCs against Athletics skill actions such as Disarm, Reposition, Shove, and Trip.

SOOTHING BALLAD ◆◆ FOCUS 7

UNCOMMON BARD COMPOSITION CONCENTRATE EMOTION FOCUS HEALING MANIPULATE MENTAL

Range 30 feet; **Targets** you and up to 9 allies

You draw upon your muse to soothe your allies. Choose one of the following three effects:

- The spell attempts to counteract fear effects on the targets.
- The spell attempts to counteract effects imposing paralysis on the targets.
- The spell restores 7d8 Hit Points to the targets.

Heightened (+1) When used to heal, *soothing ballad* restores 1d8 more Hit Points.

SYMPHONY OF THE UNFETTERED HEART ◆◆ FOCUS 5

UNCOMMON BARD COMPOSITION CONCENTRATE FOCUS

Range 30 feet; **Targets** you or 1 ally

Your symphony lifts listeners from their worldly concerns.

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Attempt a Performance check to counteract an effect applying one of the following conditions to the target: grabbed, immobilized, paralyzed, restrained, slowed, or stunned. If you fail, you can't target the same effect on the target for 1 day. Use the condition's source to determine the counteract DC (for example, the Escape DC for grabbed).

Heightened (9th) You can target up to four creatures.

TRIPLE TIME ◆ CANTRIP 2

UNCOMMON BARD CANTRIP COMPOSITION EMOTION MANIPULATE MENTAL

Area 60-foot emanation

Duration 1 round

Your music sets a fast pace. You and all allies in the area gain a +10-foot status bonus to all Speeds for 1 round.

UPLIFTING OVERTURE ◆ CANTRIP 1

UNCOMMON BARD CANTRIP COMPOSITION CONCENTRATE EMOTION MENTAL

Muse maestro

Range 60 feet; **Targets** 1 ally

Duration 1 round

Your performance makes allies feel they can succeed at anything. This counts as having prepared to Aid your ally on a skill check of your choice. When you later use the Aid reaction, you can roll Performance instead of the normal skill check, and if you roll a failure, you get a success instead. If you are legendary in Performance, you automatically critically succeed.

The GM might rule that you can't use this ability if the act of encouraging your ally would interfere with the skill check (such as a check to Sneak quietly or maintain a disguise).

Cleric Domain Spells

Air

PUSHING GUST ◆◆ FOCUS 1

UNCOMMON AIR CLERIC CONCENTRATE FOCUS MANIPULATE

Range 500 feet; **Targets** 1 creature

Defense Fortitude

Giving the air a push, you buffet the target with a powerful gust of wind; it must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is pushed 5 feet away from you.

Failure The target is pushed 10 feet away from you.

Critical Failure The target is pushed 10 feet away from you and knocked prone.

DISPERSE INTO AIR ↻ FOCUS 4

UNCOMMON AIR CLERIC FOCUS MANIPULATE POLYMORPH

Trigger You take damage from an enemy or a hazard.

After taking the triggering damage, you transform into air. Until the end of the current turn, you can't be attacked or targeted, you don't take up space, you can't act, and any auras or emanations you have are suppressed. At the end of the turn, you re-form in any space you can occupy within 15 feet of where you were when you dispersed. Any auras or emanations you had are restored as long as their duration didn't run out while you were dispersed.

Ambition

IGNITE AMBITION ↻ FOCUS 1

UNCOMMON CLERIC CONCENTRATE EMOTION FOCUS MENTAL SUBTLE

Trigger You or an ally in range attempt to use a mental effect to convince a creature to do something (such as a Coerce, Request, or a *suggestion* spell).

Range 60 feet; **Targets** one creature being influenced

Defense Will

You strengthen the target's ambition, increase its resentment of its allies, and make its allegiances more susceptible to change. It must attempt a Will save.

Critical Success The target is unaffected and realized you attempted to influence its reaction with magic.

Success The target takes a –1 status penalty to its defenses against the triggering effect. This penalty is –2 if the target is being encouraged to advance its own ambitions. The target doesn't realize you Cast the Spell on it.

Failure As success, but the status penalty is –4 if the target is being encouraged to advance its own ambitions.

Critical Failure As success, but the creature automatically follows a suggestion that advances its own ambitions.

COMPETITIVE EDGE ◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE EMOTION FOCUS MENTAL

Duration sustained up to 1 minute

Your competitiveness drives you to prove yourself against the opposition. You gain a +1 status bonus to attack rolls and skill checks. If an enemy within 20 feet critically succeeds at an attack roll or skill check, your status bonus increases to +3 for attack rolls or that specific skill check (whichever the foe critically succeeded at) for 1 round.

Heightened (7th) Increase the base bonus to +2 and the increased bonus after an enemy critically succeeds to +4.

Cities

FACE IN THE CROWD ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE VISUAL

Duration 1 minute

While in a crowd of roughly similar creatures, your appearance becomes bland and nondescript. You gain a +2 status bonus to Deception and Stealth checks to go incognito among the crowd, and you ignore difficult terrain caused by the crowd. This counts as setting up a disguise for the Impersonate use of Deception and you add your level even if you're untrained.

Heightened (3rd) The spell gains a range of 10 feet and can target up to 10 creatures.

PULSE OF CIVILIZATION ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE SCRYING

Range 25 miles

Duration 8 hours

You tap into the zeitgeist of any settlements in range. You learn the names of the settlements. On all Lore checks to Recall Knowledge about those settlements or to Gather Information

in or about those settlements, you gain a +2 status bonus and use your level as your proficiency bonus even if you're untrained. When you Cast the Spell, you can immediately Recall Knowledge about one of the settlements using its Lore skill (such as Absalom Lore), which benefits from the bonus. If you cast *pulse of civilization* again, any previous casting ends.

Heightened (5th) The range is 100 miles.

Heightened (7th) The range is 500 miles and the bonus is +3.

Confidence

VEIL OF CONFIDENCE ◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MENTAL

Duration 1 minute

You surround yourself in confidence. You reduce your current frightened condition by 1, and whenever you would become frightened during the duration, reduce the amount by 1. If you critically fail a save against a fear effect, *veil of confidence* reduces your frightened value from that effect, and then ends.

DELUSIONAL PRIDE ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You make the target overconfident, leading it to ascribe failure to external factors. The target attempts a Will save to determine the spell's duration and is temporarily immune for 24 hours regardless of the save's result.

Critical Success The target is unaffected.

Success The duration is 1 round. If the target fails at an attack roll or skill check, it takes a –1 status penalty to attack rolls and skill checks until the end of its turn (or the end of its next turn, if it attempted the roll outside its turn). If the creature fails a second time while taking this penalty, the penalty increases to –2.

Failure As success, but the duration is 10 minutes.

Critical Failure As success, but the duration is 24 hours.

Creation

CREATIVE SPLASH ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS ILLUSION MANIPULATE VISUAL

Range 30 feet; **Area** 5-foot burst

Defense Will; **Duration** varies

A deluge of paint or colorful illusions descend on the area, reflecting your personal creative specialty. Roll 1d4 to determine the color of the illusion. Each creature in the area must succeed at a Will save or take the effect listed on the table for the color.

1d4	Color	Failure	Critical Failure
1	White	Dazzled 1 round	Dazzled 1 minute
2	Red	Enfeebled 1 for 1 round	Enfeebled 2 for 1 round
3	Yellow	Frightened 1	Frightened 2
4	Blue	Clumsy 1 for 1 round	Clumsy 2 for 1 round

ARTISTIC FLOURISH ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range 15 feet; **Targets** 1 item or work of art that fits entirely within the range

Duration 10 minutes

You transform the target into a form that more closes matches your creative vision. It's clearly the same item, but with aesthetic details you choose. The target is a beautiful and impressive piece for its new quality, but the effect is obviously magical and temporary, so its monetary value doesn't change. If you're an expert in Crafting, the item grants a +1 item bonus to attack rolls if it's a weapon or skill checks if it's a skill tool.

When you Cast this Spell, any previous casting ends.

Heightened (7th) If you're a master in Crafting, the item grants a +2 item bonus.

Heightened (10th) If you're legendary in Crafting, the item grants a +3 item bonus.

Darkness

CLOAK OF SHADOW ◆ FOCUS 1

UNCOMMON AURA CLERIC DARKNESS FOCUS MANIPULATE SHADOW

Range touch; **Targets** 1 willing creature

Duration 1 minute

You drape the target in a mantle of swirling shadows that make it harder to see. The cloak reduces bright light within a 20-foot emanation to dim light. This is a form of magical darkness and can therefore overcome non-magical light or attempt to counteract magical light as described on page 431.

The target can use concealed condition gained from the shadows to Hide, though observant creatures can still follow the moving aura of shadow, making it difficult for the target to become completely undetected. The target can use an Interact action to remove the cloak and leave it behind as a decoy, where it remains, reducing light for the rest of the spell's duration. If anyone picks up the cloak after it's been removed by the original target, the cloak evaporates and the spell ends.

DARKENED SIGHT ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE DARKNESS FOCUS MANIPULATE

Range 60 feet; **Targets** 1 creature

Duration 1 minute

You infuse a creature's vision with darkness. It receives greater darkvision, allowing it to see even in magical darkness.

Death

DEATH'S CALL ↻ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS

Trigger A living creature within 20 feet of you dies, or an undead creature within 20 feet of you is destroyed.

Duration 1 minute

Seeing another pass from this world invigorates you. You gain temporary Hit Points equal to the triggering creature's level plus your spellcasting attribute modifier. If the triggering

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creature was undead, double the number of temporary Hit Points you gain. These last for the duration of the spell, and the spell ends if all the temporary Hit Points are depleted earlier.

ERADICATE UNDEATH ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE VITALITY

Area 30-foot cone

Defense basic Fortitude

A massive deluge of life energy causes the undead to fall apart. Each undead creature in the area takes 4d12 vitality damage.

Heightened (+1) The damage increases by 1d12.

Destruction

CRY OF DESTRUCTION ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE SONIC

Area 15-foot cone

Defense basic Fortitude

Your voice booms, smashing what's in front of you. Each creature and unattended object in the area takes 1d8 sonic damage. If you already dealt damage to an enemy this turn with a Strike or spell, increase the damage dice from this spell to d12s.

Heightened (+1) The damage increases by 1d8.

DESTRUCTIVE AURA ◆◆ FOCUS 4

UNCOMMON AURA CLERIC CONCENTRATE FOCUS MANIPULATE

Area 15-foot emanation

Duration 1 minute

Swirling sands of divine devastation surround you, weakening the defenses of all they touch. Reduce the resistances of yourself and creatures in the area by 2.

Heightened (+2) Reduce the resistances by an additional 2.

Dreams

SWEET DREAM ◆◆ FOCUS 1

UNCOMMON AUDITORY CLERIC CONCENTRATE FOCUS LINGUISTIC MANIPULATE MENTAL SLEEP

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

With soothing words, you lull the target into an enchanting dream. When you Cast the Spell, the target falls unconscious if it wasn't already. While unconscious, it experiences a dream of your choice, though lucidly enough it can wake when it pleases. If it wakes up before 1 minute of sleep has passed, the spell ends.

- **Dream of Insight** +1 status bonus to Intelligence-based skill checks
- **Dream of Glamor** +1 status bonus to Charisma-based skill checks
- **Dream of Voyaging** +5-foot status bonus to Speed

If you Cast this Spell again, any previous *sweet dream* you cast ends.

Heightened (4th) The bonus for a dream of insight or glamor is +2.

Heightened (7th) The bonus for a dream of insight or glamor is +3.

DREAMER'S CALL ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS ILLUSION INCAPACITATION MANIPULATE MENTAL

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** until the end of the target's next turn

You create a vivid, illusory daydream drawn from the images of the target's dreams. The daydream appears in an unoccupied space in range, and you attempt to draw the target toward it.

Critical Success The target is unaffected.

Success The target's attention wavers. It becomes fascinated by the daydream.

Failure The target is fascinated with the daydream and pursues a course of action you choose as its first action after you Cast the Spell: approach the daydream, run away from it (as the fleeing condition), Release what it's holding as an offering, or Drop Prone in obeisance.

Critical Failure As failure, but the target follows the course of action for as many actions as possible for the spell's duration, and does nothing else.

Earth

HURTLING STONE ◆ FOCUS 1

UNCOMMON ATTACK CLERIC EARTH FOCUS MANIPULATE

Range 60 feet; **Targets** 1 creature

Defense AC

You evoke a magical stone and throw it, with divine guide to your aim. The stone deals 2d6 bludgeoning damage depending on your spell attack roll against the target's AC.

Critical Success The target takes double damage and you can push it up to 10 feet.

Success The target takes full damage and you can push it up to 5 feet.

Heightened (+1) The stone's damage increases by 1d6.

LOCALIZED QUAKE ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE EARTH FOCUS MANIPULATE

Area 15-foot emanation or 15-foot cone

Defense basic Reflex

You shake the earth, toppling nearby creatures. Choose whether the spell's area is a 15-foot emanation or a 15-foot cone when you cast it. Each creature in the area standing on solid ground takes 4d6 bludgeoning damage with a basic Reflex saving throw. A creature that fails its save also falls prone.

Heightened (+1) Increase the damage by 2d6.

Family

SOOTHING WORDS ◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE EMOTION FOCUS MANIPULATE

Range 30 feet; **Targets** 1 ally

Duration 1 minute

You attempt to calm the target by uttering soothing words in a calm and even tone. The target gains a +1 status bonus to Will saving throws. This bonus increases to +2 against emotion effects.

In addition, when you Cast this Spell, you can attempt to counteract one emotion effect on the target.

Heightened (5th) The bonus to saves increases to +2, or +3 against emotion effects.

UNITY ↷ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS FORTUNE

Trigger You and 1 or more allies within range are targeted by a spell or ability that allows a saving throw.

Range 30 feet; **Targets** each ally targeted by the triggering spell

You put up a united defense. Each ally can use your saving throw modifier instead of its own against the triggering spell. Each ally decides individually which modifier to use.

Fate

READ FATE ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE PREDICTION

Range 30 feet; **Targets** 1 creature other than you

You attempt to learn more about the target's fate in the short term, usually within the next day for most prosaic creatures, or the next hour or less for someone likely to have multiple rapid experiences, such as someone actively adventuring.

You learn a single enigmatic word connected to the creature's fate in that time frame. Fate is notoriously inscrutable, and the word isn't necessarily meant to be taken at face value, so the meaning is often clear only in hindsight. The GM rolls a secret DC 6 flat check. If the creature's fate is too uncertain, or on a failed flat check, the spell yields the word "inconclusive." Either way, the creature is then temporarily immune for 24 hours.

TEMPT FATE ↷ FOCUS 4

UNCOMMON CLERIC FOCUS FORTUNE MANIPULATE

Trigger You or an ally within range attempts a saving throw.

Range 120 feet; **Targets** the triggering creature

You twist the forces of fate to make a moment dire or uneventful, with no in-between. The target gains a +1 status bonus to the triggering saving throw. If the saving throw's result is a success, it becomes a critical success. If it's a failure, it becomes a critical failure, and the critical failure can't be reduced by abilities that usually reduce critical failure.

If the triggering ability did not have both a critical success and critical failure condition, *tempt fate* fails, but you don't expend the Focus Point for Casting this Spell.

Heightened (8th) The bonus on the saving throw is +2.

Fire

FIRE RAY ◆◆ FOCUS 1

UNCOMMON ATTACK CLERIC CONCENTRATE FIRE FOCUS MANIPULATE

Range 60 feet; **Targets** 1 creature

Defense AC

Duration until the end of the target's next turn

A blazing band of fire arcs through the air, lighting your opponent and the ground they stand upon on fire. Make a spell attack roll against the target's AC. The ray deals 2d6 fire damage on a hit (or double damage on a critical hit). On any result other than a critical failure, the ground in the target's space catches fire, dealing 1d6 fire damage to each creature that ends its turn in one of the squares.

Heightened (+1) The ray's initial damage increases by 2d6, and the fire damage dealt by the burning space increases by 1d6.

FLAME BARRIER ↷ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS

Trigger An effect would deal fire damage to you or an ally within range.

Range 60 feet; **Targets** one creature that would take fire damage from the triggering effect

You swiftly deflect incoming flames. The target gains fire resistance 15 against the triggering effect.

Heightened (+2) The resistance increases by 5.

Freedom

UNIMPEDED STRIDE ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE

Divine grace ensure that nothing can keep you prisoner or hold you back. You immediately escape from every magical effect that has you immobilized or grabbed unless the effect is of a higher rank than your *unimpeded stride* spell. You then Stride. During this movement, you ignore difficult terrain and any circumstance or status penalties to your Speed.

WORD OF FREEDOM ◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MENTAL

Range 30 feet; **Targets** 1 creature

Duration 1 round

You utter a liberating word of power that frees a creature. You suppress one of the following conditions of your choice: confused, frightened, grabbed, paralyzed, or restrained. The target isn't affected by the chosen condition, and if you suppress the grabbed or restrained condition, the target automatically breaks free from the grab or restraint when you Cast the Spell.

If you don't remove the effect that provided the condition, the condition returns after the spell ends. For example, if a spell was making the target confused for 1 minute, *word of freedom* would let the target act normally for a round, but the confused condition would return afterward.

Healing

HEALER'S BLESSING ◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS

Range 30 feet; **Targets** 1 willing living creature

Duration 1 minute

Your words bless a creature with an enhanced connection to vital energy. When the target regains Hit Points from a healing vitality spell, it regains 2 additional Hit Points.

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The target regains additional Hit Points from *healer's blessing* only the first time it regains HP from a given healing spell, so a spell that heals the creature repeatedly over a duration would restore additional Hit Points only once, when they are first healed.

Heightened (+1) The additional healing increases by 2 HP.

REBUKE DEATH ◆ TO ◆◆◆ FOCUS 4

UNCOMMON CLERIC FOCUS HEALING MANIPULATE VITALITY

Area 20-foot emanation; **Targets** 1 living creature per action spent to Cast this Spell

You snatch creatures from the jaws of death, restoring them without the strain of a typical close call. You can spend 1 to 3 actions Casting this Spell, and you can target a number of creatures equal to the actions spent. Each target regains 3d6 Hit Points. If the target had the dying condition, coming back from dying due to this healing doesn't increase its wounded condition.

Heightened (+1) Increase the healing by 1d6.

Indulgence

OVERSTUFF ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range 30 feet; **Targets** 1 living creature

Defense Fortitude

Huge amounts of food and drink fill the target. It receives a full meal's worth of nourishment and must attempt a Fortitude save. A target sickened by this spell takes a –10-foot status penalty to its Speed until it's no longer sickened.

Critical Success The target is unaffected.

Success The target is sickened 1, but if it spends an action to end the condition, it succeeds automatically.

Failure The target is sickened 1.

Critical Failure The target is sickened 2.

TAKE ITS COURSE ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range touch; **Targets** 1 creature

Defense Will

When someone has overindulged, you can hasten them past the worst of their affliction or intensify their misery. This spell attempts to progress a disease affliction, a poison affliction, or persistent poison damage affecting the target. If the target is affected by more than one of these, choose from among those you are aware of; otherwise, the GM chooses randomly. An unwilling target can attempt a Will save to negate *take its course*.

The effect of this spell depends on whether you're attempting to end an affliction or persistent poison damage, and whether you are attempting to help or hinder the target's recovery.

- **Affliction** The target immediately attempts its next saving throw against the affliction. You can grant the creature your choice of a +2 status bonus or a –2 status penalty to its saving throw against the affliction.
- **Persistent Poison** You can cause the target to take the persistent poison damage immediately when you Cast this Spell (in addition to taking it at the end of its next turn). Whether or not you do so, the target attempts an additional flat check against the persistent poison damage. You can set the DC of that flat check to 5 or 20 instead of the normal DC.

Heightened (7th) You can attempt to progress any number of the target's eligible afflictions and persistent poison damage.

Knowledge

SCHOLARLY RECOLLECTION ↻ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS FORTUNE

Trigger You attempt a Perception check to Seek, or you attempt a skill check to Recall Knowledge with a skill you're trained in.

Speaking a short prayer as you gather your thoughts, you're blessed to find yourself pointed in the right direction. The GM rolls the triggering check twice and uses the better result.

KNOW THE ENEMY ↻ FOCUS 4

UNCOMMON CLERIC FOCUS FORTUNE MANIPULATE

Trigger You roll initiative and can see a creature, you succeed at an attack roll against a creature, or a creature fails a saving throw against one of your spells.

You quickly remind yourself of useful information. Use a Recall Knowledge action, rolling the appropriate skill check to identify the triggering creature's abilities. You can roll your check twice and use the better result.

Luck

BIT OF LUCK ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS FORTUNE MANIPULATE

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

You tilt the scales of luck slightly to protect a creature from disaster. When the target would attempt a saving throw, it can roll twice and use the better result. Once it does this, the spell ends.

If you cast *bit of luck* again, any previous *bit of luck* you cast that's still in effect ends. After a creature has been targeted with *bit of luck*, it becomes temporarily immune for 24 hours.

LUCKY BREAK ↻ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS FORTUNE

Trigger You fail, but don't critically fail, a saving throw.

Reroll the saving throw and use the better result. You then become temporarily immune for 10 minutes.

Magic

MAGIC'S VESSEL ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE

Range touch; **Targets** 1 creature

Duration sustained up to 1 minute

A creature becomes a divine receptacle for pure magical energy. The target gains a +1 status bonus to saving throws. Each time you Cast a Spell from your spell slots, you automatically Sustain this spell and grant its target resistance to damage from spells equal to the spell's rank, until the start of your next turn.

MYSTIC BEACON ◆ FOCUS 4

UNCOMMON CLERIC FOCUS MANIPULATE

Range 30 feet; **Targets** 1 willing creature

Duration until the start of your next turn

The next damaging or healing spell the target casts before the start of your next turn deals damage or restores Hit Points as if the spell were heightened 1 rank higher than its actual rank. This applies only to initial healing or damage when the spell is cast, not any ongoing effects. The spell otherwise functions at its actual rank. Once the target casts the spell, *mystic beacon* ends.

Might

ATHLETIC RUSH ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE

Duration 1 round

Your body fills with physical power and skill. You gain a +10-foot status bonus to Speed and a +2 status bonus to Athletics checks. As a part of Casting this Spell, you can use a Stride, Leap, Climb, or Swim action. The spell's bonuses apply during that action.

ENDURING MIGHT ↻ FOCUS 4

UNCOMMON CLERIC FOCUS MANIPULATE

Trigger An attack or effect would deal damage to you.

Your own might mingles with divine power to protect you from harm. You gain resistance equal to 8 plus your Strength modifier against all damage from the triggering attack or effect.

Heightened (+1) The resistance increases by 2.

Moon

MOONBEAM ◆◆ FOCUS 1

UNCOMMON ATTACK CLERIC CONCENTRATE FIRE FOCUS LIGHT MANIPULATE

Range 120 feet; **Targets** 1 creature

Defense AC

You shine a ray of moonlight. Make a spell attack roll. The beam of light deals 2d6 fire damage. This is silver damage for the purposes of weaknesses, resistances, and the like.

Critical Success The beam deals double damage, and the target is dazzled for 1 minute.

Success The beam deals full damage, and the target is dazzled for 1 round.

Heightened (+1) The ray's damage increases by 1d6.

TOUCH OF THE MOON ◆ FOCUS 4

UNCOMMON CLERIC FOCUS LIGHT MANIPULATE

Range touch; **Target** 1 creature

Duration 1 minute

When you touch the target, a symbol of the moon appears on its forehead, glowing with soft moonlight. The target glows with dim light in a 20-foot radius. It also gets a benefit based on a phase of the moon, starting with the new moon and changing to the next phase at the end of each of its turns.

- **New Moon** The target receives no benefit.
- **Waxing Moon** The target gains a +1 status bonus to attack rolls and a +4 status bonus to damage rolls.
- **Full Moon** The target gains a +1 status bonus to attack rolls, AC, and saves, and a +4 status bonus to damage.
- **Waning Moon** The target gains a +1 status bonus to AC and saving throws. After this phase, return to the new moon.

Nature

VIBRANT THORNS ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE MORPH PLANT WOOD

Duration 1 minute

Your body sprouts brambly thorns that thrive on life magic. Adjacent creatures that hit you with a melee attack, as well as creatures that hit you with unarmed attacks, take 1 piercing damage each time they do. Anytime you cast a vitality spell, the thorns' damage increases to 1d6 until the start of your next turn.

Heightened (+1) The damage increases by 1, or 1d6 after you cast a vitality spell.

NATURE'S BOUNTY ◆ FOCUS 4

UNCOMMON CLERIC FOCUS MANIPULATE PLANT VITALITY

Requirements You have a free hand.

A palm-sized raw fruit or vegetable of your choice appears in your open hand. A creature can consume the food with an Interact action to regain 3d10+12 Hit Points and be nourished as if it had eaten a meal. If uneaten, the food crumbles to dust after 1 minute.

Heightened (+1) The Hit Points restored increase by 6.

Nightmares

WAKING NIGHTMARE ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE EMOTION FOCUS FEAR MANIPULATE MENTAL

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You fill the creature's mind with a terrifying vision. The target must attempt a Will save. A creature frightened by this spell takes 1 additional mental damage each time it's hit by a Strike.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2. If it's asleep, it wakes up and is paralyzed for 1 round.

Critical Failure As failure, but frightened 3.

Heightened (+1) The mental damage increases by 1.

SHARED NIGHTMARE ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE EMOTION FOCUS INCAPACITATION MANIPULATE MENTAL

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

Merging minds with the target, you swap distressing visions. One of you will become confused, based on the target's Will save.

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Critical Success You are confused for 1 round.
Success At the start of your next turn, you spend your first action with the confused condition, then act normally.
Failure The target spends the first action of each of its turns confused. The duration is 1 minute.
Critical Failure The target is confused. The duration is 1 minute.

Pain

SAVOR THE STING ❖ — FOCUS 1

UNCOMMON | CLERIC | FOCUS | MANIPULATE | MENTAL | NONLETHAL

Range touch; **Targets** 1 creature
Defense Will

You inflict pain upon the target and revel in their anguish. This deals 1d4 mental damage and 1d4 persistent mental damage; the target must attempt a Will save. As long as the target is taking persistent damage from this spell, you gain a +1 status bonus to attack rolls and skill checks against the target.
Critical Success The target is unaffected.
Success The target takes half 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 (+1) The initial damage increases by 1d4 and the persistent damage increases by 1d4.

RETRIBUTIVE PAIN ↷ — FOCUS 4

UNCOMMON | CLERIC | FOCUS | MANIPULATE | MENTAL | NONLETHAL

Trigger A creature in range damages you.
Range 30 feet; **Targets** the triggering creature
Defense basic Fortitude

You vengefully reflect your pain upon your tormentor. The target takes mental damage equal to half the triggering damage.

Passion

CHARMING TOUCH ❖ — FOCUS 1

UNCOMMON | CLERIC | EMOTION | FOCUS | INCAPACITATION | MANIPULATE | MENTAL

Range touch; **Targets** 1 creature that could find you attractive
Defense Will; **Duration** 10 minutes

You infuse your target with attraction, causing it to act friendlier toward you. The target attempts a Will save. It gains a +4 circumstance bonus to this save if you or your allies recently threatened or were hostile to it.
Critical Success The target is unaffected and aware you tried to charm it.
Success The target is unaffected but thinks your spell was something harmless instead of *charming touch*, unless it identifies the spell (see Identifying Spells on page 303).
Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you. If you use a hostile action against the target, the spell ends. You can Dismiss the spell. After the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations. If it doesn't realize you charmed it, you could potentially convince it to continue being your friend via mundane means.
Critical Failure As failure, but the target is helpful.

CAPTIVATING ADORATION ❖❖ — FOCUS 4

UNCOMMON | AURA | CLERIC | CONCENTRATE | EMOTION | FOCUS | MANIPULATE | MENTAL | VISUAL

Area 15-foot emanation
Defense Will; **Duration** 1 minute

You become intensely entrancing, and creatures are distracted by you as long as they remain within the area. You can exclude any creatures you choose from the effects. If a creature is in the aura when you Cast the Spell or when it enters the aura for the first time, it must attempt a Will saving throw. If a creature leaves and reenters, it uses the results of its original save.
Critical Success The creature is unaffected and temporarily immune for 1 hour.
Success The creature is fascinated with you for its next action, then is temporarily immune for 1 hour.
Failure The creature is fascinated with you.
Critical Failure The creature is fascinated with you, and its attitude toward you improves by one step.

Heightened (+1) Increase the size of the emanation by 15 feet.

Perfection

PERFECTED MIND ❖ — FOCUS 1

UNCOMMON | CLERIC | CONCENTRATE | FOCUS

You meditate upon perfection to remove all distractions from your mind. Attempt a new Will save against one mental effect currently affecting you that required a Will save. Use the result of this new save to determine the outcome of the mental effect, unless the new save would have a worse result than the original save, in which case nothing happens. You can use *perfected mind* against a given effect only once.

PERFECTED BODY ↷ — FOCUS 4

UNCOMMON | CLERIC | CONCENTRATE | FOCUS

Trigger You fail or critically fail a saving throw against an effect that has the morph, poison, or polymorph trait, or that would make you clumsy, doomed, enfeebled, petrified, or sickened.

Your body's perfection keeps you just a little bit healthier than most. You get a failure if you rolled a critical failure or a success if you rolled a failure.

Protection

PROTECTOR'S SACRIFICE ↷ — FOCUS 1

UNCOMMON | CLERIC | FOCUS | MANIPULATE

Trigger An ally within 30 feet takes damage.
Range 30 feet

You protect your ally by suffering in their stead. Reduce the damage the ally would take by 3. You redirect this damage to yourself, but your immunities, weaknesses, resistances and so on do not apply.

You aren't subject to any conditions or other effects of whatever damaged your ally (such as poison from a venomous bite). Your ally is still subject to those effects even if you redirect all of the triggering damage to yourself.

Heightened (+1) The damage you redirect increases by 3.

PROTECTOR'S SPHERE ◆◆ FOCUS 4

UNCOMMON AURA CLERIC CONCENTRATE FOCUS MANIPULATE

Area 15-foot emanation

Duration sustained up to 1 minute

A protective aura emanates out from you, safeguarding you and your allies. You gain resistance 3 to all damage. Your allies also gain this resistance while in the aura.

Heightened (+1) The resistance increases by 1.

Secrecy

WHISPERING QUIET ◆◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE SONIC

Range 60 feet; **Area** 15-foot burst

Duration 1 minute

You suppress sound in an area, preventing anyone from giving away valuable secrets. This doesn't prevent those in the area from talking or Casting a Spell, but no creature more than 5 feet away can hear its voice without succeeding at a Perception check against your spell DC, which might interfere with auditory or linguistic effects as well as communication. Other sounds created in the area are muffled to a similar volume unless that sound is created by an effect with the sonic trait.

SAFEGUARD SECRET ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE MENTAL

Range 30 feet; **Targets** you and any number of willing allies

Duration 1 hour

You ensure a secret remains safe from prying spies. Choose one piece of information that at least some of the targets know, such as "the location of the stolen treasure" or "the password to enter the guild house." The spell grants those who know the piece of knowledge you have chosen a +4 status bonus to skill checks (typically Deception checks) to conceal this knowledge, to saving throws against spells that specifically attempt to obtain this knowledge from them, and to effects that would force them to reveal it.

If you Cast this Spell again, any previous *safeguard secret* you had cast ends.

Sun

DAZZLING FLASH ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS LIGHT MANIPULATE VISUAL

Area 15-foot cone

Defense Fortitude

You raise your religious symbol and create a blinding flash of light. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round and dazzled for 1 minute. The creature can spend an Interact action rubbing its eyes to end the blinded condition.

Critical Failure The creature is blinded for 1 round and dazzled for 1 hour.

Heightened (3rd) The area increases to a 30-foot cone.

VITAL LUMINANCE ◆ FOCUS 4

UNCOMMON AURA CLERIC FOCUS LIGHT MANIPULATE VITALITY

Duration 1 minute

Drawing life force into yourself, you become a beacon of vitality. You glow with bright light in a 30-foot emanation (and dim light to the next 30 feet), and you gain an internal pool of light called a luminance reservoir, which begins with a value of 4. At the start of each of your turns, increase your reservoir by 4.

If an undead creature damages you with an attack or spell while it's within the bright light of your aura, that creature takes vitality damage equal to half your luminance reservoir value. It takes this damage only the first time it damages you in a round.

You can Dismiss this Spell. When you do, you can target a creature within your light and direct the vitality energy into it. The target must be a willing living creature or an undead creature. This heals a living target or deals vitality damage to an undead target equal to your luminance reservoir's value.

If you Cast this Spell again, any previous casting ends.

Heightened (+1) Both the initial value of your luminance reservoir and the amount it increases each turn increase by 1.

Travel

AGILE FEET ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE

Duration until the end of the current turn

The blessings of your god make your feet faster and your movements more fluid. You gain a +5-foot status bonus to your Speed and ignore difficult terrain. As part of casting *agile feet*, you can Step, Stride, or Tumble Through; you can instead Burrow, Climb, Fly, or Swim if you have the appropriate Speed.

TRAVELER'S TRANSIT ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Duration 5 minutes

You add power to your muscles, allowing you to swim or climb walls with ease. When you Cast this Spell, you gain either a climb Speed or a swim Speed. The Speed is equal to your land Speed.

Heightened (5th) You can choose to gain a fly Speed.

Trickery

SUDDEN SHIFT ↷ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE

Trigger An enemy misses you with a melee attack.

Duration until the end of your next turn

You swiftly move from a dangerous spot and veil yourself. You Step and become concealed.

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TRICKSTER'S TWIN ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS ILLUSION MANIPULATE VISUAL

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You rarely settle for being in just one place. Choose a location within 100 feet of the target that the target can see. You create an illusion of yourself there that only it can see and that mimics all your actions. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target believes you're in the designated location and can't see you in your actual location. The target automatically disbelieves the illusion when you use an action that doesn't make sense in the illusion's position, or if the target attacks, touches, Seeks, or otherwise engages with the illusion. If you use a hostile action against the target, the spell ends.

Failure As success, but the target must succeed at a Will save to disbelieve the illusion when one of the listed events occurs.

Critical Failure As success, but the target must critically succeed at a Will save to disbelieve when one of the listed events occurs.

Truth

WORD OF TRUTH ◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS

Duration sustained up to 1 minute

You speak a statement that you believe to be true and that is free of any attempt to deceive through twisting words, omission, and so on. The statement must be 25 words or fewer. A symbol of your deity glows above your head and lasts for the spell's duration, and anyone who sees you and hears you speak knows instinctively that you believe what you say is true. This assurance of honesty grants you a +2 status bonus to Diplomacy checks as long as the symbol persists. You can Dismiss the spell, and if you say something that you don't believe is entirely true, the spell ends before you complete your statement.

GLIMPSE THE TRUTH ◆ FOCUS 4

UNCOMMON AURA CLERIC FOCUS MANIPULATE REVELATION

Area 30-foot emanation

Duration 1 round

Divine insight lets you see things as they are, unveiled by attempts to magically cloak the truth. The GM attempts a secret counteract check against each illusion that is at least partially within the area. Instead of counteracting the illusion, you see through it (for instance, if the check succeeds against an *illusory disguise* spell, you see the creature's true form but *illusory disguise* doesn't end). Each time a new illusion comes into the aura during the duration of the spell, the GM attempts a secret counteract check for that illusion.

Heightened (7th) You can allow everyone within range of the emanation to see through any illusions you succeed against, not just yourself.

Tyranny

TOUCH OF OBEDIENCE ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE MENTAL

Range touch; **Targets** 1 living creature

Defense Will; **Duration** varies

Your imperious touch erodes the target's willpower, making it easier to control. The target attempts a Will save. Regardless of the result, it's then temporarily immune for 1 hour.

Critical Success The target is unaffected.

Success The target is stupefied 1 until the end of your next turn.

Failure The target is stupefied 2 until the end of your next turn.

Critical Failure The target is stupefied 2 for 1 minute and is forced to its knees, becoming prone.

COMMANDING LASH ◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS LINGUISTIC MANIPULATE MENTAL

Requirements Your most recent action dealt damage to a target.

Range 100 feet; **Targets** a creature you dealt damage to on your most recent action

Defense Will; **Duration** until the end of the target's next turn

With the threat of more pain, you compel a creature you've recently harmed. You issue a command to the target, with the effects of the spell *command*. If the target is frightened, stupefied, or taking persistent damage, it takes a –2 circumstance penalty to the save. Regardless of the result, the target is then temporarily immune for 1 hour.

Undeath

TOUCH OF UNDEATH ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE VOID

Range touch; **Targets** 1 living creature

Defense Fortitude; **Duration** varies

You attack the target's life force with undeath, dealing 1d6 void damage. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage, and vitality effects heal it only half as much as normal for 1 round.

Critical Failure The target takes double damage, and vitality effects heal it only half as much as normal for 1 minute.

Heightened (+1) The damage increases by 1d6.

MALIGNANT SUSTENANCE ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE VOID

Range touch; **Targets** 1 willing undead creature

Duration 1 minute

You embed a seed of void energy in an undead creature, restoring its unnatural vigor over time. The target gains fast healing 7.

Heightened (+1) The fast healing increases by 2.

Water

TIDAL SURGE ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE WATER

Range 60 feet; **Targets** 1 creature

You call forth a tremendous wave to move the target either in a body of water or on the ground. You move the target up to 10 feet in any direction along the ground or 20 feet through a body of water. An unwilling target can attempt a Fortitude save, and it avoids being moved if it succeeds.

DOWNPOUR ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE WATER

Range 120 feet; **Area** 30-foot burst

Duration 1 minute

You call forth a torrential downpour, which extinguishes non-magical flames. Creatures in the area are concealed and gain fire resistance 10. Creatures outside the area are concealed to those inside the area. If a creature with weakness to water ends its turn in the area, the downpour triggers its weakness.

Heightened (+1) The fire resistance increases by 2.

Wealth

APPEARANCE OF WEALTH ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS ILLUSION MANIPULATE

Range 30 feet; **Area** 5-foot burst

Defense Will; **Duration** sustained up to 1 minute

You create a brief vision of immense wealth filling the spell's area. Each creature within 20 feet of the area that could be enticed by material wealth must attempt a Will saving throw. A creature that enters the area automatically disbelieves the illusion, and disbelieving the illusion ends any fascinated condition imposed by the spell. As long as you Sustain the spell, other creatures react to the treasure like they would any other illusion, but they are not at risk of becoming fascinated.

Critical Success The creature disbelieves the illusion and is unaffected by it.

Success The creature is fascinated by the wealth until it has completed its first action on its next turn.

Failure The creature is fascinated by the illusion.

PRECIOUS METALS ◆ FOCUS 4

UNCOMMON CLERIC FOCUS MANIPULATE METAL

Range touch; **Targets** 1 metal shield or weapon, 1 suit of metal armor, or up to 1 Bulk of metal material (such as coins or metal-tipped ammunition)

Duration 1 minute

Your deity blesses base metals to transform them into precious materials. The metal in the target transforms from its normal metal into cold iron, copper, gold, iron, silver, or steel. If the spell's rank is 8th or higher, add adamantine and dawnsilver to the options. If you transform an object into copper, gold, or silver, its Hardness is reduced to 1. Otherwise, its Hardness is increased to 10 if it was lower. An item transmuted in this way deals damage according to its new material. For example, a steel sword transmuted to cold iron would deal additional damage to a creature with a weakness to cold iron. It can have other effects of the new material at the GM's discretion.

This change is clearly magical and temporary, so the item's monetary value doesn't change; you couldn't transmute copper coins to gold and use them to purchase something.

Heightened (+1) If you increase the Hardness of the object, the new Hardness is 2 higher.

Zeal

WEAPON SURGE ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE SANCTIFIED

Range touch; **Targets** 1 weapon you're wielding

Duration until the start of your next turn

Holding your weapon aloft, you fill it with divine energy. On your next Strike with that weapon before the start of your next turn, you gain a +1 status bonus to the attack roll, the weapon deals an additional 1d6 spirit damage, and the Strike gains the sanctified trait. *Weapon surge* ends once you complete this Strike or the weapon leaves your possession.

Heightened (5th) The attack deals 2d6 additional spirit damage.

Heightened (9th) The attack deals 3d6 additional spirit damage.

ZEAL FOR BATTLE ↷ FOCUS 4

UNCOMMON CLERIC CONCENTRATE EMOTION FOCUS FORTUNE MENTAL

Trigger You and at least 1 ally are about to roll initiative.

Range 10 feet; **Targets** you and the triggering ally

You stoke the righteous anger within yourself and an ally. You and the target ally each roll a d20 and use the higher result for both your initiative rolls. You each still use your own Perception modifier or other statistic to determine your results.

Druid Order Spells

PRIMAL SUMMONS ◆ FOCUS 6

UNCOMMON CONCENTRATE DRUID FOCUS

You enhance a summoned creature with the power of the elements. If your next action is to cast either *summon animal* or *summon plant or fungus*, choose air, earth, fire, metal, water, or wood; the creature you summon gains the corresponding abilities.

- **Air** The creature gains a fly Speed of 60 feet.
- **Earth** The creature gains a burrow Speed of 20 feet, reduces its land Speed by 10 feet (minimum 5 feet), and gains resistance 5 to physical damage.
- **Fire** The creature's Strikes deal 1d6 extra fire damage, and it gains resistance 10 to fire and weakness 5 to cold and water.
- **Metal** The creature's Strikes deal 1d6 extra electricity damage, and it gains resistance 5 to electricity.
- **Water** The creature gains a swim Speed of 60 feet, can spend 1 action after a melee attack to attempt a Shove (ignoring multiple attack penalty), and gains resistance 5 to fire.
- **Wood** The creature gains a climb Speed of 30 feet and resistance 2 to bludgeoning and piercing damage.

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Animal Order

HEAL ANIMAL ◆ TO ◆◆ FOCUS 1

UNCOMMON DRUID FOCUS HEALING MANIPULATE VITALITY

Range touch or 30 feet (see text); **Targets** 1 willing living animal

You heal an animal's wounds, restoring 1d8 Hit Points to the target. The number of actions spent Casting this Spell determines its effect.

◆ The spell has a range of touch.

◆◆ **(concentrate)** The spell has a range of 30 feet and restores an additional 8 Hit Points to the target.

Heightened (+1) The amount of healing increases by 1d8, and the additional healing for the 2-action version increases by 8.

Leaf Order

CORNUCOPIA ◆◆ FOCUS 1

UNCOMMON CONCENTRATE DRUID FOCUS HEALING MANIPULATE PLANT VITALITY

Duration 10 minutes

Vines twine into a wicker horn in your hands, and out spills a single fruit, nut, or similar small bit of produce. A creature who eats the produce with an Interact action regains 1d6+4 HP. The cornucopia, as well as any unconsumed pieces of fruit, wither away at the end of the duration.

Heightened (+1) The cornucopia produces an additional piece of food. A creature can consume any amount of food from the same casting with a single Interact action. Eating six pieces of produce from the cornucopia gives as much nourishment as one square meal for a typical human.

IMPALING BRIARS ◆◆◆ FOCUS 8

UNCOMMON CONCENTRATE DRUID FOCUS MANIPULATE PLANT WOOD

Area ground within a 100-foot emanation

Duration sustained up to 1 minute

The ground within the area transforms into a mass of dangerous briars that assault and impede your foes. When you Cast the Spell and the first time you Sustain it each turn on subsequent rounds, select one of the following effects to occur in the area.

- **Ensnare** The briars clump around your foes, attempting to hold them in place. A foe within the area (or flying at most 20 feet above the area) must attempt a Reflex save. On a failure, it takes a –10-foot circumstance penalty to all Speeds for 1 round, and on a critical failure, it is immobilized for 1 round unless it Escapes.
- **Impede** The briars twist and writhe, making the entire area difficult terrain.
- **Wall** A *wall of thorns* appears in the area, lasting for 1 round. The wall is greater difficult terrain instead of difficult terrain.

In addition, once per round you can direct the briars to impale any target in the area (or flying up to 20 feet above the area) that you can see by using a single action, which has the concentrate and manipulate traits. Make a spell attack roll. On a success, the target takes 10d6 piercing damage and takes a –10-foot circumstance penalty to all Speeds for 1 round; on a critical success, the target is immobilized for 1 round unless it Escapes.

Storm Order

STORM LORD ◆◆ FOCUS 9

UNCOMMON AIR CONCENTRATE DRUID ELECTRICITY FOCUS MANIPULATE

Requirements You are outdoors and aboveground.

Area 100-foot emanation, which includes you

Duration sustained up to 1 minute

The sky above you darkens in a matter of moments, swirling with ominous clouds punctuated by flashes of lighting. When you Cast the Spell and the first time you Sustain it each turn on subsequent rounds, select one of the following effects to occur in the area.

- **Calm** No additional effect.
- **Fog** Heavy fog rolls in, with the effects of *mist*.
- **Rain** Torrential rain falls from the sky, dousing ordinary flames. Creatures in the area take a –2 circumstance penalty to Acrobatics and Perception checks.
- **Wind** Powerful winds buffet the area in all directions. Ranged attacks take a –4 circumstance penalty, and the area is difficult terrain for flying creatures.

In addition, once per round you can use a single action, which has the concentrate and manipulate traits, to call down a bolt of lightning, striking any target in range that you can see. You deal 10d6 electricity damage to the target; it must attempt a basic Reflex save. On a failure, it is also deafened for 1 round.

STORMWIND FLIGHT ◆◆ FOCUS 4

UNCOMMON AIR CONCENTRATE DRUID FOCUS MANIPULATE

Duration 1 minute

Powerful winds carry you through the air, giving you a fly Speed equal to your Speed. When this spell's duration would end, if you're still flying, you float to the ground, as *gentle landing*.

Heightened (6th) When you fly using *stormwind flight*, you ignore difficult terrain from wind.

TEMPEST SURGE ◆◆ FOCUS 1

UNCOMMON AIR CONCENTRATE DRUID ELECTRICITY FOCUS MANIPULATE

Range 30 feet; **Targets** 1 creature

Defense basic Reflex

You surround a foe in a swirling storm of violent winds, roiling clouds, and crackling lightning. The storm deals 1d12 electricity damage to the target with a basic Reflex save. On a failure, the target also is clumsy 2 for 1 round and takes 1 persistent electricity damage.

Heightened (+1) The initial damage increases by 1d12, and the persistent electricity damage on a failure increases by 1.

Untamed Order

UNTAMED FORM ◆◆ FOCUS 1

UNCOMMON CONCENTRATE DRUID FOCUS MANIPULATE POLYMORPH

Duration varies

You reach within for a different part of yourself, and you set it free, transforming your body into another form. You polymorph into any form listed in *pest form*, which lasts 10 minutes. All other *untamed form* shapes last 1 minute. You can add more shapes to your *untamed form* list with druid feats; your feat might grant

you some or all of the shapes from a given polymorph spell. When you transform into a shape granted by a spell, you gain all the effects of the shape you chose from a version of the spell heightened to *untamed form*'s rank. *Untamed form* allows you to use your own shapeshifting training more easily than most polymorph spells. When you choose to use your own attack modifier while polymorphed instead of the form's default attack modifier, you gain a +2 status bonus to your attack rolls.

Heightened (2nd) You can transform into shapes listed in *animal form*.

UNTAMED SHIFT ◆ TO ◆◆ FOCUS 1

UNCOMMON CONCENTRATE DRUID FOCUS MANIPULATE MORPH

Duration 1 minute

You transform just a part of your body. Choose any one effect that matches an untamed order feat you have.

- **Untamed Form** Your hands transform into incredibly sharp claws. Untamed claws are an unarmed attack, have the agile and finesse traits, and deal 1d6 slashing damage. You can still hold and use items with your hands while they're transformed by this spell, but you must have a hand free to attack with it.
- **Insect Shape** Your mouth becomes deadly jaws. Untamed jaws are an unarmed attack that deal 1d8 piercing damage.
- **Elemental Shape** You shift your body to be partially composed of elemental matter, granting you resistance 5 to critical hits and precision damage.
- **Plant Shape** Your arms become long vines, increasing your reach to 10 feet (or 15 feet with a reach weapon).
- **Soaring Shape** You must cast *untamed shift* using 2 actions for this benefit. You grow wings from your back, gaining a fly Speed of 30 feet.

Heightened (6th) You can choose up to two effects from the list. Untamed claws leave terrible, ragged wounds that also deal 2d6 persistent bleed damage on a hit, and untamed jaws are envenomed, also dealing 2d6 persistent poison damage on a hit.

Heightened (10th) You can choose up to three effects from the list. Untamed claws deal 4d6 persistent bleed damage on a hit, and untamed jaws deal 4d6 persistent poison damage on a hit.

Ranger Warden Spells

Initiate Warden Spells

GRAVITY WEAPON ◆ FOCUS 1

UNCOMMON FOCUS RANGER

Duration 1 minute

You build up gravitational force and funnel it into your blows, leading to more powerful attacks with blade and bow alike. On your first weapon Strike each round, you gain a status bonus to damage equal to twice the number of weapon damage dice.

HEAL COMPANION ◆ OR ◆◆ FOCUS 1

UNCOMMON FOCUS HEALING RANGER VITALITY

Range touch or 30 feet; **Targets** your animal companion

You heal your animal companion's wounds. You restore 1d10 Hit Points to your animal companion. The number of actions you spend Casting this Spell determines range and other parameters.

◆ **(manipulate)** The spell has a range of touch.

◆◆ **(concentrate, manipulate)** The spell has a range of 30 feet and restores an additional 8 Hit Points to the target.

Heightened (+1) The amount of healing increases by 1d10, and the additional healing for the 2-action version increases by 8.

MAGIC HIDE ◆ FOCUS 1

UNCOMMON FOCUS MANIPULATE RANGER

Range 30 feet; **Targets** your animal companion

Duration 1 minute

Your animal companion grows a thicker hide, matted fur, or a harder shell, granting it a +1 status bonus to AC.

Advanced Warden Spells

ANIMAL FEATURE ◆ FOCUS 2

UNCOMMON CONCENTRATE FOCUS MANIPULATE MORPH RANGER

Duration 1 minute

Without fully transforming your body, you gain one animalistic feature, which you select from the list below each time you Cast the Spell.

- **Cat Eyes** You gain low-light vision.
- **Claws** You gain a claw attack that deals 1d6 slashing damage and has the agile, finesse, and unarmed traits.
- **Jaws** You gain a jaws attack that deals 1d8 piercing damage and has the unarmed trait.

Heightened (4th) Add the following options to the list.

- **Fish Tail** You gain a swim Speed equal to your land Speed.
- **Owl Eyes** You gain darkvision.
- **Wings** You gain a fly Speed equal to your land Speed.

ENLARGE COMPANION ◆◆ FOCUS 2

UNCOMMON CONCENTRATE FOCUS MANIPULATE POLYMORPH RANGER

Range 30 feet; **Targets** your animal companion

Duration 1 minute

Your animal companion grows much larger, towering over its foes in battle. Your animal companion becomes Large, gaining the effects of a 2nd-rank *enlarge* spell.

Heightened (4th) Your animal companion instead becomes Huge, gaining the benefits of a 4th-rank *enlarge* spell.

HUNTER'S LUCK ◇ FOCUS 2

UNCOMMON CONCENTRATE FOCUS FORTUNE RANGER

Trigger You attempt a check to Recall Knowledge about a creature, but you haven't rolled yet.

You have a preternatural ability to remember details about your foes. Roll the triggering check twice and use the better result.

SOOTHING MIST ◆◆ FOCUS 2

UNCOMMON CONCENTRATE FOCUS HEALING MANIPULATE RANGER VITALITY

Range 30 feet; **Targets** 1 willing living creature or 1 undead creature

You call forth a magical mist that envelops a creature. The mist

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restores 2d8 Hit Points to a target living creature and ends one source of persistent acid, bleed, fire, poison, or void damage affecting it. If the creature is taking persistent damage from multiple sources, you select which one is removed. Against an undead target, you deal 2d8 vitality damage (basic Fortitude save); if it fails the save, it also takes 2 persistent vitality damage.

Heightened (+1) The amount of healing (or damage to an undead target) increases by 1d8, and the persistent vitality damage to an undead creature increases by 1.

Master Warden Spells

EPHEMERAL TRACKING ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS MANIPULATE RANGER

Duration 1 hour

You can look at currents in the air and water and see tracks that you can follow just as you would on land. You can use Survival to Track through both air and water, noticing aerial or aquatic "tracks" of all creatures who passed nearby in the last hour. It's more difficult to Track in this way: the DC to Track through air or water is always at least 30, or higher after precipitation or wind (in the air) or heavy tides or currents (in the water). It's possible to Cover Tracks against this spell, but creatures might not realize they need to do so.

RANGER'S BRAMBLE ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS MANIPULATE PLANT RANGER

Range 100 feet; **Area** all squares that contain plants in a 5-foot burst

Duration 1 minute

You cause plants in the area to entangle your foes, with the effects of *entangling flora*. A creature that critically fails the save takes 2d4 persistent bleed damage in addition to being immobilized. Escaping your bramble doesn't end the bleed damage.

Heightened (+1) The bleed damage on a critical failure increases by 1d4.

Peerless Warden Spells

HUNTER'S VISION ◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS RANGER

Range 30 feet; **Targets** 1 hunted prey

Duration 10 minutes

Your target glows with a magical aura visible only to you and those who follow your lead. Your target is visible to you and others sharing your Hunt Prey benefits even if it wouldn't normally be due to lighting or the concealed or invisible conditions, though cover from opaque objects still blocks your sight. You ignore the flat check against the target due to the concealed condition, and the target isn't automatically hidden from you due to darkness or being invisible.

TERRAIN TRANSPOSITION ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS MANIPULATE RANGER TELEPORTATION

Range 90 feet

You mystically transpose your current location with another. While in a wilderness environment, you transport yourself and items you're holding to a clear space you can see within range. If you have Favored Terrain and both your starting and ending position are in your favored terrain, the range increases to 180 feet. If you have an animal companion and it is adjacent to you, you can transport it along with you to an adjacent open space, but if this spell would bring any other creature with you, even in an extradimensional container, the spell is lost.

Witch Hex Spells

BLOOD WARD ◆ FOCUS 1

UNCOMMON FOCUS HEX MANIPULATE WITCH

Lesson protection

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

Your patron's aegis descends to shield a target from harm. Designate one of the following creature traits: aberration, animal, beast, celestial, construct, dragon, elemental, fey, fiend, fungus, monitor, ooze, plant, or undead. The target gains a +1 status bonus to its saving throws and AC against creatures with that trait.

Heightened (5th) The status bonus increases to +2.

CACKLE ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS HEX WITCH

With a quick burst of laughter, you prolong a magical effect you created. You Sustain a spell.

CURSE OF DEATH ◆◆ FOCUS 5

UNCOMMON CONCENTRATE CURSE DEATH FOCUS HEX MANIPULATE VOID WITCH

Lesson death

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

Your patron wraps a hand around your target's heart. The target must attempt a Fortitude saving throw. Regardless of the result, the target is temporarily immune to all *curses of death* for 1 day.

Critical Success The target is unaffected.

Success The target is afflicted with the *curse of death* at stage 1, and the stage of the curse can't increase beyond stage 1.

Failure The target is afflicted with the *curse of death* at stage 1.

Critical Failure The target is afflicted with the *curse of death* at stage 2.

Curse of Death (curse, death, void) This curse ends when the spell ends; **Stage 1** 4d6 void damage and fatigued (1 round); **Stage 2** 8d6 void damage and fatigued (1 round); **Stage 3** 12d6 void damage and fatigued (1 round); **Stage 4** death

Heightened (+1) Increase the void damage taken on a success and during the first three stages of the curse by 1d6.

DECEIVER'S CLOAK ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS HEX ILLUSION MANIPULATE WITCH

Lesson mischief

Duration sustained up to 1 hour

Your patron drapes a cloak of illusion about you, making you appear as another creature of the same body shape with roughly similar height and weight as yourself. This has the effects of 3rd-rank *illusory disguise*.

Heightened (6th) You can appear as any creature of the same size, even with a completely different body shape.

ELEMENTAL BETRAYAL ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS HEX WITCH

Lesson elements

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

Your patron uses its superior command of the elements, empowering them to undermine your foe. When you Cast this Spell, choose air, earth, metal, fire, water, or wood. The target gains weakness 2 to that trait.

Heightened (+2) Increase the weakness by 1.

LIFE BOOST ◆ FOCUS 1

UNCOMMON FOCUS HEALING HEX MANIPULATE VITALITY WITCH

Lesson life

Range 30 feet; **Targets** 1 creature

Duration 4 rounds

Life force from your patron floods into the target, ensuring they can continue doing your patron's will for just a little longer. The target gains fast healing 2.

Heightened (+1) The fast healing increases by 2.

MALICIOUS SHADOW ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS HEX MANIPULATE SHADOW WITCH

Lesson shadow

Range 30 feet; **Targets** 1 creature

Defense AC; **Duration** sustained up to 1 minute

Your patron warps the target's shadow into a deadly form, such as strangling hands, a dangerous weapon, harrying runes, or the like. The shadow moves along with the target, always remaining within reach. When you Cast the Spell, and each time you Sustain it, the shadow Strikes the target. The shadow's Strikes are melee spell attacks that deal damage equal to 1d10 plus your spellcasting attribute modifier. You choose the type of damage (bludgeoning, piercing, or slashing) when you Cast the Spell. The shadow uses and contributes to your multiple attack penalty. The shadow doesn't take up space, grant flanking, or have any other attributes a creature would. The shadow can't make any attacks other than its Strike.

The shadow vanishes if the target ceases to cast a shadow (usually if it moves into complete darkness or light). If another effect is controlling the target's shadow when you cast *malicious shadow*, you can attempt to counteract that effect to temporarily take control of the shadow for *malicious shadow*'s duration.

Heightened (+2) The Strike damage increases by 1d10.

NEEDLE OF VENGEANCE ◆ FOCUS 1

UNCOMMON FOCUS HEX MANIPULATE MENTAL WITCH

Lesson vengeance

Range 30 feet; **Targets** 1 enemy

Defense basic Will; **Duration** sustained up to 1 minute

A long, jagged needle jabs into the target foe's psyche whenever it tries to attack a creature your patron holds in special regard. Name yourself or one of your allies. The target takes 2 mental damage any time it uses a hostile action against the named creature, with a basic Will save.

Heightened (+1) Increase the damage by 2.

PATRON'S PUPPET ◆ FOCUS 1

UNCOMMON FOCUS HEX WITCH

Trigger Your turn begins.

At your unspoken plea, your patron temporarily assumes control over your familiar. You Command your familiar, allowing it to take its normal actions this turn. Your Command does not have the auditory or concentrate traits; your patron simply moves its agent directly.

PERSONAL BLIZZARD ◆ FOCUS 3

UNCOMMON COLD FOCUS HEX WITCH

Lesson snow

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

Your patron's breath becomes a blizzard of obscuring, scouring ice that follows your target. The target attempts a Fortitude save.

Critical Success The target is unaffected.

Success The target takes 1d6 cold damage, and the spell ends.

Failure The target takes 1d6 cold damage and 1d6 persistent cold damage. The persistent damage automatically ends when the spell ends. It is concealed to other creatures, and other creatures are concealed to it.

Critical Failure As failure, but both the cold damage and the persistent cold damage are 2d6.

Heightened (+1) The cold damage and persistent cold damage increase by 1 (2 on a critical failure).

PHASE FAMILIAR ↷ FOCUS 1

UNCOMMON FOCUS HEX MANIPULATE WITCH

Trigger Your familiar would take damage.

Range 60 feet; **Targets** your familiar

Your patron momentarily recalls your familiar to the ether, shifting it from its solid, physical form into a ghostly version of itself. Against the triggering damage, your familiar gains resistance 5 to all damage and is immune to precision damage.

Heightened (+1) Increase the resistance by 2.

RESTORATIVE MOMENT ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS HEX MANIPULATE WITCH

Lesson renewal

Range 30 feet; **Targets** 1 creature

Your patron weaves the threads of time around the target, giving them some of the benefits of a day's passage. The target decreases the values of any doomed and drained conditions it has by 1 and can immediately attempt one saving throw against each affliction it has with a stage length of 1 day or less. The target is then temporarily immune for 1 day.

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VEIL OF DREAMS ❖ FOCUS 1

UNCOMMON FOCUS HEX MANIPULATE MENTAL WITCH

Lesson dreams

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

Your patron draws the target into a drowsy state, causing daydreams and sluggishness. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes a –1 status penalty to Perception, attack rolls, and Will saves. This penalty increases to –2 for Will saves against sleep effects.

Failure As success, and any time the target uses a concentrate action, it must succeed at a DC 5 flat check or the action is disrupted.

Patron Hex Cantrips

CLINGING ICE ❖ CANTRIP 1

UNCOMMON CANTRIP COLD HEX MANIPULATE WITCH

Patron Silence in Snow

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** sustained up to 1 minute

Freezing sleet and heavy snowfall collect on the target's feet and legs, dealing 1d4 cold damage and other effects depending on its Reflex save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and a –5-foot circumstance penalty to its Speeds until the spell ends.

Critical Failure The target takes double damage and a –10-foot circumstance penalty to its Speeds until the spell ends.

Heightened (+1) The damage increases by 1d4.

DISCERN SECRETS ❖ CANTRIP 1

UNCOMMON CANTRIP HEX MANIPULATE WITCH

Patron The Inscribed One

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

Your patron deigns to whisper a few secrets. The target can Recall Knowledge, Seek, or Sense Motive as a free action. The target gains a +1 status bonus to the statistic used for the roll (a skill or Perception) on the roll and as long as you Sustain the spell. The target is temporarily immune to *discern secrets* for 1 minute.

Heightened (5th) You can target two creatures instead of one.

EVIL EYE ❖ CANTRIP 1

UNCOMMON CANTRIP CURSE HEX MANIPULATE WITCH

Patron The Resentment

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

Your patron's resentment manifests in a baleful, envious gaze. The target becomes sickened 1 if it fails a Will save (or sickened 2 on a critical failure). This condition value can't be reduced below 1 while the spell is active and you can see the target.

NUDGE FATE ◆ CANTRIP 1

UNCOMMON CANTRIP CONCENTRATE HEX WITCH

Patron Spinner of Threads
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** 1 minute

The barest spin of your patron's spool is enough to alter fate. When the target fails an attack roll, skill check, or saving throw and a +1 status bonus would turn a critical failure into a failure, or failure into a success, you grant the target a +1 status bonus to the check retroactively, changing the outcome appropriately. The spell then ends.

If you cast *nudge fate* while a previous casting of this hex is still in effect, the previous effect ends.

SHROUD OF NIGHT ◆ CANTRIP 1

UNCOMMON CANTRIP DARKNESS HEX MANIPULATE WITCH

Patron Starless Shadow
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** sustained up to 1 minute

Your patron blankets the target's eyes in darkness. If you cast this hex on a willing ally (for instance, one with light blindness), the ally can choose which result it gets without rolling.

Success The target is unaffected.
Failure The target is shrouded in murky darkness. It treats bright light as dim light, and unless it has greater darkvision, all creatures are concealed to it.

STOKE THE HEART ◆ CANTRIP 1

UNCOMMON CANTRIP CONCENTRATE EMOTION HEX WITCH

Patron Faith's Flamekeeper
Range 30 feet; **Targets** 1 creature
Duration sustained up to 1 minute

Your patron fills a creature with fervor, empowering their blows. The target gains a +2 status bonus to damage rolls.

Heightened (+2) The status bonus to damage increases by 1.

WILDING WORD ◆ CANTRIP 1

UNCOMMON CANTRIP HEX MENTAL WITCH

Patron Wilding Steward
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** sustained up to 1 minute

Your patron's majesty—or their displeasure—comes in a growl from your throat, making other creatures reluctant to harm you. The target must attempt a Will save; if the creature is an animal, fungus, or plant, it takes a –1 circumstance penalty to its save.

Critical Success The target is unaffected.
Success When the target attempts an attack roll or skill check that would harm you, it takes a –2 status penalty to its roll.
Failure As success, but the target also becomes sickened 1 each time it damages you.
Critical Failure As failure, but the sickened value is 2.

Wizard School Spells

Ars Grammatica

PROTECTIVE WARDS ◆ FOCUS 1

UNCOMMON AURA FOCUS MANIPULATE WIZARD

Area 5-foot emanation centered on you
Duration sustained up to 1 minute

You expand a ring of glyphs that shields your allies. You and any allies in the area gain a +1 status bonus to AC. Each time you Sustain the spell, the emanation's radius increases by 5 feet, to a maximum of 30 feet.

RUNE OF OBSERVATION ◆ FOCUS 4

UNCOMMON CONCENTRATE FOCUS WIZARD

Range 500 feet
Duration 1 hour

You inscribe an invisible eye-shaped rune in the air, creating a sensor as *clairvoyance* (page 320). When created, this eye must be in your line of sight.

Each time the spell's duration ends, you can spend 1 Focus Point as a free action to extend the duration for another hour, though as normal, it ends immediately during your next daily preparations.

Battle Magic

FORCE BOLT ◆ FOCUS 1

UNCOMMON FOCUS FORCE MANIPULATE WIZARD

Range 30 feet; **Targets** 1 creature

You fire an arrow-shaped bolt of force, one of the most common and reliable forms of battle magic. It automatically hits and deals 1d4+1 force damage to the target.

Heightened (+2) The damage increases by 1d4+1.

ENERGY ABSORPTION ↷ FOCUS 4

UNCOMMON FOCUS WIZARD

Trigger An effect would deal acid, cold, electricity, or fire damage to you.

You're used to mitigating the damage done by bombs, siege engines, and magical artillery. You gain resistance 15 to your choice of acid, cold, electricity, or fire damage from the triggering effect. The resistance applies only to the triggering effect's initial damage.

Heightened (+1) The resistance increases by 5.

The Boundary

FORTIFY SUMMONING ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS WIZARD

Range 30 feet; **Targets** 1 creature you summoned

As you call a creature to your side, your magic transforms its body, heightening its ferocity and fortifying its resilience. The target gains a +1 status bonus to all checks and DCs (including its AC) for the duration of its summoning, up to 1 minute.

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SPIRAL OF HORRORS ◆◆ FOCUS 4

UNCOMMON AURA CONCENTRATE EMOTION FEAR FOCUS MANIPULATE MENTAL WIZARD

Area 30-foot emanation

Duration sustained up to 1 minute

Shades and spirits howl and whirl around you in a display that strikes fear into the hearts of all who witness it. Enemies in the area are frightened 1 and can't reduce their frightened value below 1 for the spell's duration.

Civic Wizardry

EARTHWORKS ◆ TO ◆◆◆ FOCUS 1

UNCOMMON CONCENTRATE EARTH FOCUS MANIPULATE WIZARD

Range 60 feet; **Area** 5-foot burst or more

Duration 1 minute

With a ripple of earth, you raise small barriers from the ground. The ground in the area becomes difficult terrain. The spell's area is a 5-foot burst if you spent 1 action to cast it, a 10-foot burst if you spent 2 actions, or a 15-foot burst if you spent 3 actions. A creature can Interact to clear the barriers from one 5-foot square adjacent to it.

Heightened (4th) You pull the barriers to float in the air, causing the spell to function as difficult terrain for flying creatures.

COMMUNITY RESTORATION ↻ FOCUS 4

UNCOMMON CONCENTRATE FOCUS HEALING WIZARD

Trigger You Cast a Spell from a wizard spell slot, and the spell affects one or more willing allies without damaging them.

When you use your magic to support your allies, shared strength bolsters you all. You gain 2 temporary Hit Points per rank of the triggering spell, and can grant an equal number divided as you choose among allies affected by the triggering spell. These temporary Hit Points last for 1 minute.

Mentalism

CHARMING PUSH ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS INCAPACITATION MENTAL WIZARD

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** until the start of your next turn

You push at the target's mind to deflect their ire. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes a –1 circumstance penalty to attack rolls and damage rolls against you.

Failure The target can't use hostile actions against you.

Critical Failure The target is stunned 1 and can't use hostile actions against you.

INVISIBILITY CLOAK ◆◆ FOCUS 4

UNCOMMON FOCUS ILLUSION MANIPULATE WIZARD

Duration 1 minute

You become invisible, with the same restrictions as the 2nd-rank *invisibility* spell.

Heightened (6th) The duration increases to 10 minutes.

Heightened (8th) The duration increases to 1 hour.

Protean Form

SCRAMBLE BODY ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE WIZARD

Range 30 feet; **Targets** 1 living creature

Defense Fortitude

Your magic throws the creature's biology into disarray, inducing nausea, fever, and other unpleasant conditions.

Success The target is unaffected.

Failure The target becomes sickened 1.

Critical Failure The target becomes sickened 2 and slowed 1 as long as it's sickened.

SHIFTING FORM ◆ FOCUS 4

UNCOMMON CONCENTRATE FOCUS MORPH WIZARD

Duration 1 minute

You change your body to better suit the moment. You gain one of the following abilities of your choice. You can Dismiss this spell.

- You gain a 20-foot status bonus to your Speed.
- You gain a climb or swim Speed equal to half your Speed.
- You gain darkvision.
- You gain a pair of claws. These are agile finesse unarmed attacks that deal 1d8 slashing damage.
- You gain scent 60 feet (imprecise).

Unified Magical Theory

HAND OF THE APPRENTICE ◆ FOCUS 1

UNCOMMON ATTACK FOCUS MANIPULATE WIZARD

Range 500 feet; **Targets** 1 creature

Defense AC

You take advantage of one of the most fundamental lessons of magic to levitate and propel your weapon. You hurl a held melee weapon with which you are trained at the target, making a spell attack roll. On a success, you deal the weapon's damage as if you had hit with a melee Strike, but add your spellcasting attribute modifier to damage, rather than your Strength modifier. On a critical success, you deal double damage, and you add the weapon's critical specialization effect. Regardless of the outcome, the weapon flies back to you and returns to your hand.

INTERDISCIPLINARY INCANTATION ↻ FOCUS 4

UNCOMMON CONCENTRATE FOCUS WIZARD

Trigger A creature within 30 feet casts an arcane spell.

You gather the embers of another caster's spell, using your understanding of unified magic to pick apart their formulas and incantations well enough to imitate the spell yourself, if only for a short time. Until the end of your next turn, you can Cast the triggering Spell by expending a wizard spell slot of the same rank. That caster's spells can't trigger your *interdisciplinary incantation* again for 24 hours.

RITUALS

A ritual is an esoteric and complex spell that anyone can cast. It takes much longer to cast a ritual than a normal spell, but rituals can have more powerful effects.

Casting Rituals

When you take charge of a ritual, you are its primary caster, and others assisting you are secondary casters. You can be a primary caster for a ritual even if you can't cast spells. You must know the ritual, and the ritual's spell rank can be no higher than half your level rounded up. You must also have the required proficiency rank in the skill used for the ritual's primary check (see Checks below), and as the primary caster, you must attempt this skill check to determine the ritual's effects. The primary skill check determines the tradition.

Rituals do not require spell slots to cast. You can heighten a ritual up to half your level rounded up, decided when the ritual is initiated. A ritual always takes at least 1 hour to perform, and often longer. While a ritual is a downtime activity, it's possible—albeit risky—to perform a ritual during exploration with enough uninterrupted time. A ritual's casting time is usually listed in days. Each day of casting requires 8 hours of participation in the ritual from all casters, with breaks during multiday rituals to allow rest. One caster can continue a multiday ritual, usually with some light chanting or meditation, while the other casters rest. All rituals require repeated spellcasting words and gestures throughout their casting time.

RITUALS BY RANK

Rank	Ritual
2	*Animate object*
2	*Consecrate*
2	*Create undead*
3	*Geas*
3	*Rune trap*
4	*Atone*
4	*Blight*
4	*Plant growth*
5	*Call Spirit*
5	*Planar servitor*
5	*Resurrect*
6	*Awaken Animal*
6	*Binding Circle*
6	*Commune*
6	*Primal call*
7	*Collective Memories*
7	*Planar displacement*
8	*Control weather*
10	*Wish*

Learning Rituals

Learning a ritual does not count against any limits on spells in your spell repertoire or on any other normal spellcasting ability. Rituals are never common, though if you look hard, you can probably find someone who can perform an uncommon ritual for you. They may still be unwilling to teach it to you.

Cost

A ritual's Cost entry lists valuable components required to cast the ritual. If a ritual doesn't have any such components, it won't have a Cost entry. The cost is consumed when you attempt the primary skill check. Costs are often presented as a base cost multiplied by the target's level and sometimes the spell's rank. If the target's level is lower than 1, multiply the cost by 1 instead. Heightened versions that increase the base cost multiply it by the target's level or another value as appropriate. Most rituals that create permanent creatures, such as *create undead*, use costs based on the level of the creature, as presented on Creature Creations Ritual Table on page 390.

Secondary Casters

Many rituals need additional secondary casters, who also don't need to be able to cast spells. Unlike a primary caster, a secondary caster doesn't need a minimum level or skill proficiency. The Secondary Casters entry, if present, indicates the minimum number of secondary casters required.

Checks

At the ritual's culmination, you must attempt the skill check listed in the Primary Check entry to determine the ritual's outcome. Primary checks usually have a very hard DC for a level that's twice the ritual's spell rank. As with other downtime activities, fortune and misfortune effects can't modify your checks for the ritual, nor can bonuses or penalties that aren't active throughout the process.

The GM can adjust the DCs of rituals, add or change primary or secondary checks, or even waive requirements to fit specific circumstances. For example, performing a ritual in a location where ley lines converge on the night of a new moon might make a normally difficult ritual drastically easier.

Secondary Checks

Often, a ritual requires secondary checks to represent aspects of its casting, usually with a standard DC for a level twice the ritual's spell rank. A different secondary caster must attempt each secondary check. If there are more secondary casters than checks, the others don't attempt any.

Secondary casters attempt their checks before you attempt the primary check; no matter their results, the

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ritual proceeds to the primary check. Secondary checks affect the primary check depending on their results.

Critical Success You gain a +2 circumstance bonus to the primary check.

Success No bonus or penalty.

Failure You take a –4 circumstance penalty to the primary check.

Critical Failure As failure, and you reduce the degree of success of the primary skill check by one step.

Effect

A ritual's effect depends on the result of the primary check. If an effect lists a save DC, use your spell DC for the ritual's magic tradition (or 12 + your level + your highest mental attribute modifier, if you don't have a spell DC).

Rituals

ANIMATE OBJECT — RITUAL 2

UNCOMMON

Cast 1 day; **Cost** rare oils, see Creature Creation Rituals (page 390); **Secondary Casters** 1

Primary Check Arcana (expert); **Secondary Checks** Crafting

Range 10 feet; **Target** 1 object

You transform the target into an animated object with a level up to that allowed by the Creature Creation Rituals table and of a type corresponding to the object (so a broom would become an animated broom).

Critical Success The target becomes an animated object of the appropriate type. If it's at least 4 levels lower than you, you can make it a minion. This gives it the minion trait, meaning it can use 2 actions when you command it, and commanding it is a single action that has the auditory and concentrate traits. You can have a maximum of four minions under your control. If it doesn't become a minion, you can give it one simple command. It pursues that goal single-mindedly, ignoring any of your subsequent commands.

Success As critical success, except an animated object that doesn't become your minion stays in place and attacks anyone that attacks it or tries to steal or move it, rather than following your command.

Failure You fail to create the animated object.

Critical Failure You create the animated object, but it goes berserk and attempts to destroy you.

CREATURE CREATION RITUALS

Creature Level	Ritual Rank Required	Cost
–1 or 0	2	15 gp
1	2	60 gp
2	3	105 gp
3	3	180 gp
4	4	300 gp
5	4	480 gp
6	5	750 gp
7	5	1,080 gp
8	6	1,500 gp
9	6	2,100 gp
10	7	3,000 gp
11	7	4,200 gp
12	8	6,000 gp
13	8	9,000 gp
14	9	13,500 gp
15	9	19,500 gp
16	10	30,000 gp
17	10	45,000 gp

ATONE — RITUAL 4

UNCOMMON

Cast 1 day; **Cost** rare incense and offerings worth a total value of 20 gp × the target's level; **Secondary Casters** 1, must be the ritual's target

Primary Check Nature or Religion (expert); **Secondary Checks** Nature or Religion (whichever is used for the primary check)

Range 10 feet; **Targets** another creature of up to 8th level who is a worshipper of the same deity or philosophy as you

You attempt to help a truly penitent creature atone for its misdeeds, typically actions that are anathema to your deity. If the creature isn't truly penitent, the outcome is always a critical failure. This ritual uses Nature if the target is a druid, and Religion in all other cases.

Critical Success The creature receives absolution for its misdeeds, allowing it to regain standing with your deity. It regains any abilities it lost. Before the atonement is complete, the creature must perform a special quest or other task chosen by your deity, as befits its misdeeds. If completed during downtime, this task should take no less than 1 month. For 1 month, the target receives divine insight just before performing an act that would be anathema to your deity.

Success As critical success, but the creature gains no special insight regarding its subsequent actions.

Failure The creature does not receive absolution and must continue to meditate and redress its misdeeds. Any future *atone* rituals for the same misdeeds cost half as much and gain a +4 circumstance bonus to primary and secondary checks.

Critical Failure The creature offends your deity and is permanently cast out from the faith. The creature can't rejoin your religion without a more direct intervention.

Heightened (+1) Increase the maximum target level by 2 and the base cost by 20 gp.

AWAKEN ANIMAL — RITUAL 6

UNCOMMON MENTAL

Cast 1 day; **Cost** herbs, 1/5 the value on Creature Creation Rituals (page 390); **Secondary Casters** 3

Primary Check Nature (master); **Secondary Checks** Lore (any), Society, Survival

Range 10 feet; **Target** 1 animal of up to the level on the table

You grant intelligence to the target, transforming it into a beast. If it was previously an animal companion or minion, it can no longer serve as one.

Critical Success The target's Intelligence, Wisdom, and

Charisma modifiers each increase to +2 if they were lower, and it becomes helpful to you for awakening it.

Success The target's Intelligence, Wisdom, and Charisma modifiers increase to +0 if they were lower and it becomes friendly to you for awakening it.

Failure You fail to awaken the target.

Critical Failure You accidentally awaken the target with a pure bestial hatred toward you. The target's Intelligence, Wisdom, and Charisma modifiers increase to –2 if they were lower. It becomes hostile to you, attempting to destroy you.

BINDING CIRCLE RITUAL 6

UNCOMMON

Cast 1 day; **Cost** warding circle ingredients worth a total value of 2 gp × the spell rank × the target's level; **Secondary Casters** 3

Primary Check Arcana (master) or Occultism (master); **Secondary Checks** Diplomacy or Intimidation; Arcana or Occultism (whichever isn't used for the primary check)

Range interplanar; **Targets** 1 extraplanar creature

Duration varies

You call forth an extraplanar creature of a level no greater than double that of the *binding circle* ritual's rank and attempt to bargain with it, generally to perform a task for you in exchange for payment.

You conjure the extraplanar creature within your circle and negotiate a deal with it. A creature that doesn't wish to negotiate at all can attempt a Will save to stay on its home plane. Most extraplanar creatures feel that they have something better to do than cater to the whims of mortals and require a significant gift, especially if your task poses major risks. Fiends and similarly wicked extraplanar creatures are more likely to accept a bargain for a lower cost as long as it allows them to wreak havoc on the Universe or inflict evil upon the world along the way.

Monetary prices usually range from the cost of a consumable item of the creature's level for a short and simple task to a permanent magic item of the creature's level or more to persuade the creature to fight alongside you. However, some extraplanar creatures may want payments other than money, such as permission to cast a *geas* on you to fulfill an unspecified later favor or obtain ownership of your soul via an infernal contract.

You can add an additional secondary caster to create a warding circle that prevents the extraplanar creature from attacking or leaving the circle during the bargain. This uses the Crafting skill and has the same DC as a secondary check would. This protection ends if you use a hostile action against the extraplanar creature or the warding circle breaks.

Critical Success You call the extraplanar creature and can prevent it from returning home for up to a full day, potentially allowing you to negotiate a better deal by threatening to leave it in the wards for the duration.

Success You call the extraplanar creature and must make your case succinctly, after which the creature can return home at any time.

Failure You fail to call the extraplanar creature.

Critical Failure You call something vile and horrible, unbound by your wards, and it immediately attempts to destroy you.

BLIGHT RITUAL 4

UNCOMMON PLANT VOID

Cast 1 day; **Secondary Casters** 1

Primary Check Nature (expert); **Secondary Checks** Survival

Area 1/2-mile-radius circle centered on you

Duration 1 year

You twist and stunt plants in the area, causing them to wither. In addition to other dangers from failing plant life, this decreases the crop yield for farms. If you cast this ritual in an area affected by *plant growth*, *blight* attempts to counteract *plant growth* instead of producing its usual effect.

Critical Success Completely spoil the crop yield in the area, or decrease the yield by half in an area with up to a 1-mile radius.

Success Decease the crop yield in the area by half.

Failure The ritual has no effect.

Critical Failure The flora in the area changes in an unexpected way, determined by the GM but generally as contradictory to your true desires as possible (for instance, enriching crops when you would prefer to blight them).

CALL SPIRIT RITUAL 5

UNCOMMON SPIRIT

Cast 1 hour; **Cost** rare candles and incense worth a total value of 50 gp; **Secondary Casters** 1

Primary Check Occultism (expert) or Religion (expert); **Secondary Checks** Occultism or Religion (whichever isn't used for the primary check)

Duration up to 10 minutes

You tear the veil to the afterlife and call a spirit from its final resting place. You must call the spirit by name, and you must provide a connection to the spirit, such as a possession, a garment, or a piece of its corpse. A spirit unwilling to heed your call can attempt a Will save to avoid it; on a critical success, a trickster spirit Impersonates the spirit you meant to call. The DC of the Will save is 2 lower if you haven't met the spirit in life. Either way, the spirit appears as a wispy form of the creature you meant to call. Each minute of the duration, you can ask the spirit a question. It can answer how it pleases or even refuse to answer. If the spirit isn't in the afterlife (such as if it's an undead), all results other than critical failures use the failure effect.

Critical Success The spirit is particularly cooperative, and even if it has strong reasons to deceive you, it takes a –2 circumstance penalty to its Deception checks.

Success You call the spirit.

Failure You fail to call a spirit.

Critical Failure One or more evil spirits appear and attack.

COLLECTIVE MEMORIES RITUAL 7

UNCOMMON

Cast 1 day; **Cost** rare incense worth a total value of 300 gp; **Secondary Casters** 2

Primary Check Occultism (master); **Secondary Checks** Performance, Society

You tap into other mortals' memories, knowledge, legends, tales, and lore about a subject. The subject must be an important person, place, or thing. If the subject is present, increase the

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degree of success of your primary skill check by one step. If you have only vague information about the subject before attempting the ritual, decrease the degree of success of your primary skill check by one step. These modifiers cancel each other out if you have a subject present with little to no baseline information.

Critical Success For 1 hour after the ritual ends, you sort through memories that are mostly coherent, emphasizing more accurate or useful information over misremembered knowledge or exaggerated tales.

Success For 1 hour after the ritual ends, you learn useful information for further inquiry that remains generally incomplete or enigmatic. As is the nature of mortal memory and stories, you are likely to learn multiple contradictory versions.

Failure You fail to learn any useful legends.

Critical Failure Your mind becomes overwhelmed with the vast array of knowledge at your disposal. You can't sense or respond to anything in the present for 1 week except to perform necessities like breathing and sleeping. When you recover, however, you can retrain one of your skills into a Lore based on the knowledge of a subject you were accessing, as if you had spent 1 week retraining.

COMMUNE RITUAL 6

UNCOMMON PREDICTION

Cast 1 day; **Cost** rare incense worth a total value of 150 gp; **Secondary Casters** 1

Primary Check Nature (master), Occultism (master), or Religion (master); **Secondary Checks** Nature, Occultism, or Religion (whichever is used for the primary check)

Duration up to 10 minutes

You call upon an unknown, powerful being to answer questions. The being varies depending on the skill used for the primary check.

- **Nature** Primal spirits of nature, which know about animals, beasts, fey, fungi, plants, topography, and natural resources within a 3-mile radius.
- **Occultism** Planar and other mysterious entities such as elementals, forgotten spirits, and monitors, which know about forgotten knowledge, the planes, obscure secrets, and other esoterica.
- **Religion** Divine beings like celestials and fiends that know about the gods they serve and the god's respective purview; these are typically a servitor of your deity if you have one.

You can ask up to seven questions that could be answered with "Yes" or "No." The entity answers with one-word answers such as "Yes," "No," "Likely," and "Unknown," though its answers always reflect its own agenda and could be deceptive.

Critical Success You contact a more powerful entity aligned strongly with your interests, possibly even your deity. The entity won't attempt to deceive you, though it still might not know the answers. When it's important to provide clarity, the entity will answer your questions with up to five words, such as "If you leave immediately" or "That was true once."

Success You can ask your questions and receive answers.

Failure You fail to contact an appropriate being.

Critical Failure You are exposed to the enormity of the cosmos and are stupefied 4 for 1 week (can't remove by any means).

CONSECRATE RITUAL 2

UNCOMMON CONSECRATION

Cast 3 days; **Cost** rare incense and offerings worth a total value of 20 gp × the spell rank; **Secondary Casters** 2, must be worshippers of your religion

Primary Check Religion; **Secondary Checks** Crafting, Performance

Range 40 feet; **Area** 40-foot-radius burst around an immobile altar, shrine, or fixture of your deity

Duration 1 year

You consecrate a site to your deity, chanting praises and creating a sacred space. While within the area, worshippers of your deity gain a +1 status bonus to attack rolls, skill checks, saving throws, and Perception checks, and creatures anathema to your deity (such as undead for Pharasma or Sarenrae) take a –1 status penalty to those rolls. If your deity's divine sanctification allows you to choose holy or unholy, you can choose to make the consecrated site holy or unholy as well. If the deity's sanctification *must* be holy or unholy, you must make the site match that sanctification. Strikes made by worshippers of your deity within the area gain the site's sanctification trait, if any.

Critical Success The consecration succeeds, and it either lasts for 10 years instead of 1 or covers an area with twice the radius. Occasionally, with your deity's favor, this might produce an even more amazing effect, such as a permanently consecrated area or the effect covering an entire cathedral.

Success The consecration succeeds.

Failure The consecration fails.

Critical Failure The consecration fails spectacularly and angers your deity, who sends a sign of displeasure. For at least 1 year, further attempts to consecrate the site fail.

Heightened (7th) The consecrated area also gains the effects of the *planar seal* spell, but the effect doesn't attempt to counteract teleportation by worshippers of your deity. The cost increases to 200 gp × the spell rank.

CONTROL WEATHER RITUAL 8

UNCOMMON

Cast 1 day; **Secondary Casters** 1

Primary Check Nature (master); **Secondary Checks** Survival

Area 2-mile-radius circle centered on you

Duration 4d12 hours

You alter the weather, making it calm and normal for the season or choosing up to two effects based on the season.

- **Spring** drizzle, heat, hurricane, sleet, thunderstorm, tornado
- **Summer** drizzle, downpour, extreme heat, hail, heat
- **Autumn** cold weather, fog, mild heat, sleet
- **Winter** blizzard, mild cold, extreme cold, thaw

You can't specifically control the manifestations, such as the exact path of a tornado or the targets of lightning strikes.

Critical Success You change the weather as desired and can affect a larger area (up to a 5-mile-radius circle), or a longer duration (any number of additional d12 hours, up to 16d12).
Success You change the weather as desired.
Failure You fail to change the weather as desired.
Critical Failure The weather changes in an unanticipated way, determined by the GM but generally as contradictory to your true desires as possible (for instance, a terrible storm emerges when you would prefer good weather).

Heightened (9th) You can create unseasonable weather and contradictory weather effects, such as extreme cold and a hurricane. You can make the weather calm and normal weather for a different season or choose weather effects from any season's list.

CREATE UNDEAD RITUAL 2

UNCOMMON UNHOLY

Cast 1 day; **Cost** black onyx, see Creature Creation Rituals (page 390); **Secondary Casters** 1
Primary Check Arcana (expert), Occultism (expert), or Religion (expert); **Secondary** Checks Religion
Range 10 feet; **Target** 1 dead creature

You transform the target into an undead creature with a level up to that allowed in the Creature Creation Rituals table. There are many versions of this ritual, each specific to a particular type of undead (one ritual for all zombies, one for skeletons, one for ghouls, and so on), and the rituals that create rare undead are also rare. Some forms of undead, such as liches, form using their own unique methods and can't be created with a version of *create undead*.

Critical Success The target becomes an undead creature of the appropriate type. If it's at least 4 levels lower than you, you can make it a minion. This gives it the minion trait, meaning it can use 2 actions when you command it, and commanding it is a single action that has the auditory and concentrate traits. You can have a maximum of four minions under your control. If it's intelligent and doesn't become a minion, the undead is helpful to you for awakening it, though it's still a horrid and evil creature. If it's unintelligent and doesn't become a minion, you can give it one simple command. It pursues that goal single-mindedly, ignoring any of your subsequent commands.
Success As critical success, except an intelligent undead that doesn't become your minion is only friendly to you, and an unintelligent undead that doesn't become your minion leaves you alone unless you attack it. It marauds the local area rather than following your command.
Failure You fail to create the undead.
Critical Failure You create the undead, but its soul, tortured by your foul necromancy, is full of nothing but hatred for you. It attempts to destroy you.

GEAS RITUAL 3

UNCOMMON CURSE MENTAL

Cast 1 day; **Secondary Casters** 1
Primary Check Arcana (expert), Occultism (expert), or Religion (expert); **Secondary Checks** Society or Legal Lore
Range 10 feet; **Targets** 1 creature of a level no greater than double the *geas* ritual's rank
Duration see text

You enforce a magic rule on a willing target, forcing it to either perform or refrain from carrying out a certain act. A *geas* to perform an act is usually conditional, such as, "Always offer hospitality to strangers seeking a place to stay." An unconditional *geas* to perform a certain act doesn't require the target to perform that act exclusively, though it must prioritize the task above all leisurely pursuits. The most common *geas* to refrain from carrying out an act is a specification to avoid violating a contract. In those cases, the secondary caster usually takes charge of making sure the wording of the contract is attuned correctly with the ritual's magic. Because the target is willing, *geas* can have a duration that lasts for as long as the target agrees to. If the target is unable to fulfill the *geas*, it becomes sickened 1, and the sickened condition increases by 1 for each consecutive day it is prevented from following the *geas*, to a maximum of sickened 4. The sickened condition ends immediately when it follows the *geas* again; it can't remove the sickened condition in any other way. Only powerful magic such as a *wish* ritual can remove the effects of *geas* from a willing target.

Critical Success The *geas* succeeds, and the target receives a +1 status bonus to skill checks that directly uphold the *geas* (at the GM's discretion).
Success The *geas* succeeds.
Failure The *geas* fails.
Critical Failure The *geas* fails, and you are instead affected by the *geas* you were attempting to place on the target. You are considered an unwilling target, so the *geas* can be counteracted with a *cleanse affliction* spell.

Heightened (5th) You can use *geas* on an unwilling creature; it can attempt a Will save to negate the effect. If the target fails this Will save, the *geas* lasts up to 1 week. A *cleanse affliction* spell can counteract a *geas* on an unwilling creature, in addition to powerful magic such as a *wish* ritual. A clever unwilling creature can subvert the *geas* by contriving situations that prevent it from complying, but in that case it becomes sickened (as described above).
Heightened (7th) As 5th rank, but the *geas* lasts for up to 1 year on an unwilling creature.
Heightened (9th) As 5th rank, but the *geas* lasts for a duration you choose (even unlimited) on an unwilling creature.

PLANAR DISPLACEMENT RITUAL 7

UNCOMMON TELEPORTATION

Cast 1 day; **Requirements** planar key for the destination plane used as a locus; **Cost** rare incense, precious metals, and purified chalk worth 500 gp; **Secondary Casters** 2
Primary Check Arcana (master), Nature (master), Occultism (master), or Religion (master); **Secondary Checks** Lore (related to the destination plane), Survival
Range 20 feet; **Area** 20-foot burst

You draw a ritual circle, and when the ritual is complete, you shift all creatures in the area to a different plane of existence. The skill you use for the primary check must be one that can

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be used to make a Recall Knowledge check about the intended destination, such as Arcana or Nature for the Plane of Fire or Occultism for the Astral Plane.

A secondary caster can be located at the exact site of the destination, instead of with you at the point of origin. If a secondary caster at the destination succeeds at its check and you roll a success, the ritual is a critical success instead.

Critical Success You arrive on the intended plane at the last place one of the targets (of your choice) was located the last time the target traveled to that plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane. The circle remains active for 1 minute, during which time any creature the ritual transported can return to the origin point with a single action, which has the concentrate trait.

Success As critical success, but you arrive 1d10×25 miles from your destination.

Failure Your attempt is unsuccessful.

Critical Failure The ritual fails, and the GM determines whether you travel to the wrong plane or are barred from planar travel for 1 week.

PLANAR SERVITOR RITUAL 5

UNCOMMON

Cast 1 day; **Cost** rare incense and offerings worth a total value of 2 gp × the spell rank × the target's level, see text for more details; **Secondary Casters** 2

Primary Check Religion (expert); **Secondary Checks** Diplomacy

Duration see text

You call upon a deity (or other divine power) to grant you aid in the form of a divine servitor of your deity's choice, with a level no greater than double the ritual's spell rank. The secondary casters explain what sort of assistance you need and why you need it; if the task is incredibly fitting to the deity, the GM can grant a circumstance bonus to the secondary Diplomacy check or rule that the check is automatically a critical success. If you use the ritual without good reason, the result is automatically a critical failure.

If the ritual succeeds, you must offer the servitor payment depending on factors such as the duration and danger of the task. Payment always costs at least as much as a consumable item of the creature's level, and often costs as much as a permanent magic item of the creature's level to persuade a creature to fight alongside you. Your offerings should align with the personal tastes of the deity.

You can alternatively name a being native to the deity's realm that you know personally, with the same level restriction. Such a creature might request something they personally want as payment.

Critical Success The deity sends a servitor, and the servitor's payment costs only half as much as normal. If you ask for a particular servitor by name, the deity is likely to send that servitor unless the servitor is busy.

Success Your deity sends a servitor.

Failure Your deity does not send a servitor.

Critical Failure The deity is offended and sends a sign of displeasure or possibly even a servitor to scold or attack you, depending on your deity's nature. A deity might also opt to strip divine powers from its followers who participated until they *atone*.

PLANT GROWTH RITUAL 4

UNCOMMON PLANT VITALITY WOOD

Cast 1 day; **Secondary Casters** 1

Primary Check Nature (expert); **Secondary Checks** Farming Lore or Survival

Area 1/2-mile-radius circle centered on you

Duration 1 year

You cause the plants within the area to be healthier and more fruitful. In addition to other benefits of healthy plants, this increases the crop yield for farms, depending on your success. If you cast it in the area of a *blight*, *plant growth* attempts to counteract the *blight* instead of producing its usual effect.

Critical Success Double the crop yield in the area, or increase the area to a 1-mile radius.

Success Increase the crop yield in the area by one-third.

Failure The ritual has no effect.

Critical Failure The flora in the area changes in an unanticipated way, determined by the GM but generally as contradictory to your true desires as possible (for instance, blighting crops when you would prefer to enrich them).

PRIMAL CALL RITUAL 6

UNCOMMON

Cast 1 day; **Cost** faerie circle ingredients worth a total value of 1 gp × the spell rank × the target's level; **Secondary Casters** 4

Primary Check Nature (master); **Secondary Checks** Crafting, Diplomacy, Survival

Range 100 miles; **Targets** 1 animal, beast, fey, fungus, or plant

Duration see text

This functions as *planar servitor* except you craft a faerie circle and call an animal, beast, fey, fungus, or plant from within 100 miles.

RESURRECT RITUAL 5

UNCOMMON HEALING

Cast 1 day; **Cost** gemstones worth a total value of 75 gp × the target's level; **Secondary Casters** 2

Primary Check Religion (expert); **Secondary Checks** Medicine, Society

Range 10 feet; **Targets** 1 dead creature of up to 10th level

You attempt to call forth the target's soul and return it to its body. This requires the target's body to be present and relatively intact. The target must have died within the past year. If Pharasma has decided that the target's time has come or the target doesn't wish to return, this ritual automatically fails, but you discover this after the successful Religion check and can end the ritual without paying the cost.

Critical Success You resurrect the target. They return to life with full Hit Points and the same spells prepared and points in their pools they had when they died, and still suffering from any long-term debilitations of the old body. The target

meets an agent of their deity during the resurrection who inspires them, granting them a +1 status bonus to attack rolls, Perception, saving throws, and skill checks for 1 week. The target is also permanently changed in some way by their time in the afterlife, such as gaining a slight personality shift, a streak of white in the hair, or a strange new birthmark.

Success As critical success, except the target returns to life with 1 Hit Point and no spells prepared or points in any pools, and still is affected by any long-term debilitations of the old body. Instead of inspiring them, the character's time in the Boneyard has left them temporarily debilitated. The target is clumsy 1, drained 1, and enfeebled 1 for 1 week; these conditions can't be removed or reduced by any means until the week has passed.

Failure Your attempt is unsuccessful.

Critical Failure Something goes horribly wrong—an evil spirit possesses the body, the body transforms into a special kind of undead, or some worse fate befalls the target.

Heightened (6th) You can resurrect a target of up to 12th level, and the base cost is 125 gp.

Heightened (7th) You can use *resurrect* even with only a small portion of the body; the ritual creates a new body on a success or critical success. The target must have died within the past decade. The ritual requires four secondary casters, each of whom must be at least half the target's level. The target can be up to 14th level, and the base cost is 200 gp.

Heightened (8th) As 7th rank, but the target can be up to 16th level and the base cost is 300 gp.

Heightened (9th) You can use *resurrect* even without the body as long as you know the target's name and have touched a portion of its body at any time. The target must have died within the past century, and it doesn't gain the negative conditions on a success. The ritual requires eight secondary casters, each of whom must be at least half the target's level. The target can be up to 18th level, and the base cost is 600 gp.

Heightened (10th) As 9th rank, except it doesn't matter how long ago the target died. The ritual requires 16 secondary casters, each of whom must be at least half the target's level. The target can be up to 20th level, and the ritual's base cost is 1,000 gp.

RUNE TRAP RITUAL 3

UNCOMMON

Cast 1 hour; **Cost** pigments and oils worth a total value of 5 gp × the rank of the spell to be stored; **Secondary Casters** 1

Primary Check Arcana (expert), Nature (expert), Occultism (expert), or Religion (expert) as determined by the tradition of spell cast in the ritual; **Secondary Checks** Crafting

Range touch; **Target** 1 object or a 10-foot-by-10-foot area

You create a magical trap by binding a hostile spell into a rune. As part of performing this ritual, you also Cast a Spell to store in the rune. The stored spell must take 3 actions or fewer to cast, have a hostile effect, and target one creature or have an area. You can set a password, a trigger, or both for the rune. Any creature that moves, opens, or touches the target container or enters the target area that doesn't speak the password or that matches the trigger activates the rune, releasing the harmful spell within.

Once a spell is stored in the rune, the rune gains all the traits of that spell. If the stored spell targets one or more creatures, it targets the creature that set off the rune. If it has an area, that area is centered on the creature that set off the rune. The rune is a magical trap, using your spell DC for both the Perception check to notice it and the Thievery check to disable it; both checks require the creature attempting them to be trained in order to succeed. You can Dismiss the rune you create with this ritual so long as you can see it.

Critical Success You create a particularly effective rune, granting a +2 circumstance bonus to the DC to notice and disable the rune.

Success You create the rune successfully.

Failure You fail to create the rune.

Critical Failure The rune backfires, dealing 4d6 force damage per rank of the rune's spell to you, the secondary caster, and all creatures within 10 feet of the ritual's area.

WISH RITUAL 10

RARE

Cast 1 day; **Cost** fine ash, magically imbued pigments, and a gem in a marquise cut worth 100,000 gp in total; **Secondary Casters** 2

Primary Check Arcana (legendary), Nature (legendary), Occultism (legendary), Religion (legendary); **Secondary Checks** Crafting, Diplomacy

Range 10 feet; **Targets** 1 creature

You weave the fabric of reality itself to grant the target's greatest desire. The target declares their wish in a loud voice at the start of the ritual and again at the end. The target's wish can be anything, ranging from simpler wishes such as vast riches or the casting of a certain spell or ritual, to greater wishes like the destruction of an entire kingdom or ascension to divinity. The GM might decide a wish draws the attention of deities or other powerful creatures, leading to interference with the ritual or attempts to undo the wish. The power of the ritual alters reality to such a degree that even deities can't outright undo the wish, but they can react to the wish by sending servitors to take away the newly acquired riches, for example.

Critical Success The wish is granted without complication or drawbacks.

Success The wish is granted, but with unintended consequences or side effects, such as taking riches from a well-known criminal, stirring a damaged kingdom to war, or angering rival gods.

Failure The wish fails and has no result. The GM can instead have the wish be partially granted, but to such a lesser degree that the target will be eternally unsatisfied.

Critical Failure The wish is corrupted, resulting in a cruel fulfillment. The GM determines the full results, but the outcome is generally ironic in some nature, such as becoming trapped in an underground vault full of riches, being transported to the kingdom as it's destroyed, or achieving divinity within an inaccessible demiplane.

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Chapter 8: Playing the Game

At this point, you have a character and are ready to play Pathfinder! Or maybe you're the GM and you're getting ready to run your first adventure. Either way, this chapter provides the full details for the rules outlined in Chapter 1. This chapter begins by describing the general rules and conventions of how the game is played and then presents more in-depth explanations of the rules for each mode of play.

Before diving into how to play Pathfinder, it's important to understand the game's three modes of play, which determine the pace of your adventure and the specific rules you'll use at a given time. Each mode provides a different pace and presents a different level of risk to your characters. The Game Master (GM) determines which mode works best for the story and controls the transition between them. You'll likely talk about the modes less formally during your play session, simply transitioning between exploration and encounters during the adventure, before heading to a settlement to achieve something during downtime.

The most intricate of the modes is **encounter mode**. This is where most of the intense action takes place, and it's most often used for combat or other high-stakes situations. The GM typically switches to encounter mode by calling on the players to "roll for initiative" to determine the order in which all the actors take their turns during the encounter. Time is then divided into a series of rounds, each lasting roughly 6 seconds in the game world. Each round, player characters, other creatures, and sometimes even hazards or events take their turn in initiative order. At the start of a participant's turn, they gain the use of a number of actions (typically 3 in the case of PCs and other creatures) as well as a special action called a reaction. These actions, and what you do with them, are how you affect the world within an encounter. The full rules for playing in encounter mode start on page 435.

In **exploration mode**, time is more flexible and the play more free-form. Minutes, hours, or even days in the game world pass quickly in the real world, as the characters travel cross-country, explore uninhabited sections of a dungeon, recover from a battle, or roleplay during a social gathering. Often, developments during exploration lead to encounters, and the GM will switch to that mode of play until the encounter ends, before returning to exploration mode. The rules for exploration start on page 438.

The third mode is **downtime**. During downtime, the characters are at little risk, and the passage of time is measured in days or longer. This is when you might forge a magic sword, research a new spell, or prepare for your next adventure. The rules for downtime are on page 440.

Sections covering each of the modes of play detail how the structure of those modes works during a game session. The other portions of this chapter explain rules that come up throughout the course of the game.

Making Choices

Throughout the game, the GM describes what's happening in the world and then asks the players, "So what do you do?" Exactly what you choose to do, and how the GM responds to those choices, builds a unique story experience. Every game is different, because you'll rarely, if ever, make the same decisions as another group of players. This is true for the GM as well—two GMs running the exact same adventure will put different emphasis and flourishes on the way they present each scenario and encounter.

Often, your choices have no immediate risk or consequences. If you're traveling along a forest path and come across a fork in the trail, the GM will ask, "Which way do you go?" You might choose to take the right fork or the left. You could also choose to leave the trail, or just go back to town. Once your choice is made, the GM tells you what happens next. Down the line, that choice may impact what you encounter later in the game, but in many cases nothing dangerous happens immediately.

But sometimes what happens as a result of your choices is less than certain. In those cases, you'll attempt a check, as described starting on page 400.

The Pathfinder Baseline

Your group will likely talk about what types of content you want in your game before your campaign begins. The following is a set of basic assumptions that works for many groups. The GM can find more guidance in *GM Core*.

- Bloodshed, injuries, and even dismemberment might be described. However, excessive descriptions of gore and cruelty should be avoided.
- Romantic and sexual relationships can happen in the game, but players should avoid being overly suggestive. Sex happens "off-screen." One player character attempting to initiate a relationship with another should generally be avoided.
- Avoid excessively gross or scatological descriptions.

Player characters shouldn't perform the following acts:

- Torture
- Rape, nonconsensual sexual contact, or sexual threats
- Harm to children, including sexual abuse
- Owning slaves or profiting from slavery
- Reprehensible uses of mind-control magic

Villains might engage in such acts "off-screen," but many groups choose to not have villains engage in these activities.

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Rules Overview

This section summarizes the rules found elsewhere in this chapter.

Modes of Play

This game presents three main methods of structuring play. **Encounter** mode (page 435) is highly structured and is most often used for combat or stressful situations. Everyone in an encounter rolls **initiative** (page 435) to determine the order they act, with highest results going first. A participant takes their **turn** when their initiative comes up (page 435). You can **Delay** to change when you take your turn (416).

Exploration mode (page 438) takes place over minutes or hours. You use your travel Speed if you're moving, and you engage in **exploration activities** like Avoiding Notice, Detecting Magic, Scouting, or Searching. You can **rest** for the night while exploring to recover HP and abilities, and make **daily preparations** at the start of each day (page 439).

Downtime mode (page 440) takes place over days. You might make money, train, or recover, among other things.

Actions

During an encounter, you get **3 actions and 1 reaction** per turn (page 435). Icons indicate whether your abilities take a single action ◆, 2 actions ◆◆, 3 actions ◆◆◆, a reaction ↻, or a free action ◇. **Reactions** have **triggers** (page 414), allowing you to take them whenever they come up. The **Ready** basic action (page 417) lets you prepare to use a single action as a reaction. Free actions can have triggers like reactions; a free action with no trigger can be used like a single action, but don't cost any of your actions for the turn.

The most important actions to learn are the **basic actions** (page 416). Specialty basic actions come up less frequently, and you typically won't look them up until you need them. **Speaking** (page 419) normally doesn't take an action.

Related: Activities (page 414), disrupting actions (415)

Rolling Checks

An action that can potentially fail requires rolling a **check** (page 400). Roll a d20 (20-sided die) and identify the modifiers, bonuses, and penalties that apply. Then, calculate the result, compare it to the DC (your target number), and determine the degree of success and the effect.

Most checks are modified by your **attribute modifier** (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) and your **proficiency modifier** (untrained, trained, expert, master, or legendary) for the statistic. You might get a **circumstance**, **status**, or **item bonus** or **penalty** as well.

The **degrees of success** (page 401) are critical success, success, failure, and critical failure. You get a success if you meet or exceed the DC, or a critical success if you exceed the DC by 10 or more. If your result is lower than the DC, you get a failure, or a critical failure if you failed by 10 or more.

Related: Flat checks (405), fortune and misfortune (401), secret checks (405)

Effects

An effect is the rules term for anything that occurs in the game world. Effects might have limited **range** (page 426), and you may need to designate **targets** (page 426) or create **areas** (page 426) for your effects. Areas include bursts from a single point, cones blasting out from you, emanations surrounding you or another creature, or straight lines.

Effects that last for a period of time list a **duration** (page 426). These can last a set increment of time, or can end if certain requirements are met. Many effects apply **conditions** (page 442), which measure advantages or impediments like being blinded, frightened, or invisible.

Movement

Your **Speed** (page 420) governs how far you can move. **Stride** (page 418) is an action that has the move trait and allows you to move a number of feet up to your Speed. You may need to Stride multiple times in a turn! Move actions can often trigger reactions or free actions. However, unlike other actions, a move action can **trigger reactions** not only when you first use the action, but also for every 5 feet you move during that action (page 422). The **Step** action (page 418) lets you move without triggering reactions, but only 5 feet. Other basic actions with the move trait include **Crawl**, **Drop Prone**, and **Stand** (page 418).

This game measures **movement on a grid** (page 421). **Difficult terrain** and other types of terrain (page 423) may impede your movement.

Creatures can get tactical advantages by careful positioning. The most common are using **cover** from terrain and other creatures to increase your AC (page 424), and **flanking** (page 425), which requires you and an ally to be on the opposite sides of an enemy to reduce the enemy's AC.

Related: Escape a grab or restraint (416), falling (421), forced movement (422), moving through creatures (422), special movement modes (burrow, climb, fly, and swim; 420), travel speed outside of encounters (438)

Attacking

Strike (page 418) actions have the attack trait and allow you to attack with a weapon you're wielding or an unarmed attack (such as a fist). If you're using a melee weapon or unarmed attack, your target must be within your **reach** (page 426); if you're attacking with a ranged weapon, your target must be within your **range** (page 526). Ranged weapons get less effective as you exceed their **range increments** (page 403). Striking multiple times in a turn has diminishing returns. A **multiple attack penalty** (page 402) applies to each attack after the first.

Related: Cover (424), flanking enemies (425), spell attacks (403), targeting creatures (426)

GAME CONVENTIONS

Pathfinder has many specific rules, but you'll also want to keep these general guidelines in mind when playing.

The GM Has the Final Say

If you're ever uncertain how to apply a rule, the GM decides. Of course, Pathfinder is a game, so when adjudicating the rules, the GM is encouraged to listen to everyone's point of view and make a decision that is both fair and fun.

Specific Overrides General

A core principle of Pathfinder is that specific rules override general ones. If two rules conflict, the more specific one takes precedence. If there's still ambiguity, the GM determines which rule to use. For example, the rules state that when attacking a concealed creature, you must attempt a DC 5 flat check to determine if you hit. Flat checks don't benefit from modifiers, bonuses, or penalties, but an ability that's specifically designed to overcome concealment might override and alter this. While some special rules may also state the normal rules to provide context, you should always default to the general rules presented in this chapter, even if effects don't specifically say to.

Rounding

You may need to calculate a fraction of a value, like halving damage. Always round down unless otherwise specified. For example, if a spell deals 7 damage and a creature takes half damage from it, that creature takes 3 damage.

Multiplying

When more than one effect would multiply the same number, don't multiply more than once. Instead, combine all the multipliers into a single multiplier, with each multiple after the first adding 1 less than its value. For instance, if one ability doubled the duration of one of your spells and another one doubled the duration of the same spell, you would triple the duration, not quadruple it.

Duplicate Effects

When you're affected by the same thing multiple times, only one instance applies, using the higher level or rank of the effects, or the newer effect if the two are equal. For example, if you were using *mystic armor* and then cast it again, you'd still benefit from only one casting of that spell. Casting a spell again on the same target might get you a better duration or effect if it were cast at a higher rank the second time, but otherwise doing so gives you no advantage.

Ambiguous Rules

Sometimes a rule could be interpreted multiple ways. If one version is too good to be true, it probably is. If a rule seems to have wording with problematic repercussions or doesn't work as intended, work with your group to find a good solution, rather than just playing with the rule as printed.

Defenses

Your **Armor Class (AC)** (page 404) is the main DC used for attacks against you. You might also roll a type of check called a **saving throw** (page 404), also called a **save**, against spells, afflictions, and a wide variety of other effects. There are three kinds of saving throw: **Fortitude**, **Reflex**, and **Will**.

Damage

Attacks, spells, and other dangers **deal damage** (page 406). The amount is typically determined by a **damage roll** (page 406), which can use a variety of sizes and numbers of dice.

Damage reduces the **Hit Points (HP)** (page 410) that measure a creature's overall health or an object's durability. A creature might have **immunity** to damage or effects of certain kinds, a **resistance** that reduces the damage it takes, or a **weakness** that increases damage it takes (page 408). These are typically keyed to **damage types** (page 409) such as slashing damage or fire damage.

Related: Persistent damage condition (page 445)

Spells

Most of the rules for casting spells are in Chapter 7 (pages 296–303). For a spell that requires an attack roll against the target's AC, you'll calculate your **spell attack modifier** (page 403). For one that causes its subject to attempt a saving throw, you'll need your **spell DC** (page 403).

Related: Dismiss and Sustain basic actions (419)

Skills

Skill checks are required for all sorts of other tasks related to adventuring and life in general. Most of their rules are in Chapter 4 (page 224). You'll find the rules for **calculating skill modifiers** on page 226. Many **exploration activities** (page 438), such as Avoid Notice and Investigate, also use skill checks.

Perception and Detection

Your **Perception modifier** (page 404) indicates how good you are at noticing things around you. You typically use the **Seek** basic action (page 417) to find physical things or the **Sense Motive** basic action (page 417) in social situations. While in exploration mode, the **Search** activity (page 439) lets you keep an eye out for things around you.

Four main conditions indicate how well you can pinpoint and target a creature: **observed**, **hidden**, **undetected**, and **unnoticed** (page 434). A creature with the **concealed** or **invisible** condition is harder to find and target (page 442).

Related: Light (page 432), special senses (page 433)

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Checks

When success isn't certain—whether you're swinging a sword at a foul beast, attempting to leap across a chasm, or straining to remember the name of the earl's second cousin at a soiree—you'll attempt a check.

All types of checks, from skill checks to attack rolls to saving throws, follow these basic steps.

1. **Roll a d20** and identify the modifiers, bonuses, and penalties that apply.
2. **Calculate the result**.
3. **Compare to the DC**.
4. Determine the **degree of success** and the effect.

Checks and Difficulty Classes (DC) both come in many forms. When you swing your sword at that foul beast, you make an attack roll against its Armor Class, which is the DC to hit another creature. As you try to leap across that chasm, you'll attempt an Athletics skill check with a DC based on the distance you're trying to jump. When calling to mind the name of the earl's second cousin, you attempt a check to Recall Knowledge. You might use either the Society skill or a Lore skill you have that's relevant to the task, and the DC depends on how common the knowledge of the cousin's name might be, or possibly how many drinks your character had when they were introduced to the cousin the night before.

No matter the details, for any check you must roll the d20 and achieve a result equal to or greater than the DC to succeed. Each of these steps is explained below.

Step 1: Roll d20

Start by rolling your d20. You'll then identify all the relevant modifiers, bonuses, and penalties that apply. A **modifier** can be either positive or negative, but a **bonus** is always positive, and a **penalty** is always negative. The sum of all the modifiers, bonuses, and penalties you apply to the d20 roll is called your total modifier for that statistic.

Attribute Modifier

Nearly all checks allow you to add an **attribute modifier** to the roll. Attribute modifiers represent your raw capability and are described on page 19. Exactly which attribute modifier you use is determined by what you're trying to accomplish. Usually, a sword swing applies your Strength modifier, whereas remembering the name of the earl's cousin uses your Intelligence modifier.

Bonuses

When attempting a check that involves something you have some training in, you will also add your **proficiency bonus**. This bonus depends on your proficiency rank: untrained, trained, expert, master, or legendary. If you're untrained, your bonus is +0—you must rely on raw talent and any bonuses from the situation. Otherwise, the bonus equals your character's level plus a certain amount depending on your rank. If your proficiency rank is trained, this bonus is equal to your level + 2, and higher proficiency ranks further increase the amount you add to your level.

Proficiency Rank	Proficiency Bonus
Untrained	0
Trained	Your level + 2
Expert	Your level + 4
Master	Your level + 6
Legendary	Your level + 8

There are three other types of bonus that frequently appear: circumstance bonuses, item bonuses, and status bonuses. If you have different types of bonuses that would apply to the same roll, you'll add them all. But if you have multiple bonuses of the same type, you can use only the highest bonus on a given roll—they aren't cumulative. For instance, if you have both a proficiency bonus and an item bonus, you add both to your d20 result, but if you have two item bonuses, you add only the higher of the two.

Circumstance bonuses involve the situation you find yourself in when attempting a check. For instance, using Raise a Shield with a buckler grants you a +1 circumstance bonus to AC. Being behind cover grants you a +2 circumstance bonus to AC.

Item bonuses are granted by some item that you are wearing or using, either mundane or magical. For example, armor gives you an item bonus to AC, while an expanded alchemist's toolkit grants you an item bonus to Crafting checks when making alchemical items.

Status bonuses typically come from spells, other magical effects, or something applying a helpful, often temporary, condition to you. For instance, the 3rd-rank *heroism* spell grants a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

Penalties

Penalties work very much like bonuses. You can have **circumstance penalties**, **status penalties**, and sometimes even **item penalties**. Like bonuses of the same type, you take only the worst all of various penalties of a given type. However, you can apply both a bonus and a penalty of the same type on a single roll. For example, if you had a +1 status bonus from a *heroism* spell but a –2 status penalty from the sickened condition, you'd apply them both to your roll—so *heroism* still helps even though you're feeling unwell.

Unlike bonuses, penalties can also be **untyped**, in which case they won't be classified as "circumstance," "item," or

"status." Unlike other penalties, you always add all your untyped penalties together rather than simply taking the worst one. For instance, when you use attack actions, you incur a multiple attack penalty on each attack you make on your turn after the first attack of the turn, and when you attack a target that's beyond your weapon's normal range increment, you incur a range penalty on the attack. Because these are both untyped penalties, if you make multiple attacks at a faraway target, you'd apply both the multiple attack penalty and the range penalty to your roll.

Once you've identified all your various modifiers, bonuses, and penalties, you move on to the next step.

Step 2: Calculate Result

This step is simple. Add up all the various modifiers, bonuses, and penalties you identified in Step 1—this is your total modifier. Next add that to the number that came up on your d20 roll. This total is your check result.

Step 3: Compare to DC

Whenever you attempt a check, you compare your result against the **Difficulty Class (DC)** of the check. Your check succeeds if it's equal to or greater than the DC. If you roll anything less than the DC, you fail.

Sometimes you'll know the DC and make the comparison yourself. Other times, you might not know the DC right away. Swimming across a river would require an Athletics check, but it doesn't have a specified DC—so how will you know if you succeed or fail? You call out your result to the GM and they'll let you know if it's a success, failure, or otherwise. While you might learn the exact DC through trial and error, DCs sometimes change, so asking the GM whether a check is successful is best.

Getting a DC from a Modifier

When someone attempts a check against you, you might need to defend with one of your statistics that's normally a modifier, such as your "Reflex DC." Rather than rolling a check of your own, you need to generate a fixed DC based on your modifier. Your DC for a given statistic is 10 + the total modifier for that statistic. So if you have a +4 Reflex save, your Reflex DC is 14.

Step 4: Degree of Success

Many times, it's important to determine not only if you succeed or fail, but also how spectacularly you succeed or fail. Exceptional results—either good or bad—can cause you to critically succeed or critically fail at a check.

Fortune and Misfortune

Fortune and misfortune effects can alter how you roll your dice. These abilities might allow you to reroll a failed roll, force you to reroll a successful roll, allow you to roll twice and use the higher result, or force you to roll twice and use the lower result.

You can never have more than one fortune effect or misfortune effect come into play on a single roll. For instance, if an effect lets you roll twice and use the higher roll, you can't then use Halfling Luck (a fortune effect) to reroll if you fail. If multiple fortune effects would apply, you have to 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.

You **critically succeed** when the check's result meets or exceeds the DC by 10 or more. If the check is an attack roll, this is also known as a critical hit. You can also **critically fail** a check. The rules for critical failure—sometimes called a fumble—are the same as those for a critical success, but in the other direction: if you fail a check by 10 or more, that's a critical failure.

Some actions and abilities have stronger effects on a critical success or failure. For example, a Strike deals double damage on a critical hit. If an effect doesn't list a critical success effect, the critical success effect is the same as the success effect, and the same goes for critical failures.

Natural 1 and Natural 20

If you rolled a 20 on the die (a "natural 20"), your result is one degree of success better than it would be by numbers alone. If you roll a 1 on the d20 (a "natural 1"), your result is one degree worse. This means that a natural 20 usually results in a critical success and natural 1 usually results in a critical failure. However, if you were going up against a very high DC, you might get only a success with a natural 20, or even a failure if 20 plus your total modifier is 10 or more below the DC. Likewise, if your modifier for a statistic is so high that adding it to a 1 from your d20 roll exceeds the DC by 10 or more, you can succeed even if you roll a natural 1!

Certain abilities can change the degree of success on a roll. When resolving such an ability, apply the adjustment from a natural 20 or natural 1 before anything else.

Calculating Check Results If you have more than one bonus or penalty of a particular type, apply only the highest



Number on the d20 + Attribute modifier + Proficiency bonus, Circumstance bonus, Status bonus, Item bonus + Circumstance penalty, Status penalty, Item penalty, All untyped penalties = Result

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Attack Rolls

When you use a Strike action or make a spell attack, you attempt a check called an attack roll. Attack rolls take a variety of forms and are often highly variable based on the weapon you are using for the attack, but there are three main types: melee attack rolls, ranged attack rolls, and spell attack rolls. Spell attack rolls work a little bit differently, so they are explained separately on the next page.

Melee attack rolls use Strength as their attribute modifier by default. If you're using a weapon or attack with the finesse trait, then you can use your Dexterity modifier instead.



Melee attack roll result = d20 roll + Strength modifier (or optionally Dexterity modifier for a finesse weapon) **+ proficiency bonus + other bonuses + penalties**

Ranged attack rolls use Dexterity as their attribute modifier.

Ranged attack roll result = d20 roll + Dexterity modifier + proficiency bonus + other bonuses + penalties

When attacking with a weapon, whether melee or ranged, you add your proficiency bonus for the weapon you're using. Your class determines your proficiency rank for various weapons. Sometimes, you'll have different proficiency ranks for different weapons or groups of weapons.

The bonuses you might apply to attack rolls can come from a variety of sources. Circumstance bonuses can come from the aid of an ally or a beneficial situation. Status bonuses are typically granted by spells and other magical aids. The item bonus to attack rolls comes from magic weapons—notably, a weapon's potency rune (*GM Core*, page 236).

Penalties to attack rolls come from situations and effects as well. Circumstance penalties come from risky tactics or detrimental circumstances, status penalties come from spells and magic working against you, and item penalties occur when you use a shoddy item (page 270). When making attack rolls, two main types of untyped penalties are likely to apply. The first is the multiple attack penalty, and the second is the range penalty. The first applies anytime you make more than one attack action during the course of your turn, and the other applies only with ranged or thrown weapons. Both are described below.

Multiple Attack Penalty

The more attacks you make beyond your first in a single turn, the less accurate you become, represented by the **multiple attack penalty**. The second time you use an attack action during your turn, you take a –5 penalty to your check. The third time you attack, and on any subsequent attacks, you take a –10 penalty to your check. Every check that has the attack trait counts toward your multiple attack penalty, including Strikes, spell attack rolls, certain skill actions like Shove, and many others.

Some weapons and abilities reduce multiple attack penalties, such as agile weapons, which reduce these penalties to –4 on the second attack or –8 on further attacks.

Attack	Multiple Attack Penalty	Agile
First	None	None
Second	–5	–4
Third or subsequent	–10	–8

Always calculate your multiple attack penalty based on the weapon you're using on that attack, not ones you used on previous attacks. For example, let's say you're wielding a longsword in one hand and a shortsword (which has the agile trait) in your other hand, and you make three Strikes with these weapons over the course of your turn. The first Strike you make during your turn has no penalty, no matter what weapon you are using. The second Strike will take either a –5 penalty if you use the longsword or a –4 penalty if you use the shortsword. Your third attack would be a –10 penalty with the longsword and a –8 penalty with the shortsword, no matter what weapon you used for your previous Strikes.

The multiple attack penalty applies only during your turn, so you don't have to keep track of it if you can perform a Reactive Strike or a similar reaction that lets you make a Strike on someone else's turn.

Range Penalty

Ranged and thrown weapons each have a listed **range increment**, and attacks with them grow less accurate against targets farther away (range and range increments are covered in depth on page 426). As long as your target is at or within the listed range increment, also called the first range increment, you take no penalty to the attack roll. If you're attacking beyond that range increment, you take a –2 penalty for each additional increment beyond the first. You can attempt to attack with a ranged weapon or thrown weapon up to six range increments away, but the farther away you are, the harder it is to hit your target.

For example, the range increment of a crossbow is 120 feet. If you are shooting at a target no farther away than that distance, you take no penalty due to range. If they're beyond 120 feet but no more than 240 feet away, you take a –2 penalty due to range. If they're beyond 240 feet but no more than 360 feet away, you take a –4 penalty due to range, and so on, until you reach the last range increment: beyond 600 feet but no more than 720 feet away, where you take a –10 penalty due to range.

Compare to AC

You compare your attack roll to Armor Class (AC), a special type of DC. Learn how to calculate it on page 404.

Spell Attack Rolls

If you cast spells, you might need to make a spell attack roll. These rolls are usually made when you cast a spell that targets a creature's AC.

The attribute modifier for a spell attack roll depends on how you gained the spell. If your class grants you spellcasting, use your key attribute modifier (such as Intelligence for a wizard). Innate spells use your Charisma modifier unless the ability that granted them states otherwise. Focus spells and other sources of spells specify which attribute modifier you use for spell attack modifiers in the ability that granted them. If you have spells from multiple sources or traditions, you might use different attribute modifiers for spell attack modifiers for these different sources of spells. For example, a dwarf cleric with the Stonewalker ancestry feat would use her Charisma modifier when casting *one with stone* from that feat, since it's a divine innate spell, but she would use her Wisdom modifier when casting *heal* and other spells using her cleric divine spellcasting.

If you have the ability to cast spells, you'll have a proficiency rank for your spell attack modifier, so you'll always add a proficiency bonus. Like your attribute modifier, this proficiency rank may vary from one spell to another if you have spells from multiple sources. Spell attack rolls can benefit from circumstance bonuses and status bonuses, though item bonuses to spell attack rolls are rare. Penalties affect spell attack rolls just like any other attack roll—including your multiple attack penalty.

Calculate a **spell attack roll** with the following formula.

Spell attack roll result = d20 roll + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties

WRITING DOWN STATISTICS

When creating your character and adventuring you'll record the total modifier for various important checks on your character sheet. Since many bonuses and penalties are due to the immediate circumstances, spells, and other temporary magical effects, you typically won't apply them to your notations.

For example, the number you write down for your **attack modifier** with your battle axe would likely be your Strength modifier + your proficiency bonus with martial weapons. Your **spell attack modifier** is typically just your spellcasting attribute modifier + your proficiency bonus, and your **spell DC** is usually the same number + 10.

Item bonuses and penalties are often more persistent, so you will often want to record them ahead of time. For instance, if you upgraded your battle axe with a *+1 weapon potency* rune, you'll want to add the +1 item bonus into your attack modifier with the battle axe, since you will include that bonus every time you attack with that weapon.

Spell DC

Many times, instead of requiring you to make a spell attack roll, the spells you cast will require those within the area or targeted by the spell to attempt a saving throw against your **spell DC** to determine how the spell affects them. Calculate it using the following formula.

Spell DC = 10 + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties

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Defenses

Multiple statistics help you defend against attacks, spells, hazards, and other dangers of adventuring: Armor Class and three saving throws.

Armor Class

Attack rolls are compared to a special Difficulty Class called **Armor Class (AC)**, which measures how hard it is for your foes to hit you with Strikes, spell attack rolls, and other attacks. Just like for any other check and DC, the result of an attack roll must meet or exceed your AC to be successful, which allows your foe to deal damage to you. Armor Class is calculated using the following formula.

Armor Class = 10 + Dexterity modifier (up to your armor's Dex Cap) **+ proficiency bonus + armor's item bonus to AC + other bonuses + penalties**

Use your proficiency bonus for the category (light, medium, or heavy) or the specific type of armor you're wearing. If you're not wearing armor, use your proficiency in unarmored defense.

Armor Class can benefit from bonuses with a variety of sources, much like attack rolls. Armor itself grants an item bonus, so other item bonuses usually won't apply to your AC, but magic armor can increase the item bonus granted by your armor.

Penalties to AC come from situations and effects in much the same way bonuses do. Circumstance penalties come from unfavorable situations, and status penalties come from effects that impede your abilities or from broken armor. You take an item penalty when you wear shoddy armor (page 270).

Saving Throws

There are three types of saving throws: Fortitude saves, Reflex saves, and Will saves. These are frequently called "saves"—it's the same thing. Saving throws measure your ability to shrug off harmful effects in the form of afflictions, damage, or conditions. You'll always add a proficiency bonus to each save. Your class might give a different proficiency to each save, but you'll be trained at minimum. Some circumstances and spells might give you circumstance or status bonuses to saves, and you might find *resilient* armor or other magic items that give an item bonus.

Fortitude saving throws allow you to reduce the effects of abilities and afflictions that can debilitate the body. They use your Constitution modifier and are calculated as shown in the formula below.

Fortitude save result = d20 roll + Constitution modifier + proficiency bonus + other bonuses + penalties

Reflex saving throws measure how well you can respond quickly to a situation and how gracefully you can avoid effects that have been thrown at you. They use your Dexterity modifier and are calculated as shown in the formula below.

Reflex save result = d20 roll + Dexterity modifier + proficiency bonus + other bonuses + penalties

Will saving throws measure how well you can resist attacks to your mind and spirit. They use your Wisdom modifier and are calculated as shown in the formula below.

Will save result = d20 roll + Wisdom modifier + proficiency bonus + other bonuses + penalties

Sometimes you'll need to know your DC for a given saving throw (such as a Grapple attempt requiring a roll against your Reflex DC). Like any other DC derived from a modifier, the DC for a saving throw is 10 + the total modifier for that saving throw.

Most of the time, when you attempt a saving throw, you don't have to use your actions or your reaction. You don't even need to be able to act to attempt saving throws. However, in some special cases you might have to take an action to attempt a save. For instance, you can try to recover from the sickened condition by spending an action to attempt a Fortitude save.

Basic Saving Throws

Sometimes you will be called on to attempt a basic saving throw (or "basic save"). This type of saving throw works just like any other saving throw—the "basic" part refers to the effects. For a basic save, you'll attempt the check and determine whether you critically succeed, succeed, fail, or critically fail like you would any other saving throw. Then one of the following outcomes applies based on your degree of success—no matter what caused the saving throw. Some spells or abilities add an additional effect on certain results but still use a basic saving throw for brevity.

Critical Success You take no damage from the effect.
Success You take half the listed damage from the effect.
Failure You take the full damage listed from the effect.
Critical Failure You take double the listed damage from the effect.

Perception

Perception measures your ability to be aware of your environment. Every creature has Perception, which works with and is limited by a creature's senses. (Details on senses and detecting things are on page 434). Whenever you need to attempt a check based on your awareness, you'll attempt a Perception check. Your Perception uses your Wisdom modifier, so you'll use the following formula when attempting a Perception check.

Perception check result = d20 roll + Wisdom modifier + proficiency bonus + other bonuses + penalties

Nearly all creatures are at least trained in Perception, so you will almost always add a proficiency bonus to your Perception modifier. You might add a circumstance bonus for advantageous situations or environments and typically get status bonuses from spells or other magical effects. Items can also grant you a bonus to Perception, typically in a certain situation. For instance, a fine spyglass grants a +1 item bonus to Perception when attempting to see something a long distance away. Circumstance penalties to Perception occur when an environment or situation (such as fog) hampers your senses, while status penalties typically come from conditions, spells, and magic effects that foil the senses. You'll rarely encounter item penalties or untyped penalties for Perception.

Many abilities are compared to your **Perception DC** to determine whether they succeed. As with any DC based on a modifier, your Perception DC is 10 + your total Perception modifier.

Perception for Initiative

Often, you'll roll a Perception check to determine your order in initiative. When you do this, instead of comparing the result against a DC, the GM will put the results for everyone in the encounter in order. The creature with the highest result acts first, the creature with the second-highest result goes second, and so on. Sometimes you may be called on to roll a skill check for initiative instead, but you'll compare results just as if you had rolled Perception. The full rules for initiative are found in the rules for encounter mode on page 435.

Skill Checks

Pathfinder has a variety of skills, from Athletics to Medicine to Occultism. Each grants you a set of related actions that rely on you rolling a skill check. Each skill has a key attribute modifier, based on the scope of the skill in question. For instance, Athletics deals with feats of physical prowess, like swimming and jumping, so its key attribute modifier is Strength. Medicine deals with the ability to diagnose and treat wounds and ailments, so its key attribute modifier is Wisdom. The key attribute modifier for each skill is listed on page 227 in Chapter 4: Skills. No matter which skill you're using, you calculate a check for it using the following formula.

Skill check result = d20 roll + the skill's key attribute modifier + proficiency bonus + other bonuses + penalties

You're unlikely to be trained in every skill. As normal, when using a skill in which you're untrained, your proficiency bonus is +0; otherwise, it equals your level plus 2 for trained, or higher once you become expert or better. The proficiency rank is specific to the skill you're using. Aid from another character or some other beneficial situation may grant you a circumstance bonus. A status bonus might come from a helpful spell or magical effect. Sometimes tools related to the skill grant you an item bonus to your skill checks. Conversely, unfavorable situations might give you a circumstance penalty to your skill check, while harmful spells, magic, or conditions might also impose a status penalty. Using shoddy or makeshift tools might cause you to take an item penalty. Sometimes a skill action can be an attack, and in these cases, the skill check might take a multiple attack penalty, as described on page 234.

When an ability calls for you to use the DC for a specific skill, you can calculate it by adding 10 + your total modifier for that skill.

Flat Checks

When the chance something will happen or fail to happen is based purely on chance, you'll attempt a flat check. A flat check never includes any modifiers, bonuses, or penalties—you just roll a d20 and compare the result on the die to the DC. Only abilities that specifically apply to flat checks can change the checks' DCs; most such effects affect only certain types of flat checks.

If more than one flat check would ever cause or prevent the same thing, just roll once and use the highest DC. In the rare circumstance that a flat check has a DC of 1 or lower, skip rolling; you automatically succeed. Conversely, if one ever has a DC of 21 or higher, you automatically fail.

Secret Checks

Sometimes you as the player shouldn't know the exact result and effect of a check. In these situations, the rules (or the GM) will call for a secret check. The secret trait appears on anything that uses secret checks. This type of check uses the same formulas you normally would use for that check, but is rolled by the GM, who doesn't reveal the result. Instead, the GM simply describes the information or effects determined by the check's result. If you don't know a secret check is happening (for instance, if the GM rolls a secret Fortitude save against a poison that you failed to notice), you can't use any fortune or misfortune abilities (see the sidebar on page 401) on that check, but if a fortune or misfortune effect would apply automatically, the GM applies it to the secret check. If you know that the GM is attempting a secret check—as often happens with Recall Knowledge or Seek—you can usually activate fortune or misfortune abilities for that check. Just tell the GM, and they'll apply the ability to the check.

The GM can choose to make any check secret, even if it's not usually rolled secretly. Conversely, the GM can let you roll any check yourself, even if that check would usually be secret. Some groups find it simpler to have players roll all secret checks and just try to avoid acting on any out-of-character knowledge, while others enjoy the mystery.

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Damage Rolls

Strikes, spells, hazards, and all number of other dangers can deal damage, which can kill creatures and destroy objects.

Damage decreases a creature's Hit Points (HP) on a 1-to-1 basis (so a creature that takes 6 damage loses 6 Hit Points). The full rules for losing HP can be found in the Hit Points, Healing, and Dying section on page 410.

Damage is sometimes given as a fixed amount, but more often than not you'll make a **damage roll** to determine how much damage you deal. A damage roll typically uses a number and type of dice determined by the weapon or unarmed attack used or the spell cast, and it's often enhanced by various modifiers, bonuses, and penalties. Like checks, a damage roll—especially a melee weapon damage roll—is often modified by a number of modifiers, penalties, and bonuses. When making a damage roll, you take the following steps, explained in detail below.

1. **Roll damage dice** indicated by the weapon, unarmed attack, or spell, and apply the modifiers, bonuses, and penalties that apply to the result of the roll.
2. Determine the **damage type**.
3. Apply **immunities**, **weaknesses**, and **resistances** the subject has to the damage.
4. If any damage remains, **reduce Hit Points** the target has by that amount.

Step 1: Roll Damage Dice

Your weapon, unarmed attack, spell, or even a magic item determines what size and number of dice you roll for damage. For instance, if you're using a normal longsword, you'll roll 1d8. If you're casting a 3rd-rank *fireball* spell, you'll roll 6d6. Sometimes, especially in the case of weapons, you'll apply modifiers, bonuses, and penalties to the damage.

Damage rolls for **melee** weapons and unarmed attacks typically add your Strength attribute modifier.

Melee damage roll = damage die of weapon or unarmed attack + Strength modifier + bonuses + penalties

Damage rolls for **ranged** weapons typically don't add an attribute modifier, though you add your Strength modifier to damage rolls for thrown weapons or half the modifier to damage rolls for ranged weapons with the propulsive trait.

Ranged damage roll = damage die of weapon (+ Strength modifier for a thrown weapon or half Strength modifier for a propulsive weapon) **+ bonuses + penalties**

For damage rolls with **spells**, **alchemical bombs**, and similar items, you don't add an attribute modifier unless otherwise noted.

Spell (or similar effect) **damage roll = damage die of effect + bonuses + penalties**

As with checks, you might add circumstance, status, or item bonuses to your damage rolls, but if you have multiple bonuses of the same type, you add only the highest bonus of that type. Again like checks, you may also apply circumstance, status, item, and untyped penalties to the damage roll, and again you apply only the greatest penalty of a specific type but apply all untyped penalties together.

If the combined penalties on an attack would reduce the damage to 0 or below, you still deal 1 damage. Sometimes there are other considerations, described below.

Adding Damage Dice

Each weapon lists the damage die used for its damage roll. A standard weapon deals one die of damage, but a magical *striking rune* can increase the number of dice rolled, as can some special actions and spells. These additional dice use the same die size as the weapon or unarmed attack's normal damage die.

Counting Damage Dice

Effects based on a weapon's number of damage dice include only the weapon's damage die plus any extra dice from a *striking rune*. They don't count extra dice from abilities, critical specialization effects, property runes, weapon traits, or the like.

Increasing Die Size

When an effect calls on you to increase the size of your weapon damage dice, instead of using its normal weapon damage dice, use the next larger die, as listed below (so if you were using a d4, you'd use a d6, and so on). If you are already using a d12, the size is already at its maximum. You can't increase your weapon damage die size more than once.

1d4 » 1d6 » 1d8 » 1d10 » 1d12

Persistent Damage

Persistent damage is a condition that causes damage to recur beyond the original effect. Like normal damage, it can be doubled or halved based on the results of an attack roll or saving throw. Unlike with normal damage, when you are subject to persistent damage, you don't take it right away. Instead, you take the specified damage at the end of your turns, after which you attempt a DC 15 flat check to see if you recover from the persistent damage. See page 445 in the Conditions Appendix for the complete rules regarding the persistent damage condition.



Doubling and Halving Damage

Sometimes you'll need to halve or double an amount of damage, such as when the outcome of your Strike is a critical hit or when you succeed at a basic Reflex save against a spell. When this happens, you roll the damage normally, adding all the normal modifiers, bonuses, and penalties. Then you double or halve the amount as appropriate. As normal, round down if you halve the damage (though 1 damage halved remains at a minimum of 1 damage).

When doubling, the GM might allow you to roll the dice twice and double the modifiers, bonuses, and penalties instead of doubling the entire result, but this usually works best for single-target attacks or spells at low levels when you have a small number of damage dice to roll. Benefits you gain specifically from a critical hit, like the extra damage die from the fatal weapon trait, aren't doubled.

Step 2: Damage Type

Once you've calculated how much damage you deal, you'll need to determine the damage type. The smack of a club deals bludgeoning damage. The shock of a *lightning bolt* spell deals electricity damage. Sometimes you might apply precision damage, dealing more damage for hitting a creature in a vulnerable spot or when the target is somehow vulnerable. The damage types are described on page 409.

Step 3: Apply Immunities, Weaknesses, and Resistances

Defenses against certain types of damage or effects are called immunities or resistances, while vulnerabilities are called weaknesses. Apply immunities first, then weaknesses, and resistances third. See page 408

Step 4: Reduce Hit Points

Any remaining damage reduces the target's Hit Points on a 1-to-1 basis. More information can be found in the Hit Points, Healing, and Dying section on page 410.

Nonlethal Attacks

You can make a nonlethal attack to knock someone out instead of killing them (see Knocked Out and Dying on page 410). Weapons with the nonlethal trait (including fists) do this automatically. You take a –2 circumstance penalty to the attack roll when you make a nonlethal attack using a weapon or unarmed attack that doesn't have the nonlethal trait. You also take this penalty when making a lethal attack using a nonlethal weapon. Spells and other effects with the nonlethal trait that reduce a creature to 0 Hit Points knock the creature out instead of killing them.

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Immunity, Weakness, and Resistance

Damage and effects can be negated, deal less damage, or deal more damage due to the recipient's immunity, weakness, or resistance.

Immunity

When you have immunity to a specific type of damage, you ignore all damage of that type. If you have immunity to a specific condition or type of effect, you can't be affected by that condition or any effect of that type. You can still be targeted by an ability that includes an effect or condition you are immune to; you just don't apply that particular effect or condition.

If you have immunity to effects with a certain trait (such as death effects, poison, or disease), you are unaffected by effects with that trait. Often, an effect both has a trait and deals that type of damage (such as a *lightning bolt* spell). In these cases, the immunity applies to the effect corresponding to the trait, not just the damage. However, some complex effects might have parts that affect you even if you're immune to one of the effect's traits; for instance, a spell that deals both fire and acid damage can still deal acid damage to you even if you're immune to fire.

Immunity to Critical Hits

Immunity to critical hits works a little differently. When a creature immune to critical hits is critically hit by a Strike or other attack that deals damage, it takes normal damage instead of double damage. This does not make it immune to any other critical success effects of the actions, such as a critical specialization effect or the extra damage of the deadly trait. However, in some cases the GM might determine the added effects don't apply.

Immunity to Nonlethal

Another exception is immunity to the nonlethal trait. If you're immune to nonlethal, you're immune to all damage from attacks and effects with the nonlethal trait, no matter what other type the damage has. For instance, a typical construct has immunity to nonlethal attacks. No matter how hard you hit it with your fist, you're not going to damage it. However, you can take a penalty to remove the nonlethal trait from your fist (page 282), and some abilities give you unarmed attacks without the nonlethal trait.

Temporary Immunity

Some effects grant you immunity to the same effect for a set amount of time. If an effect grants you temporary immunity, repeated applications of that effect don't affect you for as long as the temporary immunity lasts. Unless the effect says it applies only to a certain creature's ability, it doesn't matter who created the effect. For example, the *blindness* spell says, "The target is temporarily immune to *blindness* for 1 minute." If anyone casts *blindness* on that creature again before 1 minute passes, the spell has no effect.

Temporary immunity doesn't prevent or end ongoing effects of the source of the temporary immunity. For instance, if an ability makes you frightened and you then gain temporary immunity to the ability, you don't immediately lose the frightened condition due to the immunity you just gained—you simply don't become frightened if you're targeted by the ability again before the immunity ends.

Weakness

If you have a weakness to a certain type of damage or damage from a certain source, that type of damage is extra effective against you. Whenever you would take that type of damage, increase the damage you take by the value of the weakness. For instance, if you are dealt 2d6 fire damage and have weakness 5 to fire, you take 2d6+5 fire damage.

If you have a weakness to something that doesn't normally deal damage, such as water, you take damage equal to the weakness value when touched or affected by it. If more than one weakness would apply to the same instance of damage, use only the highest applicable weakness value. This usually only happens when a creature is weak to both a type of damage and a material or trait, such as a cold iron axe cutting a monster that has weakness to cold iron and slashing.

Resistance

If you have resistance to a type of damage, each time you take that type of damage, reduce the amount of damage you take by the listed number (to a minimum of 0 damage).

Resistance can specify combinations of damage types or other traits. For instance, you might encounter a monster that's resistant to non-magical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from your *+1 mace* (since it's magical) or a non-magical spear (since it deals piercing damage). A resistance also might have an exception. For example, resistance 10 to physical damage (except silver) would reduce any physical damage by 10 unless that damage was dealt by a silver weapon.

If you have more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value, as described in weakness.

It's possible to have resistance to all damage. When an effect deals damage of multiple types and you have resistance to all damage, apply the resistance to each type of damage separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage entirely.

DAMAGE TYPES

Damage has a number of different types and categories, which are described below.

Physical Damage

Damage dealt by weapons, many physical hazards, and a handful of spells is collectively called physical damage. The main types of physical damage are bludgeoning, piercing, and slashing. **Bludgeoning** damage comes from weapons and hazards that deal blunt-force trauma, like a hit from a club or being dashed against rocks. **Piercing** damage is dealt from stabs and punctures, whether from a dragon's fangs or the thrust of a spear. **Slashing** damage is delivered by a cut, be it the swing of the sword or the blow from a scythe blades trap.

Ghosts and other incorporeal creatures have a high resistance to physical attacks that aren't magical (attacks that lack the magical trait). Furthermore, most incorporeal creatures have additional, though lower, resistance to magical physical damage (such as damage dealt from a mace with the magical trait) and most other damage types.

Energy Damage

Many spells and other magical effects deal energy damage. Energy damage is also dealt from effects in the world, such as the biting cold of a blizzard to a raging forest fire. The main types of energy damage are acid, cold, electricity, fire, and sonic. **Acid** damage can be delivered by gases, liquids, and certain solids that dissolve flesh, and sometimes harder materials. **Cold** damage freezes material by way of contact with chilling gases and ice. **Electricity** damage comes from the discharge of powerful lightning and sparks. **Fire** damage burns through heat and combustion. **Sonic** damage assaults matter with high-frequency vibration and sound waves. Many times, you deal energy damage by casting magic spells, and doing so is often useful against creatures that have immunities or resistances to physical damage.

Two special types of energy damage specifically target the living and the undead. **Vitality** damage harms only undead creatures, withering undead bodies and disrupting incorporeal undead. **Void** damage saps life, damaging only living creatures.

Powerful and pure magical energy can manifest itself as **force** damage. Few things can resist this type of damage—not even incorporeal creatures such as ghosts and wraiths.

Spirit Damage

Directly affecting the spiritual essence of a creature, **spirit** damage can damage a target projecting its consciousness or possessing another creature even if the target's body is elsewhere. The possessed creature isn't harmed by the blast. Spirit damage doesn't harm creatures that have no spirit, such as constructs. Many effects that deal spirit damage also have the sanctified, holy, or unholy trait, all of which are described in the sidebar on page 36, and on pages 456 and 462.

Mental Damage

Sometimes an effect can target the mind with enough psychic force to actually deal damage to the creature. When it does, it deals **mental** damage. Mindless creatures and those with only programmed or rudimentary intelligence are often immune to mental damage and effects.

Poison Damage

Venoms, toxins and the like can deal **poison** damage, which affects creatures by way of contact, ingestion, inhalation, or injury. In addition to coming from monster attacks, alchemical items, and spells, poison damage is often caused by ongoing afflictions, which follow special rules described on page 430.

Bleed Damage

Another special type of physical damage is **bleed** damage. This is persistent damage that represents loss of blood. As such, it has no effect on nonliving creatures or living creatures that don't need blood to live. Weaknesses and resistances to physical damage apply. Bleed damage ends automatically if you're healed to your full Hit Points.

Precision Damage

Sometimes you are able to make the most of your attack through sheer precision. When you hit with an ability that grants you **precision** damage, you increase the attack's listed damage, using the same damage type, rather than tracking a separate pool of damage. For example, a non-magical dagger Strike that deals 1d6 precision damage from a rogue's sneak attack increases the piercing damage by 1d6.

Some creatures are immune to precision damage, regardless of the damage type; these are often amorphous creatures that lack vulnerable anatomy. A creature immune to precision damage would ignore the 1d6 precision damage in the example above, but it would still take the rest of the piercing damage from the Strike. Since precision damage is always the same type of damage as the attack it's augmenting, a creature that is resistant to physical damage, like a gargoyle, would resist not only the dagger's damage but also the precision damage, even though it is not specifically resistant to precision damage.

Precious Materials

While not their own damage category, precious materials can modify damage to penetrate a creature's resistances or take advantage of its weaknesses. For instance, silver weapons are particularly effective against werecreatures and bypass the resistances to physical damage that most devils have.

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Hit Points, Healing, and Dying

For adventurers, injury and death lurk around every corner.

Hit Points

All creatures and objects have **Hit Points (HP)**. Your maximum Hit Point value represents your health, wherewithal, and heroic drive when you're in good health and rested. Your maximum Hit Points include the Hit Points you gain at 1st level from your ancestry and class, those you gain at higher levels from your class, and any you gain from other sources (like the Toughness general feat). When you take damage, you reduce your current Hit Points by a number equal to the damage dealt.

Some spells, items, and other effects, as well as simply resting, can heal creatures. When you're healed, you regain Hit Points equal to the amount healed, up to your maximum Hit Points.

Temporary Hit Points

Some spells or abilities give you temporary Hit Points. Track these separately from your current and maximum Hit Points; when you take damage, reduce your temporary Hit Points first. Most temporary Hit Points last for a limited duration. You can't regain lost temporary Hit Points through healing, but you can gain more via other abilities. You can have temporary Hit Points from only one source at a time. If you gain temporary Hit Points when you already have some, choose whether to keep the amount you already have and their corresponding duration or to gain the new temporary Hit Points and their duration.



Fast Healing and Regeneration

A creature with fast healing or regeneration regains the listed amount of Hit Points each round at the beginning of its turn. A creature with regeneration has additional benefits. Its dying condition can't increase to a value that would kill it (this stops most creatures from going beyond dying 3) as long as its regeneration is active. If it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn.

Items and Hit Points

Items have Hit Points like creatures, but the rules for damaging them are different, as explained on page 269. An item has a Hardness statistic that reduces damage the item takes by that amount. The item then takes any damage left over. If an item is reduced to 0 HP, it's destroyed. An item also has a Broken Threshold. If its HP are reduced to this amount or lower, it's broken, meaning it can't be used for its normal function and it doesn't grant bonuses. You usually can't attack an attended object (one on a creature's person).

Getting Knocked Out

Creatures can't be reduced to fewer than 0 Hit Points. When most creatures reach 0 Hit Points, they die and are removed from play unless the attack was nonlethal, in which case they're instead knocked out for a significant amount of time (usually 10 minutes or more). When undead and constructs reach 0 Hit Points, they're destroyed.

Player characters, their companions, and other significant characters and creatures don't automatically die when they reach 0 Hit Points. Instead, they are knocked out and are at risk of death. The GM might determine that villains, powerful monsters, special NPCs, and enemies with special abilities that are likely to bring them back to the fight (like ferocity, regeneration, or healing magic) can use these rules as well.

As a player character, when you're reduced to 0 Hit Points, you're knocked out with the following effects:

- **Move your initiative position** to directly before the turn in which you were reduced to 0 HP.
- **Gain the dying 1 condition.** If the effect that knocked you out was a critical success from the attacker or the result of your critical failure, you gain the dying 2 condition instead. If you have the wounded condition, increase your dying value by an amount equal to your wounded value. If the damage was dealt by a nonlethal attack or nonlethal effect, you don't gain the dying condition; you're instead unconscious with 0 Hit Points.



Dying

While you have the dying condition, you're bleeding out or otherwise at death's door. You're unconscious while you have the dying condition. Dying always includes a value. If this value ever reaches dying 4, you die. While you're dying, your dying value can increase or decrease in two ways.

Recovery Checks

While you're dying, attempt a recovery check at the start of each of your turns. This is a flat check with a DC equal to 10 + your current dying value to see if you get better or worse.

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1 (plus your wounded value, if any).

Critical Failure Your dying value increases by 2 (plus your wounded value, if any).

Taking Damage

If you take damage while you already have the dying condition, increase your dying condition value by 1, or by 2 if the damage came from an attacker's critical hit or your own critical failure. If you have the wounded condition, remember to add the value of your wounded condition to your dying value.

Losing the Dying Condition

You lose the dying condition if it ever reaches dying 0. If you're still at 0 Hit Points, you remain unconscious, but you can wake up as described in that condition. You lose the dying condition automatically and wake up if you ever have 1 Hit Point or more.

Anytime you lose the dying condition, you gain the wounded 1 condition, or increase your wounded value by 1 if you already have that condition.

Death

After you die, you can't act or regain actions, can't be affected by spells that target creatures (unless they specifically target dead creatures), and for all other purposes, you're an object. When you die, you're reduced to 0 Hit Points if you had a different amount, and you can't be brought above 0 Hit Points as long as you remain dead. Some magic can bring creatures back to life, such as the *resurrect* ritual or the *raise dead* spell, though these abilities aren't without their risks or effects, and rare artifacts and powers can even interfere with them.

Instant Death

There are ways in which you can die instantly, without reaching dying 0 first.

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CONDITIONS RELATED TO DYING

The effects of the dying condition are described under the Dying header on page 411, but you might also need to reference the unconscious, wounded, and doomed conditions.

Unconscious

You're sleeping, or you've been knocked out. You can't act. You take a –4 status penalty to AC, Perception, and Reflex saves, and you have the blinded and off-guard conditions. When you gain this condition, you fall prone and drop items you're wielding or holding unless the effect states otherwise or the GM determines you're in a position in which you wouldn't.

If you're unconscious because you're dying, you can't wake up as long as you have 0 Hit Points. If you're restored to 1 Hit Point or more via healing, you lose the dying and unconscious conditions and can act normally on your next turn.

If you are unconscious and at 0 Hit Points, but not dying, you naturally return to 1 Hit Point and awaken after sufficient time passes. The GM determines how long you remain unconscious, from a minimum of 10 minutes to several hours. If you receive healing during this time, you lose the unconscious condition and can act normally on your next turn.

If you're unconscious and have more than 1 Hit Point (typically because you're asleep or unconscious due to an effect), you wake up in one of the following ways. Each causes you to lose the unconscious condition.

- You take damage, provided the damage doesn't reduce you to 0 Hit Points. (If the damage reduces you to 0 Hit Points, you remain unconscious and gain the dying condition as normal.)
- You receive healing other than the natural healing you get from resting.
- Someone shakes you awake using an Interact action.
- Loud noise is being made around you—though this isn't automatic. At the start of your turn, you automatically attempt a Perception check against the noise's DC (or the lowest DC if there's more than one noise), waking up if you succeed. This is often DC 5 for a battle, but if creatures are attempting to stay quiet around you, this Perception check uses their Stealth DC. Some magical effects make you sleep so deeply that they don't allow you to attempt this Perception check.
- If you're simply asleep, the GM decides you wake up either because you've had a restful night's sleep or something disrupted that rest.

Wounded

You've been seriously injured during a fight. Anytime you lose the dying condition, you become wounded 1 if you didn't already have the wounded condition. If you already have the wounded condition, your wounded condition value instead increases by 1. If you gain the dying condition while wounded, increase the dying condition's value by your wounded value. The wounded condition ends if someone successfully restores Hit Points to you with Treat Wounds, or if you're restored to full Hit Points and rest for 10 minutes.

Doomed

Your life is ebbing away, bringing you ever closer to death. Some powerful spells and evil creatures can inflict the doomed condition on you. Doomed always includes a value. The maximum dying value at which you die is reduced by your doomed value. For example, if you were doomed 1, you would die upon reaching dying 3 instead of dying 4. If your maximum dying value is ever reduced to 0, you instantly die. When you die, you're no longer doomed.

Your doomed value decreases by 1 each time you get a full night's rest.

HEROIC RECOVERY

If you have at least 1 Hero Point (page 413), you can spend all of your remaining Hero Points at the start of your turn or when your dying value would increase. You lose the dying condition entirely and stabilize with 0 Hit Points. You don't gain the wounded condition or increase its value from losing the dying condition in this way, but if you already had that condition, you don't lose it or decrease its value.

Death Effects

Some spells and abilities can kill you immediately or bring you closer to death without needing to reduce you to 0 Hit Points first. These abilities have the death trait and usually involve energy from the Void, the antithesis of life, or other effects that target the mind or soul. If you're reduced to 0 Hit Points by a death effect, you're slain instantly without needing to reach dying 4. For instance, the *vision of death* spell automatically kills those it reduces to 0 Hit Points as terrifying hallucinations cause them to drop dead.

A death effect might state that it kills you outright, without dealing damage, in which case you die without having to first reach dying 4 or be reduced to 0 Hit Points. For instance, the Grim Reaper, an extremely powerful entity of death, can automatically slay creatures who fail their save against its death strike ability.

Massive Damage

You die instantly if you ever take damage equal to or greater than double your maximum Hit Points in one blow.



Hero Points

Your heroic deeds earn you Hero Points, which grant you good fortune or let you recover from the brink of death. Unlike most aspects of your character, which persist over the long term, Hero Points last for only a single session.

The GM is in charge of awarding Hero Points. Usually, each character gets 1 Hero Point at the start of a session and can gain more later by performing heroic deeds—something selfless, daring, or beyond normal expectations. You can have a maximum of 3 Hero Points at a time, and you lose any remaining Hero Points at the end of a session.

You can spend your Hero Points in one of two ways. Neither of these is an action, and you can spend Hero Points even if you aren't able to act. You can spend a Hero Point on behalf of your familiar or animal companion.

- **Spend 1 Hero Point to reroll a check.** You must use the second result. This is a fortune effect (which means you can't use more than 1 Hero Point on a check).
- **Spend all your Hero Points (minimum 1) to avoid death.** You can do this when your dying condition would increase. You lose the dying condition entirely and stabilize with 0 Hit Points. You don't gain the wounded condition or increase its value from losing the dying condition in this way, but if you already had that condition, you don't lose it or decrease its value.

Describing Heroic Deeds

Because spending Hero Points reflects heroic deeds or tasks that surpass normal expectations, if you spend a Hero Point, you should describe the deed or task your character accomplishes with it to the other players.

Your character's deed might invoke a lesson learned in a past adventure, could be spurred by a determination to save someone else, or might depend on an item that ended up on their person due to a previous exploit. If you don't want to describe the deed or don't have any strong ideas about how to do so, ask the GM to come up with something for you. This can be a collaborative process, too. The GM might remind you of a long-forgotten event in the campaign, and all you have to do is fill in how that event comes to mind just at the right time, motivating you to push past your limits.

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Actions

You affect the world around you primarily by using actions, which produce effects. Actions are most closely measured and restricted during the encounter mode of play, but even when it isn't important for you to keep strict track of actions, they remain the way in which you interact with the game world.

You will need to track your actions carefully in an encounter. At the start of each turn you take in an encounter, you regain 3 actions and 1 reaction to spend that round. (Regaining your actions is described in detail on page 435.) You can spend your actions in many different ways.

There are four types of actions: single actions, activities, reactions, and free actions.

Single actions can be completed in a very short time. They're self-contained, and their effects are generated within the span of that single action.

Activities usually take longer and require using multiple actions, which must be spent in succession. Stride is a single action, but Sudden Charge is an activity in which you use both the Stride and Strike actions to generate its effect.

Reactions have triggers, which must be met for you to use the reaction. You can use a reaction anytime its trigger is met, whether it's your turn or not. Outside of encounters, your use of reactions is more flexible and up to the GM. Reactions are usually triggered by other creatures or by events outside your control.

Free actions don't cost you any of your actions per turn, nor do they cost your reaction. A free action with no trigger follows the same rules as a single action (except the action cost). It must be used on your turn and can't be used during another action. A free action with a trigger follows the same rules as a reaction (except the reaction cost). It can be used any time its trigger is met.

Action Icon Key

These icons appear in stat blocks as shorthand for each type of action. As a player, you'll usually see the icon in an action's header (such as in a basic action, skill action, feat, or spell). In a creature stat block, or a feat that gives you a new action in addition to other benefits, the icon will appear in the running text. For examples, see the formatting of rules on page 15.

- Single Action
- Two-Action Activity
- Three-Action Activity
- Reaction
- Free Action

Activities

An activity typically involves using multiple actions to create an effect greater than you can produce with a single action, or combining multiple single actions to produce an effect that's different from merely the sum of those actions. In some cases, usually when spellcasting, an activity can consist of only 1 action, 1 reaction, or even 1 free action.

An activity might cause you to use specific actions within it. You don't have to spend additional actions to perform them—they're already factored into the activity's required actions. (See Subordinate Actions on page 415.)

You have to spend all the actions of an activity at once to gain its effects. In an encounter, this means you must complete it during your turn. If an activity gets interrupted or disrupted in an encounter (page 415), you lose all the actions you committed to it.

Exploration and Downtime Activities

Outside of encounters, activities can take minutes, hours, or even days. These activities usually have the exploration or downtime trait to indicate they're meant to be used during these modes of play. You can often do other things off and on as you carry out these activities, provided they aren't significant activities of their own. For instance, if you're Repairing an item, you might stretch your legs or have a brief discussion, but you couldn't Decipher Writing at the same time.

If an activity outside of an encounter is interrupted or disrupted, as described in Disrupting Actions on page 415, you usually lose the time you put in, but no additional time.

Actions with Triggers

You can use free actions that have triggers and reactions only in response to certain events. Each such reaction and free action lists the trigger that must happen for you to perform it. When its trigger is satisfied—and *only* when it is satisfied—you can use the reaction or free action, though you don't have to use the action if you don't want to.

There are only a few basic reactions and free actions that all characters can use. You're more likely to gain actions with triggers from your class, feats, and magic items.

Limitations on Triggers

The triggers listed in the stat blocks of reactions and some free actions limit when you can use those actions. You can use only one action in response to a given trigger.

For example, if you had a reaction and a free action that both had a trigger of "your turn begins," you could use either of them at the start of your turn—but not both. If two triggers are similar, but not identical, the GM determines whether you can use one action in response to each or whether they're effectively the same thing. Usually, this decision will be based on what's happening in the narrative.

This limitation of one action per trigger is per creature; more than one creature can use a reaction or free action in response to a given trigger. If multiple actions would be occurring at the same time, and it's unclear in what order they happen, the GM determines the order based on the narrative.

Other Actions

Sometimes you need to attempt something not already covered by defined actions in the game. When this happens, the rules tell you how many actions you need to spend, as well as any traits your action might have. For example, a spell that lets you switch targets might say you can do so "by spending a single action, which has the concentrate trait." Game Masters can also use this approach when a character tries to do something that isn't covered in the rules.

Gaining and Losing Actions

Effects can change the number of actions you can use on your turn, or whether you can use actions at all. The slowed condition, for example, causes you to lose actions, while the quickened condition causes you to gain them. Conditions are detailed in the appendix on pages 442–447. Whenever you lose a number of actions—whether from these conditions or in any other way—you choose which to lose if there's any difference between them. For instance, the *haste* spell makes you quickened, but it limits what you can use your extra action to do. If you lost an action while *haste* was active, you might want to lose the action from *haste* first, since it's more limited than your normal actions.

Some effects are even more restrictive. Certain abilities, instead of or in addition to changing the number of actions you can use, say specifically that you can't use reactions. The most restrictive form of reducing actions is when an effect states that you can't act: this means you can't use any actions, or even speak. When you can't act, you still regain your actions unless another effect (like the stunned condition) prevents it.

Disrupting Actions

Various abilities and conditions, such as a Reactive Strike, can disrupt an action. When an action is disrupted, you still use the actions or reactions you committed and you still expend any costs, but the action's effects don't occur. In the case of an activity, you usually lose all actions spent for the activity up through the end of that turn. For instance, if you began to Cast a Spell requiring 3 actions and the first action was disrupted, you lose all 3 actions that you committed to that activity.

The GM decides what effects a disruption causes beyond simply negating the effects that would have occurred from the disrupted action. For instance, a Leap disrupted midway wouldn't transport you back to the start of your jump, and a disrupted item hand off might cause the item to fall to the ground instead of staying in the hand of the creature who was trying to give it away.

IN-DEPTH ACTION RULES

These rules clarify some of the specifics of using actions.

Simultaneous Actions

You can use only one single action, activity, or free action that doesn't have a trigger at a time. You must complete one before beginning another. For example, the Sudden Charge activity states you must Stride twice and then Strike, so you couldn't use an Interact action to open a door in the middle of the movement, nor could you perform part of the move, make your attack, and then finish the move.

Free actions with triggers and reactions work differently. You can use these whenever the trigger occurs, even if the trigger occurs in the middle of another action.

Subordinate Actions

An action might allow you to use a simpler action—usually one of the Basic Actions on page 416—in a different circumstance or with different effects. This subordinate action still has its normal traits and effects, but it's modified in any ways listed in the larger action. For example, an activity that tells you to Stride up to half your Speed alters the normal distance you can move in a Stride. The Stride would still have the move trait, would still trigger reactions that occur based on movement, and so on. The subordinate action doesn't gain any of the traits of the larger action unless specified. The action that allows you to use a subordinate action doesn't require you to spend more actions or reactions to do so; that cost is already factored in.

Using an activity is not the same as using any of its subordinate actions. For example, the quickened condition you get from the *haste* spell lets you spend an extra action each turn to Stride or Strike, but you couldn't use the extra action for an activity that includes a Stride or Strike. As another example, if you used an action that specified, "If the next action you use is a Strike," an activity that includes a Strike wouldn't count, because the next thing you are doing is starting an activity, not using the Strike basic action.

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Basic Actions

Basic actions represent common tasks like moving around, attacking, and helping others. As such, every creature can use basic actions except in some extreme circumstances, and many of those actions are used very frequently. Most notably, you'll use Interact, Step, Stride, and Strike a great deal. Many feats and other actions call upon you to use one of these basic actions or modify them to produce different effects. For example, a more complex action might let you Stride twice, and a large number of activities include a Strike. An action or activity might also modify a basic action, such as having you Stride up to half your Speed.

Actions that are used less frequently but are still available to most creatures are presented in Specialty Basic Actions starting on page 418. These typically have requirements that not all characters are likely to meet, such as wielding a shield, having a burrow Speed, or falling through the air.

In addition to the actions in these two sections, the actions for spellcasting can be found on pages 299–300, and the actions for using magic items appear on page 220 of *GM Core*.

Delay and Ready: If you want to change when you take actions, two basic actions let you do so. Delay shifts your entire turn later in the round, and Ready lets you prepare to take one specific action when a trigger you choose is met.

Basic Actions

AID

Trigger An ally is about to use an action that requires a skill check or attack roll.

Requirements The ally is willing to accept your aid, and you have prepared to help (see below).

You try to help your ally with a task. To use this reaction, you must first prepare to help, usually by using an action during your turn. You must explain to the GM exactly how you're trying to help, and they determine whether you can Aid your ally.

When you use your Aid reaction, attempt a skill check or attack roll of a type decided by the GM. The typical DC is 15, but the GM might adjust this DC for particularly hard or easy tasks. The GM can add any relevant traits to your preparatory action or to your Aid reaction depending on the situation, or even allow you to Aid checks other than skill checks and attack rolls.

Critical Success You grant your ally a +2 circumstance bonus to the triggering check. If you're a master with the check you attempted, the bonus is +3, and if you're legendary, it's +4.

Success You grant your ally a +1 circumstance bonus to the triggering check.

Critical Failure Your ally takes a –1 circumstance penalty to the triggering check.

CRAWL

MOVE

Requirements You are prone and your Speed is at least 10 feet.

You move 5 feet by crawling and continue to stay prone.

DELAY

Trigger Your turn begins.

You wait for the right moment to act. The rest of your turn doesn't happen yet. Instead, you're removed from the initiative order. You can return to the initiative order as a free action triggered by the end of any other creature's turn. This permanently changes your initiative to the new position. You can't use reactions until you return to the initiative order. If you Delay an entire round without returning to the initiative order, the actions from the Delayed turn are lost, your initiative doesn't change, and your next turn occurs at your original position in the initiative order.

When you Delay, any persistent damage or other negative effects that normally occur at the start or end of your turn occur immediately when you use the Delay action. Any beneficial effects that would end at any point during your turn also end. The GM might determine that other effects end when you Delay as well. Essentially, you can't Delay to avoid negative consequences that would happen on your turn or to extend beneficial effects that would end on your turn.

DROP PRONE

MOVE

You fall prone.

ESCAPE

ATTACK

You attempt to escape from being grabbed, immobilized, or restrained. Choose one creature, object, spell effect, hazard, or other impediment imposing any of those conditions on you. Attempt a check using your unarmed attack modifier against the DC of the effect. This is typically the Athletics DC of a creature grabbing you, the Thievery DC of a creature who tied you up, the spell DC for a spell effect, or the listed Escape DC of an object, hazard, or other impediment. You can attempt an Acrobatics or Athletics check instead of using your attack modifier if you choose (but this action still has the attack trait).

Critical Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. You can then Stride up to 5 feet.

Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target.

Critical Failure You don't get free, and you can't attempt to Escape again until your next turn.

INTERACT

MANIPULATE

You use your hand or hands to manipulate an object or the terrain. You can grab an unattended or stored object, draw a weapon, swap a held item for another (page 268), open a door, or achieve a

similar effect. On rare occasions, you might have to attempt a skill check to determine if your Interact action was successful.

LEAP ◆

MOVE

You take a short horizontal or vertical jump. Jumping a greater distance requires using the Athletics skill for a High Jump or Long Jump (page 235).

- **Horizontal** Jump up to 10 feet horizontally if your Speed is at least 15 feet, or up to 15 feet horizontally if your Speed is at least 30 feet. You land in the space where your Leap ends (meaning you can typically clear a 5-foot gap, or a 10-foot gap if your Speed is 30 feet or more). You can't make a horizontal Leap if your Speed is less than 15 feet.
- **Vertical** Jump up to 3 feet vertically and 5 feet horizontally onto an elevated surface.

READY ◆◆

CONCENTRATE

You prepare to use an action that will occur outside your turn. Choose a single action or free action you can use, and designate a trigger. Your turn then ends. If the trigger you designated occurs before the start of your next turn, you can use the chosen action as a reaction (provided you still meet the requirements to use it). You can't Ready a free action that already has a trigger.

If you have a multiple attack penalty and your readied action is an attack action, your readied attack takes the multiple attack penalty you had at the time you used Ready. This is one of the few times the multiple attack penalty applies when it's not your turn.

RELEASE ◆

MANIPULATE

You release something you're holding in your hand or hands. This might mean dropping an item, removing one hand from your weapon while continuing to hold it in another hand, releasing a rope suspending a chandelier, or performing a similar action. Unlike most manipulate actions, Release does not trigger reactions that can be triggered by actions with the manipulate trait (such as Reactive Strike).

If you want to prepare to Release something outside of your turn, use the Ready activity.

SEEK ◆

CONCENTRATE SECRET

You scan an area for signs of creatures or objects, possibly including secret doors or hazards. Choose an area to scan. The GM determines the area you can scan with one Seek action—almost always 30 feet or less in any dimension. The GM might impose a penalty if you search far away from you or adjust the number of actions it takes to Seek a particularly cluttered area.

The GM attempts a single secret Perception check for you and compares the result to the Stealth DCs of any undetected or hidden creatures in the area, or the DC to detect each object in the area (as determined by the GM or by someone Concealing the Object). A creature you detect might remain hidden, rather than becoming observed, if you're using an imprecise sense or if an effect (such as *invisibility*) prevents the subject from being observed.

Critical Success Any undetected or hidden creature you critically succeeded against becomes observed by you. You learn the location of objects in the area you critically succeeded against.

Success Any undetected creature you succeeded against becomes hidden from you instead of undetected, and any hidden creature you succeeded against becomes observed by you. You learn the location of any object or get a clue to its whereabouts, as determined by the GM.

AID DETAILS

The following clarifications might be relevant when Aiding an ally.

Long Tasks: For a task that takes longer than a round, you often need to spend more than one action preparing to help, as determined by the GM.

Proximity: You don't necessarily need to be next to your ally to aid, though you must be in a reasonable location to help them both when you set up and when you take the reaction.

Repetition: Aiding the same creature multiple times can have diminishing returns. In particular, if you try to repeatedly Aid attacks or skill checks against a creature, the GM will usually increase the DC each time as your foe gets more savvy. This isn't the case if there's no reason the task would be less likely to work if repeated, such as Aiding someone who's climbing a wall or picking a lock.

SENSE MOTIVE ◆

CONCENTRATE SECRET

You try to tell whether a creature's behavior is abnormal. Choose one creature and assess it for odd body language, signs of nervousness, and other indicators that it might be trying to deceive someone. The GM attempts a single secret Perception check for you and compares the result to the Deception DC of the creature, the DC of a spell affecting the creature's mental state, or another appropriate DC determined by the GM. You typically can't try to Sense the Motive of the same creature again until the situation changes significantly.

Critical Success You determine the creature's true intentions and get a solid idea of any mental magic affecting it.

Success You can tell whether the creature is behaving normally, but you don't know its exact intentions or what magic might be affecting it.

Failure You detect what a deceptive creature wants you to believe. If they're not being deceptive, you believe they're behaving normally.

Critical Failure You get a false sense of the creature's intentions.

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STAND ❖

MOVE

You stand up from being prone.

STEP ❖

MOVE

Requirements Your Speed is at least 10 feet.

You carefully move 5 feet. Unlike most types of movement, Stepping doesn't trigger reactions, such as Reactive Strike, that can be triggered by move actions or upon leaving or entering a square.

You can't Step into difficult terrain (page 423), and you can't Step using a Speed other than your land Speed.

STRIDE ❖

MOVE

You move up to your Speed (page 420).

STRIKE ❖

ATTACK

You attack with a weapon you're wielding or with an unarmed attack, targeting one creature within your reach (for a melee attack) or within range (for a ranged attack). Roll an attack roll using the attack modifier for the weapon or unarmed attack you're using, and compare the result to the target creature's AC to determine the effect.

Critical Success You make a damage roll according to the weapon or unarmed attack and deal double damage (see page 407 for rules on doubling damage).

Success You make a damage roll according to the weapon or unarmed attack and deal damage.

STRIKE STATISTICS

See Attack Rolls on page 402 and Damage on page 404 for details on calculating your attack and damage rolls. The damage roll for a Strike uses the damage die of the weapon or unarmed attack, plus any modifiers, bonuses, and penalties you have to damage. If you're using a type of attack other than a Strike, such as a spell attack or Grapple action, you calculate damage differently (or not at all).



TAKE COVER ❖

Requirements You are benefiting from cover, are near a feature that allows you to take cover, or are prone.

You press yourself against a wall or duck behind an obstacle to take better advantage of cover (page 424). If you would have standard cover, you instead gain greater cover, which provides a +4 circumstance bonus to AC; to Reflex saves against area effects; and to Stealth checks to Hide, Sneak, or otherwise avoid detection. Otherwise, you gain the benefits of standard cover (a +2 circumstance bonus instead). This lasts until you move from your current space, use an attack action, become unconscious, or end this effect as a free action.

Specialty Basic Actions

These actions are useful under specific circumstances. The Arrest a Fall, Burrow, and Fly actions require you to have a special movement type (page 420). The climb and swim Speeds use the corresponding actions from the Athletics skill (pages 234–235).

ARREST A FALL ↷

Trigger You fall.

Requirements You have a fly Speed.

You attempt your choice of an Acrobatics check or Reflex save to slow your fall. The DC is typically 15, but it might be higher due to air turbulence or other circumstances.

Success You take no damage from the fall.

AVERT GAZE ◆

You avert your gaze from danger, such as a medusa's gaze. You gain a +2 circumstance bonus to saves against visual abilities that require you to look at a creature or object, such as a medusa's petrifying gaze. Your gaze remains averted until the start of your next turn.

BURROW ◆

MOVE

Requirements You have a burrow Speed.

You dig your way through dirt, sand, or a similar loose material at a rate up to your burrow Speed. You can't burrow through rock or other substances denser than dirt unless you have an ability that allows you to do so.

DISMISS ◆

CONCENTRATE

You end an effect that states you can Dismiss it. Dismissing ends the entire effect unless noted otherwise.

FLY ◆

MOVE

Requirements You have a fly Speed.

You move through the air up to your fly Speed. Moving upward (straight up or diagonally) uses the rules for moving through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you Fly to the ground, you don't take falling damage. You can use an action to Fly 0 feet to hover in place. If you're airborne at the end of your turn and didn't use a Fly action this round, you fall.

GRAB AN EDGE ↷

MANIPULATE

Trigger You fall from or past an edge or handhold.

Requirements Your hands are not tied behind your back or otherwise restrained.

When you fall off or past an edge or other handhold, you can try to grab it, potentially stopping your fall. You must succeed at your choice of an Acrobatics check or a Reflex save, usually at the Climb DC. If you grab the edge or handhold, you can then Climb up using Athletics.

Critical Success You grab the edge or handhold, whether or not you have a hand free, typically by using a suitable held item to catch yourself (catching a battle axe on a ledge, for example). You still take damage from the distance fallen so far, but you treat the fall as though it were 30 feet shorter.

Success If you have at least one hand free, you grab the edge or handhold, stopping your fall. You still take damage from the distance fallen so far, but you treat the fall as though it were 20 feet shorter. If you have no hands free, you continue to fall as if you had failed the check.

Critical Failure You continue to fall, and if you've fallen 20 feet or more before you use this reaction, you take 10 bludgeoning damage from the impact for every 20 feet fallen.

SPEAKING

As long as you can act, you can also speak. You don't need to spend any type of action to speak, but because a round represents 6 seconds of time, you can usually speak at most a single sentence or so per round. Special uses of speech, such as attempting a Deception skill check to Lie, require spending actions and follow their own rules. All speech has the auditory trait. If you communicate in some way other than speech, other rules might apply. For instance, using sign language is visual instead of auditory.

MOUNT ◆

MOVE

Requirements You are adjacent to a creature that is at least one size larger than you and is willing to be your mount.

You move onto the creature and ride it. If you're already mounted, you can instead use this action to dismount, moving off the mount into a space adjacent to it.

POINT OUT ◆

AUDITORY MANIPULATE VISUAL

Requirements A creature is undetected by one or more of your allies but isn't undetected by you.

You indicate a creature that you can see to one or more allies, gesturing in a direction and describing the distance verbally. That creature is hidden to your allies, rather than undetected (page 434). This works only for allies who can see you and are in a position where they could potentially detect the target. If your allies can't hear or understand you, they must succeed at a Perception check against the creature's Stealth DC or they misunderstand and believe the target is in a different location.

RAISE A SHIELD ◆

Requirements You are wielding a shield.

You position your shield to protect yourself. When you have Raised a Shield, you gain its listed circumstance bonus to AC. Your shield remains raised until the start of your next turn.

SUSTAIN ◆

CONCENTRATE

Choose one of your effects that has a sustained duration or lists a special benefit when you Sustain it. Most such effects come from spells or magic item activations. If the effect has a sustained duration, its duration extends until the end of your next turn. (Sustaining more than once in the same turn doesn't extend the duration to subsequent turns.) If an ability can be sustained but doesn't list how long, it can be sustained up to 10 minutes.

An effect might list an additional benefit that occurs if you Sustain it, and this can even appear on effects that don't have a sustained duration. If the effect has both a special benefit and a sustained duration, your Sustain action extends the duration as well as having the special benefit.

If your Sustain action is disrupted, the ability ends.

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Movement

Your movement and position determine how you interact with the world. Moving in exploration and downtime modes is relatively fluid. Movement in encounter mode follows additional rules explained in Tactical Movement (page 421). The rules below apply in all modes of play.

Movement Types

Creatures in Pathfinder soar through the clouds, scale sheer cliffs, and tunnel underfoot. The majority of creatures have a Speed, which is how fast they can move across the ground.

Some abilities give you different ways to move, such as through the air or underground. Each of these special movement types has its own Speed value. Many creatures have these Speeds naturally, such as a bird having a fly Speed or a fish having a swim Speed. The various types of movement are listed below. Since the Stride action can be used only with your normal Speed, moving using one of these movement types requires using a special action, and you can't Step while using one of these movement types. Since Speed by itself refers to your land Speed, rules text concerning these special movement types specifies the movement types to which it applies. Speeds can be increased or decreased with item, circumstance, and status bonuses and penalties. Penalties can't reduce your Speeds below 5 feet unless stated otherwise.

Switching from one movement type to another requires ending your action that has the first movement type and using a new action that has the second movement type. For instance, if you Climbed 10 feet to the top of a cliff, you could then Stride forward 10 feet. In some cases, the GM might rule otherwise, especially if you're moving a very short distance using one of the types of movement.

Speed

Most characters and monsters have a Speed statistic that indicates how quickly they can move across the ground. This statistic is referred to as land Speed when it's necessary to differentiate it from special Speeds.

When you use the Stride action, you move a number of feet equal to your Speed. Numerous other abilities also allow you to move, from Crawling to Leaping, and most of them are based on your Speed in some way. Whenever a rule mentions your Speed without specifying a type, it's referring to your land Speed.

Burrow Speed

A burrow Speed lets you tunnel through the ground. You can use the Burrow action (page 419) if you have a burrow Speed. Burrowing doesn't normally leave behind a tunnel unless the ability specifically states that it does. Most creatures need to hold their breath when burrowing, and they might need tremorsense (page 433) to navigate.

Climb Speed

A climb Speed allows you to move up or down inclines and vertical surfaces. Most creatures need to succeed at Athletics checks to Climb, but if you have a climb Speed, you automatically succeed and move up to your climb Speed instead of the listed distance.

You might still have to attempt Athletics checks to Climb in hazardous conditions, to Climb extremely difficult surfaces, or to cross horizontal planes such as ceilings. You can also choose to roll an Athletics check to Climb rather than accept an automatic success in hopes of getting a critical success. Your climb Speed grants you a +4 circumstance bonus to Athletics checks to Climb.

If you have a climb Speed, you're not off-guard while you're climbing.

Fly Speed

As long as you have a fly Speed, you can use the Fly and Arrest a Fall actions (page 418). You can also attempt to Maneuver in Flight if you're trained in the Acrobatics skill.

Wind conditions can affect how you use the Fly action. In general, moving against the wind uses the same rules as moving through difficult terrain (or greater difficult terrain, if you're also flying upward), and moving with the wind allows you to move 10 feet for every 5 feet of movement you spend (not cumulative with moving straight downward). For more information on spending movement, see Tactical Movement on page 421.

Upward and downward movement are both relative to the gravity in your area; if you're in zero gravity, moving up or down is no different from moving horizontally.

Swim Speed

With a swim Speed, you can propel yourself through the water with little impediment. Instead of attempting Athletics checks to Swim, you automatically succeed and move up to your swim Speed instead of the listed distance. Moving up or down is still moving through difficult terrain.

You might still have to attempt checks to Swim in hazardous conditions or to cross turbulent water. You can also choose to roll an Athletics check to Swim rather than accept an automatic success in hopes of getting a critical success. Your swim Speed grants you a +4 circumstance bonus to Athletics checks to Swim.

Having a swim Speed doesn't necessarily mean you can breathe in water, so you might still have to hold your breath if you're underwater to avoid drowning (page 437).

Falling

If you fall more than 5 feet, when you land you take bludgeoning damage equal to half the distance you fell. Treat falls longer than 1,500 feet as though they were 1,500 feet (750 damage). If you take any damage from a fall, you land prone. You fall about 500 feet in the first round of falling and about 1,500 feet each round thereafter.

You can Grab an Edge as a reaction to reduce the damage from some falls (page 419), or Arrest a Fall if you have a fly Speed (page 418). In addition, if you fall into water, snow, or another relatively soft substance, you can treat the fall as though it were 20 feet shorter, or 30 feet shorter if you intentionally dove in. The effective reduction can't be greater than the depth (so when falling into 10-foot-deep water, you treat the fall as 10 feet shorter).

Falling on a Creature

If you land on a creature, that creature must attempt a DC 15 Reflex save. Intentionally aiming yourself to land on a creature after a long fall is almost impossible.

Critical Success The creature takes no damage.

Success The creature takes bludgeoning damage equal to one-quarter the falling damage you took.

Failure The creature takes bludgeoning damage equal to half the falling damage you took.

Critical Failure The creature takes the same amount of bludgeoning damage you took from the fall.

Falling Objects

A dropped object takes damage just like a falling creature. If the object lands on a creature, that creature can attempt a Reflex save using the same rules as for a creature falling on a creature. Hazards and spells that involve falling objects, such as a rock slide, have their own rules about how they interact with creatures and the damage they deal.

Tactical Movement

Your movement during encounter mode—and at other times where precise movement matters—depends on the actions and other abilities you use. Whether you Stride, Step, Swim, or Climb, the maximum distance you can move is based on your Speed. Certain feats or magic items can grant you other movement types, allowing you to swiftly burrow, climb, fly, or swim (page 420).

When the rules refer to a "movement cost" or "spending movement," they are describing how many feet of your Speed you must use to move from one point to another. Normally, movement costs the number of feet you're moving. However, sometimes it's harder to move a certain distance due to difficult terrain (page 423) or other factors. In such a case, you might have to spend a different amount of movement to move from one place to another.

Grid Movement

If an encounter involves combat, it's often a good idea to track the movement and relative position of the participants using a Pathfinder Flip-Mat or some other form of grid to display the terrain, and miniatures to represent the combatants. When a character moves on a grid, every 1-inch square of the play area is 5 feet across in the game world. Hence, a creature moving in a straight line spends 5 feet of its movement for every map square traveled. Difficult terrain, described on page 423, can make some squares cost more of your movement.

Diagonal Movement

Because moving diagonally covers more ground, you count that movement differently. The first square of diagonal movement you make in a turn counts as 5 feet, but the second counts as 10 feet, and your count thereafter alternates between the two. For example, as you move across 4 squares diagonally, you would count 5 feet, then 10, then 5, and then 10, for a total of 30 feet. You track your total diagonal movement across all your movement during your turn, but reset your count at the end of your turn. The diagram on page 423 shows an example.

3D Movement

Most movement in a game can be represented on a flat map. If creatures are flying, swimming, or otherwise moving through three-dimensional space, see the advice on page 437 under Special Battles.

Size, Space, and Reach

Creatures and objects of different sizes occupy different amounts of space. The sizes and the spaces they each take up on a grid are listed in the Size and Reach table (see below). The table also lists the typical reach for creatures of each size, for both tall creatures (most bipeds) and long creatures (most quadrupeds). See page 426 for more about reach.

The Space entry lists how many feet on a side a creature's space is, so a Large creature fills a 10-foot-by-10-foot space, or 4 squares on the grid. (If you need to measure in three dimensions, their space is also 10 feet high.) Sometimes part of a creature extends beyond its space, such as if a giant octopus is grabbing you with its tentacles. In that case, the GM will usually allow attacking the extended portion, even if you can't reach the main creature.

SIZE AND REACH

Size	Space	Reach (Tall)	Reach (Long)
Tiny	Less than 5 feet	0 feet	0 feet
Small	5 feet	5 feet	5 feet
Medium	5 feet	5 feet	5 feet
Large	10 feet	10 feet	5 feet
Huge	15 feet	15 feet	10 feet
Gargantuan	20 feet or more	20 feet	15 feet

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Reactions to Movement

Some reactions and free actions are triggered by a creature using an action with the move trait. The most notable example is Reactive Strike (reproduced below). Actions with the move trait can trigger reactions or free actions throughout the course of the distance traveled. Each time you exit a square within a creature's reach, your movement triggers those reactions and free actions (although no more than once per move action for a given reacting creature). If you use a move action but don't move out of a square, the trigger instead happens at the end of that action or ability.

Some actions, such as Step, specifically state they don't trigger reactions or free actions based on movement.

Reactive Strike ↻

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.

A Small or larger creature or object takes up at least 1 square on a grid, and creatures of these sizes can't usually share spaces except in situations like a character riding a mount.

Multiple Tiny creatures can occupy the same square. At least four can fit in a single square, though the GM might determine that even more can fit. Tiny creatures can share a space occupied by a larger creature as well. If a Tiny creature's reach is 0 feet, it must share a space with a creature in order to attack it.

Moving Through a Creature's Space

You can move through the space of a willing creature. If you want to move through an unwilling creature's space, you can Tumble Through it (see Acrobatics on page 233). You can't end your turn in a square occupied by another creature, though you can end a move action in its square provided that you immediately use another move action to leave that square. If two creatures end up in the same square by accident, the GM determines which one is forced out of the square (or whether one falls prone).

Prone and Incapacitated Creatures

You can share a space with a prone creature if that creature is willing, unconscious, or dead and if it is your size or smaller. The GM might allow you to climb atop the corpse or unconscious body of a larger creature in some situations. A prone creature can't stand up while someone else occupies its space, but it can Crawl to a space where it's able to stand, or it can attempt to Shove the other creature out of the way.

Creatures of Different Sizes

In most cases, you can move through the space of a creature three sizes larger than you or larger. This means a Medium creature can move through the space of a Gargantuan creature and a Small creature can move through the space of a Huge or Gargantuan creature. Likewise, a bigger creature can move through the space of a creature three sizes smaller than itself or smaller. You still can't end your movement in a space occupied by a creature.

Tiny creatures are an exception, just like with sharing a space. They can move through creatures' spaces and can even end their movement there.

Objects

Because objects aren't as mobile as creatures are, they're more likely to fill a space. This means you can't always move through their spaces like you might move through a space occupied by a creature. You might be able to occupy the same square as a statue of your size, but not a wide column. The GM determines whether you can move into an object's square normally, whether special rules apply, or if you are unable to move into the square at all.

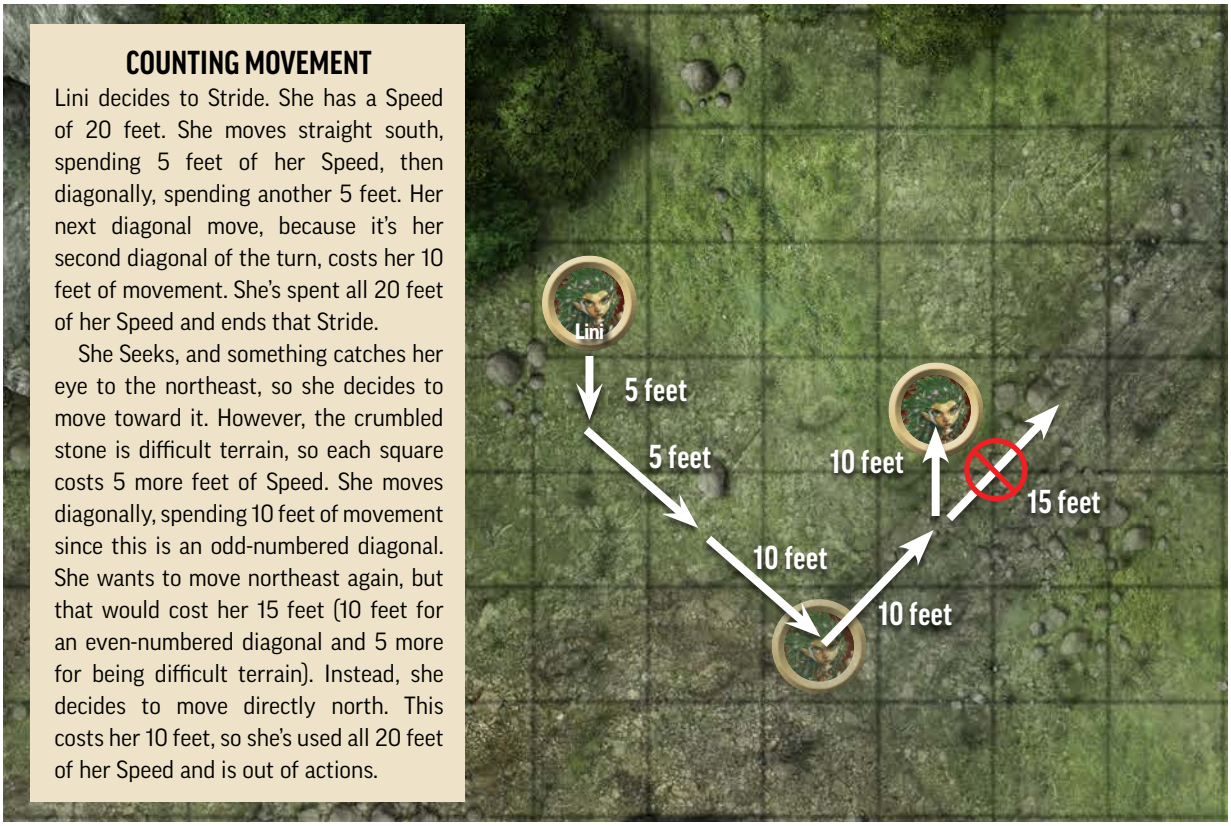
Forced Movement

When an effect forces you to move, or if you start falling, the distance you move is defined by the effect that moved you, not by your Speed. Forced movement doesn't trigger reactions that are triggered by movement. Some common causes of forced movement include the Reposition and Shove actions of Athletics. In the rare cases where it's unclear whether your movement is voluntary or forced, the GM makes the determination.

If forced movement would move you into a space you can't occupy—because objects are in the way or because you lack the movement type needed to reach it, for example—you stop moving in the last space you can occupy.

Usually the creature or effect forcing the movement chooses the path the victim takes. If you're pushed or pulled, you can usually be moved through hazardous terrain, pushed off a ledge, or the like. Abilities that reposition you in some other way can't put you in such dangerous places unless they specify otherwise. In all cases, the GM makes the final call if there's doubt on where forced movement can move a creature.

Some abilities allow a creature to move while carrying another along with it. This is forced movement for the carried creature. Unless noted otherwise, they both move on the same path while this happens—the carrying creature can't drag its victim through dangers while avoiding them itself, for example.



COUNTING MOVEMENT

Lini decides to Stride. She has a Speed of 20 feet. She moves straight south, spending 5 feet of her Speed, then diagonally, spending another 5 feet. Her next diagonal move, because it's her second diagonal of the turn, costs her 10 feet of movement. She's spent all 20 feet of her Speed and ends that Stride.

She Seeks, and something catches her eye to the northeast, so she decides to move toward it. However, the crumbled stone is difficult terrain, so each square costs 5 more feet of Speed. She moves diagonally, spending 10 feet of movement since this is an odd-numbered diagonal. She wants to move northeast again, but that would cost her 15 feet (10 feet for an even-numbered diagonal and 5 more for being difficult terrain). Instead, she decides to move directly north. This costs her 10 feet, so she's used all 20 feet of her Speed and is out of actions.

Terrain

Several types of terrain can complicate your movement by slowing you down, damaging you, or endangering you. Navigating these types of terrain can be challenging, but it can also let you get an advantage over your foes.

Difficult Terrain

Difficult terrain is any terrain that impedes your movement, ranging from particularly rough or unstable surfaces to thick ground cover and countless other impediments. Moving into a square of **difficult terrain** (or moving 5 feet into or within an area of difficult terrain, if you're not using a grid) costs an extra 5 feet of movement. Moving into a square of **greater difficult terrain** instead costs 10 additional feet of movement. This additional cost is not increased further when moving diagonally. You can't Step into difficult terrain.

Movement you make while jumping ignores the terrain you're jumping over. Some abilities (such as flight or being incorporeal) allow you to avoid the movement reduction from some types of difficult terrain.

Ignore Difficult Terrain

Certain abilities let you ignore difficult terrain. If you can ignore difficult terrain, you can also move through greater difficult terrain at the extra movement cost difficult terrain normally imposes. An ability doesn't let you entirely ignore greater difficult terrain unless the ability specifies otherwise.

Hazardous Terrain

Hazardous terrain damages you whenever you move through it. An acid pool and a pit of burning embers are both examples of hazardous terrain. The amount and type of damage depend on the specific hazardous terrain.

Narrow Surfaces

A narrow surface is so precariously thin that you need to Balance (see Acrobatics on page 233) or risk falling. Even on a success, you are off-guard on a narrow surface. Each time you are hit by an attack or fail a save on a narrow surface, you must succeed at a Reflex save (with the same DC as the Acrobatics check to Balance) or fall.

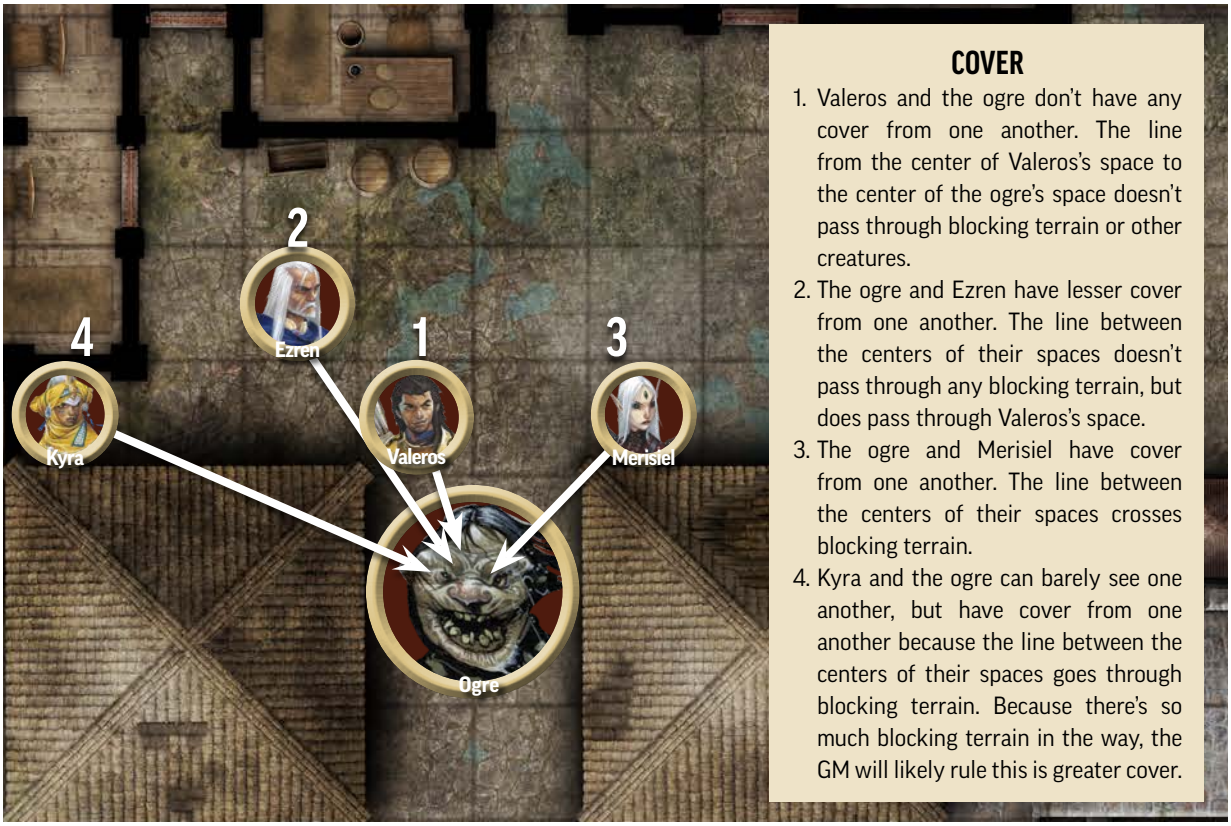
Uneven Ground

Uneven ground is an area unsteady enough that you need to Balance (see Acrobatics on page 233) or risk falling prone and possibly injuring yourself, depending on the specifics of the uneven ground. You are off-guard on uneven ground. Each time you are hit by an attack or fail a save on uneven ground, you must succeed at a Reflex save (with the same DC as the Acrobatics check to Balance) or fall prone.

Inclines

An incline is an area so steep that you need to Climb using the Athletics skill in order to progress upward. You're off-guard when Climbing an incline.

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COVER

1. Valeros and the ogre don't have any cover from one another. The line from the center of Valeros's space to the center of the ogre's space doesn't pass through blocking terrain or other creatures.
2. The ogre and Ezren have lesser cover from one another. The line between the centers of their spaces doesn't pass through any blocking terrain, but does pass through Valeros's space.
3. The ogre and Merisiel have cover from one another. The line between the centers of their spaces crosses blocking terrain.
4. Kyra and the ogre can barely see one another, but have cover from one another because the line between the centers of their spaces goes through blocking terrain. Because there's so much blocking terrain in the way, the GM will likely rule this is greater cover.

Cover

When you're behind an obstacle that could block weapons, guard you against explosions, and make you harder to detect, you're behind cover. Standard cover gives you a +2 circumstance bonus to AC, to Reflex saves against area effects, and to Stealth checks to Hide, Sneak, or otherwise avoid detection. You can increase this to greater cover using the Take Cover basic action (page 418), increasing the circumstance bonus to +4. If cover is especially light, typically when it's provided by a creature, you have lesser cover, which grants a +1 circumstance bonus to AC. A creature with standard cover or greater cover can attempt to use Stealth to Hide, but lesser cover isn't sufficient.

Type of Cover	Bonus	Can Hide
Lesser	+1 to AC	No
Standard	+2 to AC, Reflex, Stealth	Yes
Greater	+4 to AC, Reflex, Stealth	Yes

Cover is relative, so you might simultaneously have cover against one creature and not another. Cover applies only if your path to the target is partially blocked. If a creature is entirely behind a wall or the like, you don't have line of effect (page 426) and typically can't target it at all.

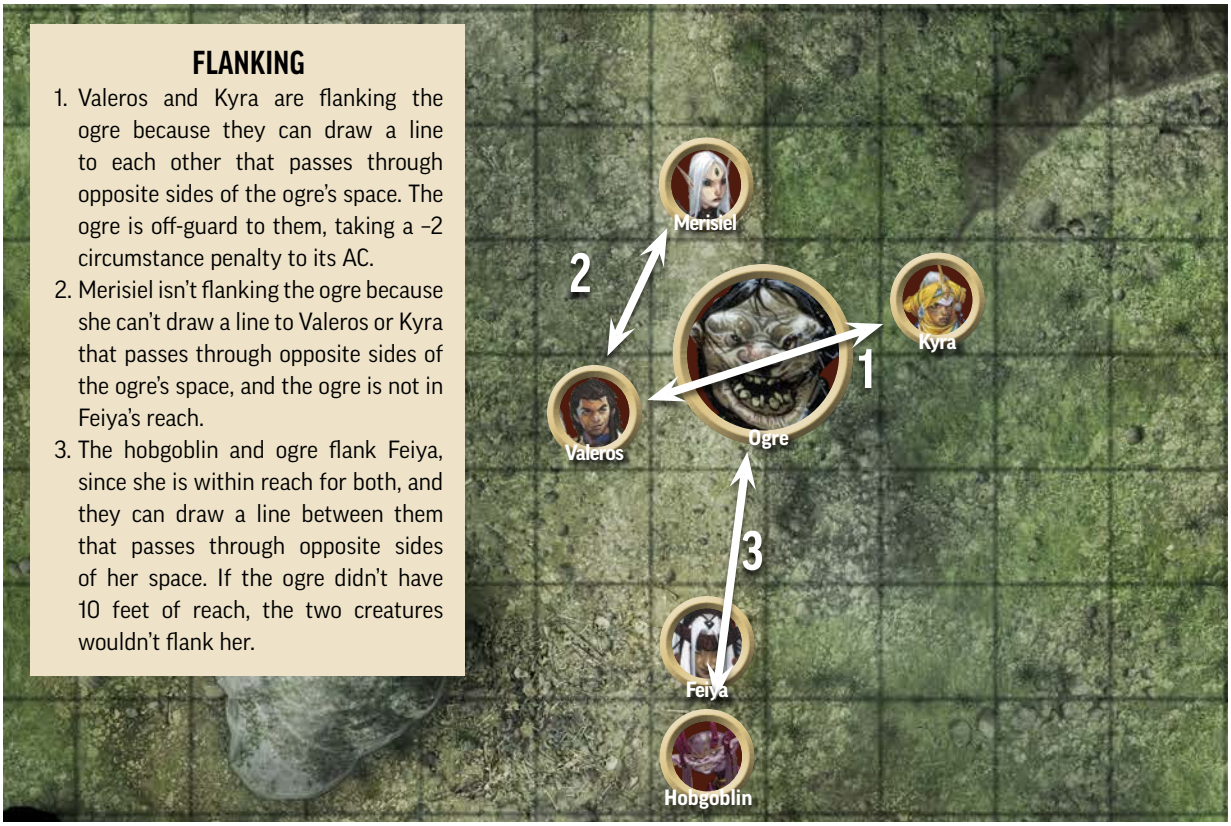
Usually, the GM can quickly decide whether your target has cover. If you're uncertain or need to be more precise, draw a line from the center of your space to the center of the target's space. If that line passes through any terrain or object that would block the effect, the target has standard cover (or greater cover if the obstruction is extreme or the target has Taken Cover). If the line passes through a creature instead, the target has lesser cover. When measuring cover against an area effect, draw the line from the effect's point of origin to the center of the creature's space. See the diagram for examples.

Cover and Large Creatures

If a creature between you and a target is two or more sizes larger than both you and your target, that creature's space blocks the effect enough to provide standard cover instead of lesser cover. The GM might determine that a creature doesn't gain cover from terrain that it's significantly larger than. For example, a Huge dragon probably wouldn't receive any benefit from being behind a 1-foot-wide pillar.

Special Circumstances

Your GM might allow you to overcome your target's cover in some situations. If you're right next to an arrow slit, you can shoot without penalty, but you have greater cover against someone shooting back at you from far away. Your GM might let you reduce or negate cover by leaning around a corner to shoot or the like. This usually takes an action to set up, and the GM might measure cover from an edge or corner of your space instead of your center.



FLANKING

1. Valeros and Kyra are flanking the ogre because they can draw a line to each other that passes through opposite sides of the ogre's space. The ogre is off-guard to them, taking a –2 circumstance penalty to its AC.
2. Merisiel isn't flanking the ogre because she can't draw a line to Valeros or Kyra that passes through opposite sides of the ogre's space, and the ogre is not in Feiya's reach.
3. The hobgoblin and ogre flank Feiya, since she is within reach for both, and they can draw a line between them that passes through opposite sides of her space. If the ogre didn't have 10 feet of reach, the two creatures wouldn't flank her.

Flanking

When you and an ally are flanking a foe, it has a harder time defending against you. A creature is off-guard (taking a –2 circumstance penalty to AC) to melee attacks from creatures that are flanking it.

To flank a foe, you and your ally must be on opposite sides of the creature. A line drawn between the center of your space and the center of your ally's space must pass through opposite sides or opposite corners of the foe's space. Additionally, both you and the ally have to be able to act, you must be wielding melee weapons or be able to make an unarmed attack, you can't be under any effects that prevent you from attacking, and you must both have the enemy within reach. If you are wielding a reach weapon, you use your reach with that weapon for this purpose.

3D Flanking

Though battle grids are often two-dimensional, the game world isn't! Sometimes you might need to visualize a creature's space as a cube for flanking. For instance, if Valeros is underneath a flying sphinx while Lini is flying above the sphinx, they might be flanking it even if they're piled in an odd stack on your battle grid. And if Valeros were mounted on a horse, he might be able to measure from farther off the ground than normal.

In these cases, it's usually best to have the GM make the call on who's flanking rather than trying to do meticulous measurements in three dimensions.

TINY CREATURES AND FLANKING

Tiny creatures usually have reach of 0 feet and need to be in a creature's space to attack it. This makes a Tiny creature unable to flank unless it's able to use a weapon with reach or has a melee unarmed attack with reach greater than 0 feet.

The GM might allow Tiny creatures to flank other Tiny creatures if they're all in the same square, but this is best left for special circumstances and uses the GM's best judgment.

AVOIDING FLANKING

Flanking is an excellent battle tactic that can cause the flanked creature to get hit much more often. Escaping and avoiding flanks can be crucial for a player character's survival.

Movement: The most straightforward means to escape a flank is usually to Stride. It's often worth it to avoid the hits you'd take due to being off-guard and to make enemies spend actions moving to catch you.

All-Around Vision: Some monsters are covered in eyes that face multiple directions or are otherwise hard to distract, making them immune to flanking.

Deny Advantage: Some classes, such as rogue, can gain the deny advantage class feature, makes them harder to outflank. You can't flank a creature with deny advantage unless your level is higher than the creature's.

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Effects

Anything you do in the game has an effect. Many of these outcomes are easy to adjudicate during the game. If you tell the GM that you draw your sword, no check is needed. Other times, the specific effect requires more detailed rules governing how your choice is resolved.

Many spells, magic items, and feats create specific effects, and your character will be subject to effects caused by monsters, hazards, the environment, and other characters.

Effects sometimes require checks, but not always. Casting a *fly* spell on yourself creates an effect that allows you to soar through the air, but casting the spell does not require a check. Conversely, using the Intimidate skill to Demoralize a foe does require a check, and your result on that check determines the effect's outcome.

Duration

Most effects are discrete, creating an instantaneous effect when you let the GM know what actions you are going to use. Firing a bow, moving to a new space, or taking something out of your pack all resolve instantly. Other effects instead last for a certain duration. Once the duration has elapsed, the effect ends. The rules generally use the following conventions for durations, though spells have some special durations detailed on pages 302.

For an effect that lasts a number of rounds, the remaining duration decreases by 1 at the start of each turn of the creature that created the effect. Detrimental effects often last "until the end of the target's next turn" or "through" a number of their turns (such as "through the target's next 3 turns"), which means that the effect's duration decreases at the end of the creature's turn, rather than the start.

Instead of lasting a fixed number of rounds, a duration might end only when certain conditions are met (or cease to be true). If so, the effects last until those conditions are met.

Some effects can be ended early with the Dismiss action (page 419). An effect with the sustained duration lasts until the end of your next turn, but it can be extended as described in the Sustain action (page 419).

Range and Reach

Abilities that generate an effect typically work within a specified range or a reach. Most spells and abilities list a **range**—the maximum distance from the creature or object creating the effect in which the effect can occur.

Ranged and thrown weapons have a **range increment**. Attacks with such weapons work normally up to that range. Attacks against targets beyond that range take a –2 penalty, which worsens by 2 for every additional multiple of that range, to a maximum of a –10 penalty after five additional range increments. Attacks beyond this range are not possible. For example, using a shortbow, your attacks take no penalty against a target up to 60 feet away, a –2 penalty if a target is over 60 and up to 120 feet away, a –4 if they're over 120 and up to 180 feet away, and so on, up to a maximum of 360 feet.

Reach is how far you can physically reach with your body or a weapon. Melee Strikes rely on reach. Your reach is typically 5 feet, but weapons with the reach trait can extend this. Larger creatures can have greater reach; for instance, an ogre has a 10-foot reach. Unlike with measuring most distances, 10-foot reach can reach 2 squares diagonally. Reach greater than 10 feet is measured normally: 20-foot reach can reach 3 squares diagonally, 30-foot reach can reach 4, and so on.

Targets

Some effects require you to choose specific targets. Targeting can be difficult or impossible if your chosen creature is undetected by you, if the creature doesn't match restrictions on who you can target, or if some other ability prevents it from being targeted.

Some effects require a target to be willing. Only you can decide whether your PC is willing, and the GM decides whether an NPC is willing. Even if you or your character don't know what the effect is, such as if your character is unconscious, you still decide if you're willing.

Some effects target or require an ally, or otherwise refer to an ally. This must be someone on your side, often another PC, but it might be a bystander you are trying to protect. You don't count as your own ally. If it isn't clear, the GM decides who counts as an ally or an enemy.

Areas

Some effects occupy an area of a specified shape and size. An area effect always has a point of origin and extends out from that point. There are four types of areas: emanations, bursts, cones, and lines. See page 428 for details.

Line of Effect

When creating an effect, you usually need an unblocked path to the target of a spell, the origin point of an effect's area, or the place where you create something with a spell or other ability. This is called a line of effect. You have line of effect unless a creature is entirely behind a solid physical barrier. Visibility doesn't matter for line of effect, nor do portcullises and other barriers that aren't totally solid. Usually a 1-foot-square gap is enough to maintain a line of effect, though the GM makes the final call.

In an area effect, creatures or targets must have line of effect to the point of origin to be affected. If there's no line of effect between the origin of the area and the target, the effect doesn't apply to that target. For example, if there's a solid wall between the origin of a *fireball* and a creature that's within the burst radius, the wall blocks the effect—



CONDITIONS

Some effects apply conditions to a creature or item. These change your state of being in some way. Conditions are persistent, lasting until the stated duration ends, the condition is removed, or terms dictated in the condition cause it to end. Full rules appear in the Conditions Appendix (pages 442–447).

Blinded: You're unable to see.
Broken: This item can't be used for its normal function until repaired.
Clumsy: You can't move as easily or gracefully as usual.
Concealed: Fog or similar obscuration makes you difficult to see and target.
Confused: You attack indiscriminately.
Controlled: Another creature determines your actions.
Dazzled: Everything is concealed to you.
Deafened: You're unable to hear.
Doomed: With your soul in peril, you are now closer to death.
Drained: Blood loss or something similar has leached your vitality.
Dying: You're slipping closer to death.
Encumbered: You're carrying more weight than you can manage.
Enfeebled: Your strength has been sapped away.
Fascinated: You are compelled to focus your attention on something.
Fatigued: Your defenses are lower and you can't use exploration activities while traveling.
Fleeing: You must run away.
Friendly: An NPC with this condition has a good attitude toward you.
Frightened: Fear makes you less capable of attacking and defending.
Grabbed: A creature, object, or magic holds you in place.
Helpful: An NPC with this condition wants to assist you.
Hidden: A creature you're hidden from knows your location but can't see you.
Hostile: An NPC with this condition wants to harm you.
Immobilized: You can't move.
Indifferent: An NPC with this condition doesn't have a strong opinion about you.
Invisible: Creatures can't see you.
Observed: You're in plain view.
Off-Guard: You're unable to defend yourself to your full capability.
Paralyzed: Your body is frozen in place.
Persistent Damage: You keep taking damage every round.
Petrified: You've been turned to stone.
Prone: You're lying on the ground and easier to attack.
Quickened: You get an extra action each turn.
Restrained: You're tied up and can't move, or a grappling creature has you pinned.
Sickened: You're sick to your stomach.
Slowed: You lose actions each turn.
Stunned: You can't use actions.
Stupefied: You can't access your full mental faculties, and you have trouble casting spells.
Unconscious: You're asleep or knocked out.
Undetected: A creature you're undetected by doesn't know where you are.
Unfriendly: An NPC with this condition doesn't like you.
Unnoticed: A creature is entirely unaware you're present.
Wounded: You've been brought back from the brink of death but haven't fully recovered.

that creature is unaffected by the *fireball* and doesn't need to attempt a save against it. Likewise, any ongoing effects created by an ability with an area cease to affect anyone who moves outside of the line of effect.

Line of Sight

Some effects require you to have line of sight to your target. As long as you can precisely sense the area (as described in Perception on page 433) and it is not blocked by a solid barrier (as described in Cover on page 424), you have line of sight. An area of darkness prevents line of sight if you don't have darkvision, but portcullises and other obstacles that aren't totally solid do not. Usually a 1-foot-square gap is enough to maintain line of sight, though the GM makes the final call.

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Area

An area always has a point of origin and extends out from that point. There are four types of areas: emanations, bursts, cones, and lines.

When you're playing in encounter mode and using a grid, areas are measured in the same way as movement (page 420), but areas' distances are never affected by difficult terrain. Standard or greater cover can apply against areas, but not lesser cover. You can use the diagrams on page 429 as common reference templates for areas, rather than measuring squares each time. Many area effects describe only the effects on creatures in the area. The GM determines any effects to the environment and unattended objects.

Burst

A burst effect issues forth in all directions from a single corner of a square within the range of the effect, spreading in all directions to a specified radius. For instance, when you cast *fireball*, it detonates at the corner of a square within 500 feet of you and creates a 20-foot burst, meaning it extends out 20 feet in every direction from the corner of the square you chose, affecting each creature whose space (or even one square of its space) is within the burst.



Cone

A cone shoots out from you in a quarter circle on the grid. When you aim a cone, the first square of that cone must share an edge with your space if you're aiming orthogonally, or it must touch a corner of your space if you're aiming diagonally. If you're Large or larger, the first square can run along the edge of any square of your space. You can't aim a cone so that it overlaps your space. The cone extends out for a number of feet, widening as it goes, as shown in the Areas diagram. For instance, if you cast the *breathe fire* spell, you create a cone of flames that originates at the edge of one square of your space and affects a quarter-circle area 15 feet on each edge.

If you make a cone originate elsewhere, use these same rules, with the first square of the cone using an edge or corner of that creature or object's space instead of your own.

Emanation

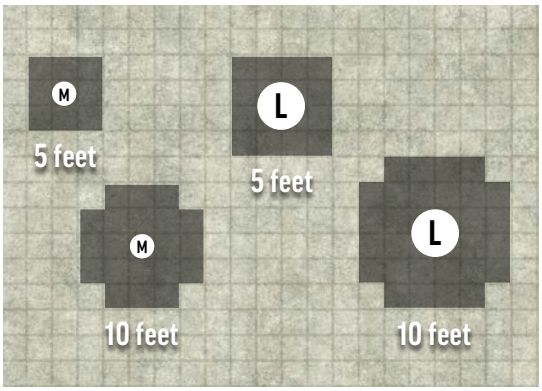
An emanation issues forth from each side of your space, extending out to a specified number of feet in all directions. For instance, the *bless* spell's emanation radiates 15 or more feet outward from the caster. Because the sides of a creature's space are the starting point for the emanation, an emanation from a Large or larger creature affects a greater overall area than that of a Medium or smaller creature. Unless the text states otherwise, the creature creating an emanation effect chooses whether the creature at its center is affected.

Line

A line shoots forth from you, following a straight path in a direction of your choosing. The line affects each creature whose space it overlaps. Unless a line effect says otherwise, it is 5 feet wide. For example, the *light*ning bolt spell's area is a 60-foot line that's 5 feet wide.

AREAS

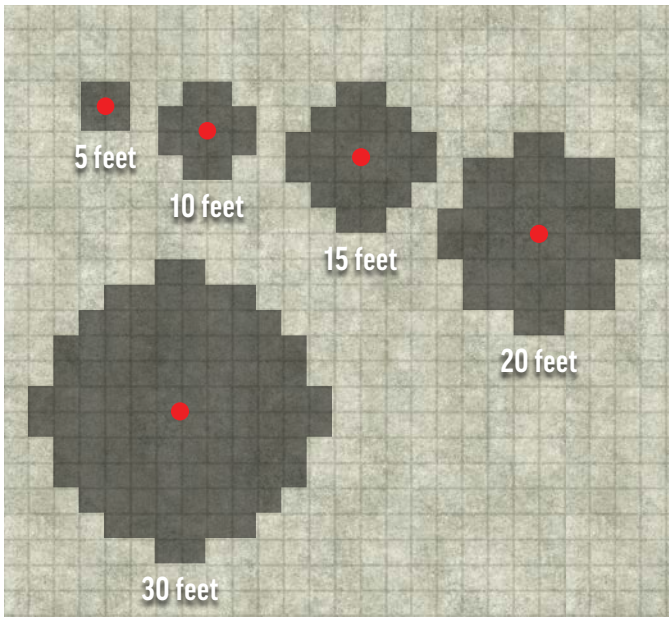
Emanation



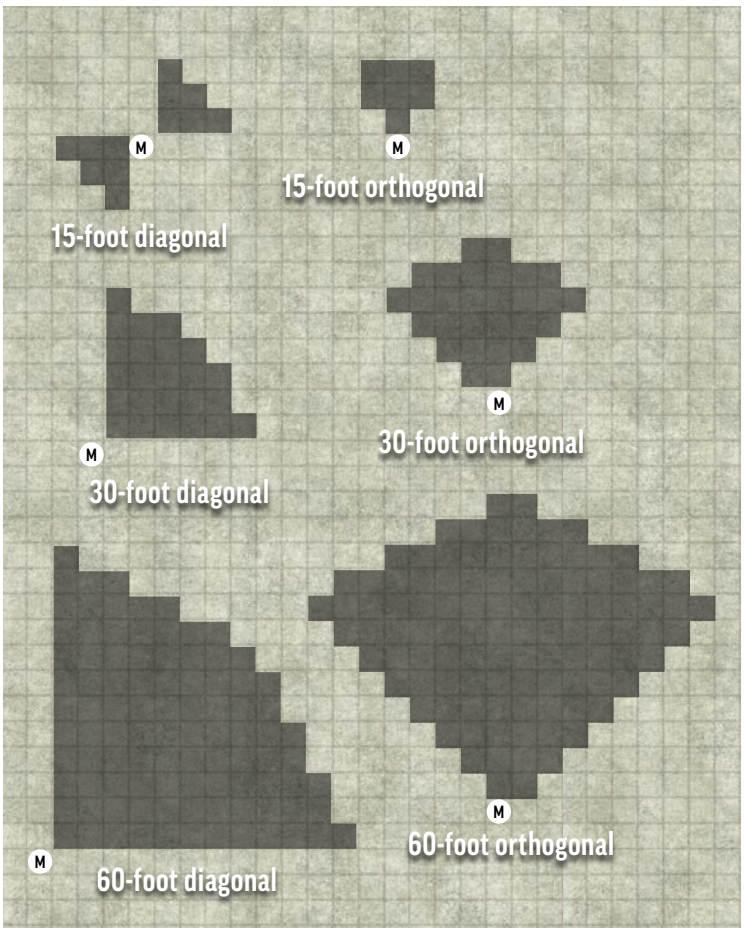
M Medium or Smaller Creature

L Large Creature

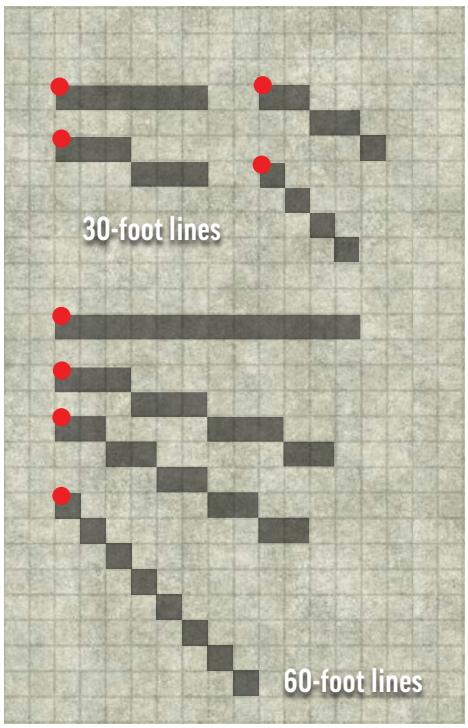
Burst



Cone



Line



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Afflictions

Diseases and poisons are types of afflictions, as are curses and radiation. An affliction can infect a creature for a long time, progressing through different and often increasingly debilitating stages.

Format

Whether appearing in a spell, as an item, or within a creature's stat block, afflictions appear in the following format.

Name and Traits

The affliction's name is given first, followed by its traits in parentheses—including the trait for the type of affliction (curse, disease, poison, and so forth). If the affliction needs to have a level specified, it follows the parentheses, followed by any unusual details, such as restrictions on removing the conditions imposed by an affliction. If no level is listed, the affliction matches the level of the creature, hazard, or item causing the affliction.

Saving Throw

When you're first exposed to the affliction, you must attempt a saving throw against it. This first attempt to stave off the affliction is called the initial save. An affliction usually requires a Fortitude save, but the exact save and its DC are listed after the name and type of affliction. Spells that can cause an affliction typically use the caster's spell DC.

On a successful initial saving throw, you are unaffected by that exposure to the affliction. You don't need to attempt further saving throws against it unless you are exposed to the affliction again.

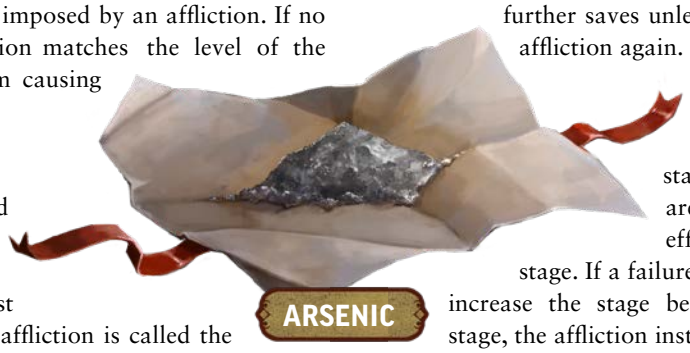
If you fail the initial saving throw, you advance to stage 1 of the affliction and are subjected to the listed effect. On a critical failure, after its onset period (if applicable), you advance to stage 2 of the affliction and are subjected to that effect instead.

Onset

Some afflictions have onset times. For these afflictions, once you fail your initial save, you don't gain the effects for the first stage of the affliction until the onset time has elapsed. If this entry is absent, you gain the effects for the first stage (or the second stage on a critical failure) immediately upon failing the initial saving throw.

Maximum Duration

If an affliction lasts only a limited amount of time, it lists a maximum duration. Once this duration passes, the affliction ends. Otherwise, it lasts until you succeed at enough saves to recover, as described in Stages below.



Stages

An affliction typically has multiple stages, each of which lists an effect followed by an interval in parentheses. When you reach a given stage of an affliction, you are subjected to the effects listed for that stage.

At the end of a stage's listed interval, you must attempt a new saving throw. On a success, you reduce the stage by 1; on a critical success, you reduce the stage by 2. You are then subjected to the effects of the new stage. If the affliction's stage is ever reduced below stage 1, the affliction ends and you don't need to attempt further saves unless you're exposed to the affliction again.

On a failure, the stage increases by 1; on a critical failure, the stage increases by 2. You are then subjected to the effects listed for the new stage. If a failure or critical failure would increase the stage beyond the highest listed stage, the affliction instead repeats the effects of the highest stage.

Damage and Conditions

Any damage listed for a stage happens immediately when you reach that stage. Conditions affect you when you reach the stage and last for their normal duration. For instance, if you were drained for an affliction with a maximum duration of 5 minutes, you remain drained after the affliction ends, as normal for the drained condition. A condition that automatically changes its value or ends under certain circumstances, like frightened, still does so. Any condition that doesn't have a default duration, such as clumsy or paralyzed, lasts as long as you're at that stage unless noted otherwise, as do any penalties or any other effect of the stage that doesn't list a duration.

Multiple Exposures

Multiple exposures to the same curse or disease currently affecting you have no effect. For a poison, however, failing the initial saving throw against a new exposure increases the stage by 1 (or by 2 if you critically fail) without affecting the maximum duration. This is true even if you're within the poison's onset period, though it doesn't change the onset length. If the poison does not have an onset time or it's already elapsed, you are immediately subject to the effects of the new stage.

Virulent Afflictions

Afflictions with the virulent trait are harder to remove. 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.

Affliction Example

To see how a poison works, let's look at arsenic.

Arsenic (poison) You can't reduce your sickened condition while affected by arsenic; **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** 2d6 poison damage and sickened 3 (1 minute)

If you drank a glass of wine laced with arsenic, you would attempt an initial Fortitude save against the listed DC of 18. If you fail, you advance to stage 1. Because of the onset time, nothing happens for 10 minutes, but once this time passes, you take 1d4 poison damage and become sickened 1. As noted, you're unable to reduce the sickened condition. The interval of stage 1 is 1 minute (as shown in parentheses), so you attempt a new save after 1 minute passes. If you succeed, you reduce the stage by 1, recovering from the poison. If you fail again, the stage increases by 1 to stage 2, and you take 1d6 poison damage and become sickened 2.

If your initial save against the arsenic was a critical failure, after the onset time, you would advance directly to stage 2. After the 10-minute onset time, you would take 1d6 poison damage and become sickened 2. Succeeding at your second save would reduce the stage by 1 to stage 1, and you'd take only 1d4 poison damage. Failing the second save would increase by 1 again to stage 3.

If you reach stage 3 of the poison, either by failing while at stage 2 or critically failing while at stage 1, you'd take 2d6 poison damage and be sickened 3. If you failed or critically failed your saving throw while at stage 3, you would repeat the effects of stage 3.

Since the poison has a maximum duration of 5 minutes, you recover from it once the 5 minutes pass, no matter which stage you're at.

Removing Afflictions

Apart from waiting them out, afflictions can be removed through certain uses of the skills and spells. The Treat Disease and Treat Poison uses of Medicine are commonly used to treat those afflictions.

The *cleanse affliction* spell is also available to most spellcasters. Spells that counteract conditions at the source, such as *sound body*, can also be effective against diseases and poisons that cause those conditions.

Curses are trickier, requiring solutions that specifically mention them, such as a 4th-rank *cleanse affliction* or the Break Curse skill feat.

Counteracting

Some effects try to counteract spells, afflictions, conditions, or other effects. Counteract checks compare the power of two forces and determine which defeats the other. Successfully counteracting an effect disrupts it (page 415), preventing it from having any effect, unless noted otherwise.

When attempting a counteract check, add the relevant skill modifier or other appropriate modifier to your check against the target's DC. If you're counteracting an affliction, the DC is in the affliction's stat block. If it's a spell, use the caster's DC. The GM can also calculate a DC based on the target effect's level. For spells, the counteract check modifier is your spellcasting attribute modifier plus your spellcasting proficiency bonus, plus any bonuses and penalties that specifically apply to counteract checks.

What you can counteract depends on the check result and the target's counteract rank. If an effect is a spell, its rank is the counteract rank. Otherwise, halve its level and round up to determine its counteract rank (minimum counteract rank 0). If an effect's level is unclear and it came from a creature, halve and round up the creature's level.

Critical Success Counteract the target if its counteract rank is no more than 3 higher than your effect's counteract rank.

Success Counteract the target if its counteract rank is no more than 1 higher than your effect's counteract rank.

Failure Counteract the target if its counteract rank is lower than your effect's counteract rank.

Critical Failure You fail to counteract the target.

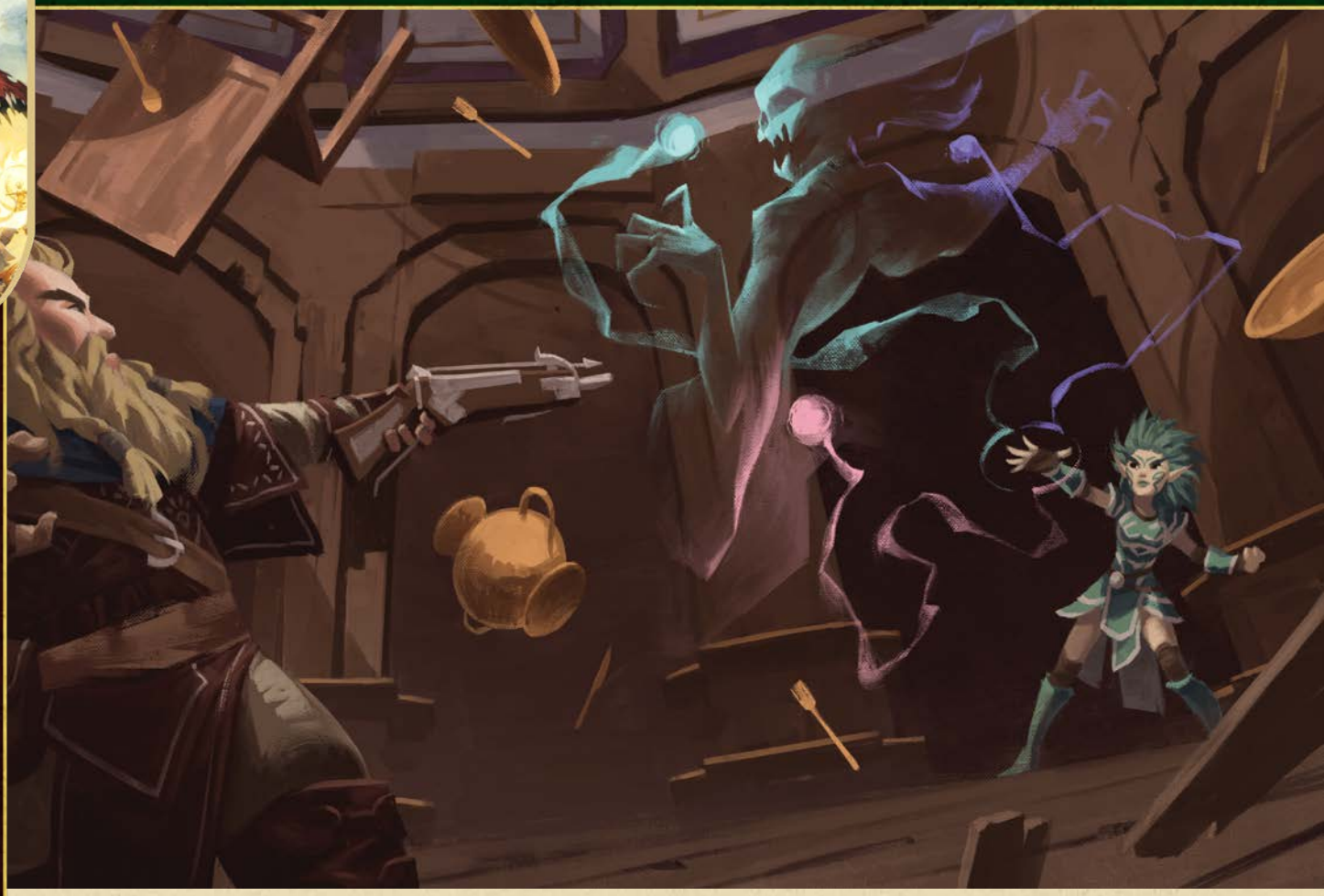
Counteract Table

This table provides a reference for what an effect can counteract based on its rank and the check result. The first number in each column is the counteract rank at which you can counteract an effect based on your degree of success. The numbers in parentheses are the typical level range corresponding to that rank.

Counteract Rank	Failure	Success	Critical Success
0	–	1 (1 to 2)	3 (5 to 6)
1	0 (-1 to 0)	2 (3 to 4)	4 (7 to 8)
2	1 (1 to 2)	3 (5 to 6)	5 (9 to 10)
3	2 (3 to 4)	4 (7 to 8)	6 (11 to 12)
4	3 (5 to 6)	5 (9 to 10)	7 (13 to 14)
5	4 (7 to 8)	6 (11 to 12)	8 (15 to 16)
6	5 (9 to 10)	7 (13 to 14)	9 (17 to 18)
7	6 (11 to 12)	8 (15 to 16)	10 (19 to 20)
8	7 (13 to 14)	9 (17 to 18)	11 (21 to 22)
9	8 (15 to 16)	10 (19 to 20)	12 (23 to 24)
10	9 (17 to 18)	11 (21 to 22)	13 (25 to 26)

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Perception and Detection

Your Perception measures your ability to notice things, search for what's hidden, and tell whether something about a situation is suspicious.

Perception is frequently used for rolling initiative in an encounter, and for the Seek action. See page 404 for the procedure for rolling a Perception check.

Light

There are three levels of light: bright light, dim light, and darkness. The rules in this book assume that all creatures are in bright light unless otherwise noted. A source of light lists the radius in which it sheds bright light, and it sheds dim light to double that radius.

Bright Light

In bright light, such as sunlight, creatures and objects can be observed clearly by anyone with average vision or better.

Dim Light

Areas in shadow or lit by weak light sources are in dim light. Creatures and objects in dim light have the concealed condition, unless the seeker has darkvision or low-light vision (see page 433), or a precise sense other than vision.

Darkness

A creature or object within darkness is hidden or undetected unless the seeker has darkvision or a precise sense other than vision. A creature without darkvision or another means of perceiving in darkness has the blinded condition while in darkness, though it might be able to see illuminated areas beyond the darkness. If a creature can see into an illuminated area, it can observe creatures within that illuminated area normally. After being in darkness, sudden exposure to bright light might make you dazzled for a short time, as determined by the GM.

Senses

The ways a creature can use Perception depend on what senses it has. The primary concepts you need to know for understanding senses are precise senses, imprecise senses, and the three states of detection a target can be in: observed, hidden, or undetected. Vision, hearing, and scent are three prominent senses, but each has a different degree of acuity.

Precise Senses

Average vision is a precise sense—a sense that can be used to perceive the world in nuanced detail. The only way to target a creature without having drawbacks is to use a precise sense. You can usually detect a creature automatically with a precise sense unless that creature is hiding or obscured by the environment, in which case you can use the Seek basic action to better detect the creature.

Imprecise Senses

Average hearing is an imprecise sense—it can't detect the full range of detail that a precise sense can. You can usually sense a creature automatically with an imprecise sense, but it has the hidden condition instead of the observed condition. It might be undetected by you if it's using Stealth or is in an environment that distorts the sense, such as a noisy room in the case of hearing. In those cases, you have to use the Seek basic action to detect the creature. At best, an imprecise sense can be used to make an undetected creature (or one you didn't even know was there) merely hidden—it can't make the creature observed.

Vague Senses

A character also has many vague senses—ones that can alert you that something is there but aren't useful for zeroing in on it to determine exactly what it is. The most useful of these for a typical character is the sense of smell. At best, a vague sense can be used to detect the presence of an unnoticed creature, making it undetected. Even then, the vague sense isn't sufficient to make the creature hidden or observed.

When one creature might detect another, the GM almost always uses the most precise sense available.

Pathfinder's rules assume that a given creature has vision as its only precise sense and hearing as its only imprecise sense. Some characters and creatures, however, have precise or imprecise senses that don't match this assumption. For instance, a character with poor vision might treat that sense as imprecise, an animal with the scent ability can use its sense of smell as an imprecise sense, and a creature with echolocation or a similar ability can use hearing as a precise sense. Such senses are often given special names and appear as "echolocation (precise)," "scent (imprecise) 30 feet," etc.

Special Senses

While a human might have a difficult time making creatures out in dim light, an elf can see those creatures just fine. And though elves have no problem seeing on a moonlit night, their vision can't penetrate complete darkness, whereas a dwarf's can. Special senses allow a creature to ignore or reduce the effects of the undetected, hidden, or concealed conditions (described on page 434) when it comes to situations that foil average vision.

Darkvision and Greater Darkvision

A creature with darkvision or greater darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A creature with greater darkvision, however, can see through even these forms of magical darkness.

DETECTING WITH OTHER SENSES

Most abilities that designate "a creature you can see" or the like function just as well if the user can precisely sense the subject with a different sense. If a monster uses a sense other than vision, the GM can adapt ways of avoiding detection that work with the monster's senses. For example, a creature that has echolocation might use hearing as a primary sense. This could mean its quarry is concealed in a noisy chamber, hidden in a great enough din, or invisible under a *silence* spell.

Using Stealth with Other Senses

The Stealth skill is designed to use Hide for avoiding visual detection and Avoid Notice and Sneak to avoid being both seen and heard. For many special senses, a player can describe how they're avoiding detection by that special sense and use the most applicable Stealth action. For instance, a creature stepping lightly to avoid being detected via tremorsense would be using Sneak.

In some cases, rolling a Dexterity-based Stealth skill check to Sneak doesn't make the most sense. For example, a PC trying to avoid being detected by a creature that senses heartbeats might meditate to slow their heart rate, using Wisdom instead of Dexterity for their Stealth check. When a creature could detect you using multiple different senses, use your lowest applicable attribute modifier.

Low-Light Vision

A creature with low-light vision can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Scent

Scent involves sensing creatures or objects by smell, and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma. If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

Tremorsense

Tremorsense allows a creature to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the detecting creature is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

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Detecting Creatures

Three conditions measure the degree to which you can sense a creature: observed, hidden, and undetected. However, the concealed and invisible conditions can partially mask a creature, and the unnoticed condition indicates you have no idea a creature is around. You can find these conditions in the Conditions Appendix on pages 442–447.

With the exception of invisible, these conditions are relative to the viewer—it's possible for a creature to be observed to you but hidden from your ally. Most of these rules apply to objects as well as creatures.

Typically, the GM tracks how well creatures detect each other, since neither party has perfect information. For example, you might think a creature is in the last place you sensed it, but it was able to Sneak away. Or you might think a creature can't see you in the dark, but it has darkvision.

You can attempt to avoid detection by using the Stealth skill (page 244) to Avoid Notice, Hide, or Sneak, or by using Deception to Create a Diversion (page 237).

Observed

In most circumstances, you can sense creatures without difficulty and target them normally. Creatures in this state are observed. Observing requires a precise sense, which for most creatures means sight. If you can't observe the creature, it's either hidden, undetected, or unnoticed, and you'll need to factor in the targeting restrictions. Even if a creature is observed, it might still be concealed.

Hidden

A creature that's hidden is only barely perceptible. You know what space it occupies, but little else. Perhaps the creature just moved behind cover and successfully used the Hide action. Your target might be behind a waterfall, where you can see some movement but can't determine an exact location. Maybe you've been blinded or the creature is invisible, but you used the Seek basic action to determine its general location based on hearing alone. Regardless of the specifics, you're off-guard to a hidden creature.

When targeting a hidden creature, before you roll to determine your effect, you must attempt a DC 11 flat check. If you fail, you don't affect the creature, though the actions you used are still expended—as well as any spell slots, costs, and other resources. You remain off-guard to the creature, whether you successfully target it or not.

Undetected

If a creature is undetected, you don't know what space it occupies, you're off-guard to it, and you can't easily target it. Using the Seek basic action can help you find an undetected creature, usually making it hidden from you instead of undetected. If a creature is undetected, that doesn't necessarily mean you're unaware of its presence—you might suspect an undetected creature is in the room with you, even though you're unable to find its space. The unnoticed condition covers creatures you're unaware of.

Targeting an undetected creature is difficult. If you suspect there's a creature around, you can pick a square and attempt an attack. This works like targeting a hidden creature, but the flat check and attack roll are both rolled in secret by the GM. The GM won't tell you why you missed—whether it was due to failing the flat check, rolling an insufficient attack roll, or choosing the wrong square. The GM might allow you to try targeting an undetected creature with some spells or other abilities in a similar fashion. Undetected creatures are subject to area effects normally.

For instance, suppose an enemy elf wizard cast *invisibility* and then Sneaked away. You suspect that with the elf's Speed of 30 feet, they probably moved 15 feet toward an open door. You move up and attack a space 15 feet from where the elf started and directly on the path to the door. The GM secretly rolls an attack roll and flat check, but they know that you were not quite correct—the elf was actually in the adjacent space! The GM tells you that you missed, so you decide to make your next attack on the adjacent space, just in case. This time, it's the right space, and the GM's secret attack roll and flat check both succeed, so you hit!

Unnoticed

If you have no idea a creature is even present, that creature is unnoticed by you. A creature that is undetected might also be unnoticed. This condition usually matters for abilities that can be used only against targets totally unaware of your presence.

Concealed

A concealed creature is in mist, within dim light, or amid something else that obscures sight but isn't a physical barrier. When you target a creature that's concealed from you, you must attempt a DC 5 flat check before you roll to determine your effect. If you fail, you don't affect the target. The concealed condition doesn't change which of the main categories of detection apply. A creature in a light fog bank is still observed even though it's concealed.

Invisible

A creature with the invisible condition (by way of an *invisibility* spell, for example) is automatically undetected to any creatures relying on sight as their only precise sense. Precise senses other than sight ignore the invisible condition. You can Seek (page 417) to attempt to figure out an invisible creature's location, making it only hidden from you. This lasts until the invisible creature successfully uses Sneak to become undetected again. If you're already observing a creature when it becomes invisible, it starts out hidden, since you know where it was, though it can then Sneak to become undetected.

Other effects might partially foil invisibility. For instance, if you were tracking an invisible creature's footprints through the snow, the footprints would make it hidden. Throwing a net over an invisible creature would make it observed but concealed for as long as the net is on it.

Encounter Mode

When every individual action counts, you enter the encounter mode of play. In this mode, time is divided into rounds, each of which is 6 seconds of time in the game world. Every round, each participant takes a turn in an established order. During your turn, you can use actions, and depending on the details of the encounter, you might have the opportunity to use reactions and free actions on your own turn and on others' turns.

Structure

An encounter is played out in a series of rounds, during which the player characters, adversaries, and other participants in the encounter act in sequence. You roll initiative to determine this order at the start of the encounter and then play through rounds until a conclusion is reached and the encounter ends. The rules in this section assume a combat encounter—a battle—but the general structure can apply to any kind of encounter. Other types of encounters, like social encounters, might use longer rounds or have other modifications to the basic structure.

Step 1: Roll Initiative

When the GM calls for it, you'll roll initiative to determine your place in the initiative order, which is the sequence in which the encounter's participants will take their turns. Rolling initiative marks the start of an encounter. More often than not, you'll roll initiative when you enter a battle.

Typically, you'll roll a Perception check to determine your initiative—the more aware you are of your surroundings, the more quickly you can respond. Sometimes, though, the GM might call on you to roll some other type of check. For instance, if you were Avoiding Notice during exploration (page 438), you'd roll a Stealth check. A social encounter could call for a Deception or Diplomacy check. In most cases, you can still use Perception if you prefer.

The GM rolls initiative for anyone other than the player characters in the encounter. If these include a number of identical creatures, the GM could roll once for the group as a whole and have them take their turns within the group in any order. However, this can make battles less predictable and more dangerous, so the GM might want to roll initiative for some or all creatures individually unless it's too much of a burden.

Unlike a check, where the result is compared to a DC, the results of initiative rolls are ranked. This ranking sets the order in which the encounter's participants act—the initiative order. The character with the highest result goes first. The second highest follows, and so on until whoever had the lowest result takes their turn last.

If your result is tied with an enemy's result, the enemy goes first. If your result is tied with another PC's, you can decide between yourselves who goes first when you reach that place in the initiative order. After that, your places in the initiative order usually don't change during the encounter. (But see the Delay basic action on page 416.)

Step 2: Play a Round

A round begins when the participant with the highest initiative roll result starts their turn, and it ends when the one with the lowest initiative ends their turn. The process of taking a turn is detailed below. Creatures might also act outside their turns with reactions and free actions.

Step 3: Begin the Next Round

Once everyone in the encounter has taken a turn, the round is over and the next one begins. Don't roll initiative again; the new round proceeds in the same order as the previous one, repeating the cycle until the encounter ends.

Step 4: End the Encounter

When your foes are defeated, some sort of truce is reached, or some other event or circumstance ends the combat, the encounter is over. You and the other participants no longer follow the initiative order, and a more free-form style of play resumes, with the game typically moving into exploration mode. Sometimes, at the end of an encounter, the GM will award Experience Points to the party or you'll find treasure to divvy up.

Turns

When it's your turn to act, you can use single actions (◆), short activities (◆◆ and ◆◆◆), reactions (↩), and free actions (◇). When you're finished, your turn ends and the character next in the initiative order begins their turn. Sometimes it's important to note when during your turn something happens, so a turn is divided into three steps.

Step 1: Start Your Turn

Many things happen automatically at the start of your turn—it's a common point for tracking the passage of time for effects that last multiple rounds. At the start of each of your turns, take these steps in any order you choose:

- If you created an effect lasting for a certain number of rounds, reduce the number of rounds remaining by 1. The effect ends if the duration is reduced to 0. For example, if you cast a spell that lasts 3 rounds on yourself during your first turn of a fight, it would affect you during that turn, decrease to 2 rounds of duration at the start of your second turn, decrease to 1 round of duration at the start of your third turn, and expire at the start of your fourth turn.
- You can use 1 free action or reaction with a trigger of "Your turn begins" or something similar.

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TRACKING INITIATIVE

The GM keeps track of the initiative order for an encounter. It's usually okay for the players to know this order, since they'll see who goes when and be aware of one another's results. However, the GM might want to conceal information about adversaries the PCs have yet to detect or identify.

Once the encounter's order is set, it's usually not necessary to track the original initiative numbers. The GM can create a simple list, use a series of cards or other indicators, or use a *Pathfinder Combat Pad*, which has magnetic markers to allow for easily rearranging the order.

Changing the Initiative Order

Any method used to track the initiative order needs to be flexible because the order can change. A creature can use the Delay basic action to change its place in the order, in which case you can erase it from the list or pull its marker aside until it reenters the initiative order. When a creature gets knocked out, its initiative order also changes (see page 410). Using the Ready basic action doesn't change a creature's place in the initiative order, though, because the designated action becomes a reaction.

- If you're dying, roll a recovery check (page 411).
- Do anything else that is specified to happen at the start of your turn, such as regaining Hit Points from fast healing or regeneration.

The last step of starting your turn is always the same.

- Regain your 3 actions and 1 reaction. If you haven't spent your reaction from your last turn, you lose it—you can't "save" actions or reactions from one turn to use during the next turn. Some abilities or conditions (such as quickened, slowed, and stunned) can change how many actions you regain and whether you regain your reaction. (Details on gaining and losing actions are on page 446.)

Step 2: Act

You can use actions in any order you wish during your turn, but you have to complete one action or activity before beginning another; for example, you can't use a single action in the middle of performing a 2-action activity. What actions you can use often depend on your class features, skills, feats, and items, but there are default actions anyone can use, described in Basic Actions on page 416. Some effects might prevent you from acting. If you can't act, you can't use any actions, including reactions and free actions.

If you begin a 2-action or 3-action activity on your turn, you must be able to complete it on your turn. You can't, for example, begin to High Jump using your final action on one turn and then complete it as your first action on your next turn.

Once you have spent all 3 of your actions, your turn ends (as described in Step 3) and the next creature's turn begins. You can choose to end your turn early, losing all remaining actions (but not your reaction).

Step 3: End Your Turn

Once you've done all the things you want to do with the actions you have available, you reach the end of your turn. Take the following steps in any order you choose. Play then proceeds to the next creature in the initiative order.

- End any effects that last until the end of your turn. For example, spells with a sustained duration end at the end of your turn unless you used the Sustain a Spell action during your turn to extend them. Some effects caused by enemies might also last through a certain number of your turns, and you decrease the remaining duration by 1 during this step, ending the effect if its duration is reduced to 0.
- If you have a persistent damage condition, you take the damage at this point. After you take the damage, you can attempt the flat check to end the persistent damage. You then attempt any saving throws for ongoing afflictions. Many other conditions change at the end of your turn, such as the frightened condition decreasing in severity. These take place after you've taken any persistent damage, attempted flat checks to end the persistent damage, and attempted saves against any afflictions.
- You can use 1 free action or reaction with a trigger of "Your turn ends" or something similar.
- Resolve anything else specified to happen at the end of your turn.

Activities in Encounters

Activities that take longer than a turn can't normally be performed during an encounter. Spells with a casting time of 1 minute or more are a common example, as are several skill actions. When you commit to an activity during your turn in an encounter, you commit to spending all of the actions it requires. If the activity gets interrupted partway through, you lose all of the actions you would have spent on that activity. Activities are described on page 414.

Reactions in Encounters

Your reactions let you respond immediately to what's happening around you. The GM determines whether you can use reactions before your first turn begins, depending on the situation in which the encounter happens. Once your first turn begins, you gain your actions and reaction. You gain 1 reaction per round. You can use a reaction on anyone's turn (including your own), but only when its trigger occurs. If you don't use your reaction, you lose it at the start of your next turn, though you typically then gain a reaction at the start of that turn.

Special Battles

Mounted Combat

You can ride some creatures into combat. As noted in the Mount specialty basic action (page 419), your mount needs to be willing and at least one size larger than you. Your mount acts on your initiative. You must use the Command an Animal action (page 242) to get your mount to spend its actions. If you don't, the animal wastes its actions. If you have the Ride general feat, you succeed automatically when you Command an Animal that's your mount.

For example, if you are mounted on a horse and you make three attacks, your horse would remain stationary since you didn't command it. If you instead spent your first action to Command an Animal and succeeded, you could get your mount to Stride. You could spend your next action to attack or to command the horse to attack, but not both.

Mounted Attacks

You and your mount fight as a unit. Consequently, you share a multiple attack penalty. For example, if you Strike and then Command an Animal to have your mount Strike, your mount's attack takes a –5 multiple attack penalty.

You occupy every square of your mount's space for the purpose of making attacks. If you were a Medium creature on a Large mount, you could attack a creature on one side of your mount, then attack on the opposite side. On a Medium or smaller mount, use the normal reach of an attack. On a Large or Huge mount, you can attack any square adjacent to the mount if you have 5- or 10-foot reach, or any square within 10 feet of the mount (including diagonally) if you have 15-foot reach. Use the adjusted reach for determining flanking and other rules that depend on reach.

Mounted Defenses

Attackers can target either you or your mount. An area effect affects both of you as long as you're both in the area. You are in an attacker's reach or range if any square of your mount is within reach or range. Because your mount is larger than you and you share its space, you have lesser cover against attacks targeting you when you're mounted if the mount would be in the way (as determined by the GM).

Because you can't move your body as freely while you're riding a mount, you take a –2 circumstance penalty to Reflex saves while mounted. Additionally, the only move action you can use is the Mount action to dismount.

Aerial Combat

Many monsters can fly, and PCs can use spells and items to gain the ability to fly. Flying creatures have to use the Fly action (page 419) to move through the air. Performing an especially tricky maneuver might require using Acrobatics to Maneuver in Flight. Creatures might fall from the sky, using the falling rules found on page 421. At the GM's discretion, some ground-based actions might not work in the air. For instance, a flying creature couldn't Leap.

Three-Dimensional Combat

In aerial and aquatic combat, you might need to track positioning in three dimensions. For flying creatures, you might use one of the following methods:

- Find platforms to place flying creatures' miniatures on.
- Set a die next to a creature with the number indicating how many squares up in the air it is.
- Make a stack of dice or tokens, 1 per 5 feet of elevation.
- Write the elevation next to the monster on the grid.

In underwater combat, choose a plane to be the baseline, typically the waterline, the sea floor, or a stationary object you can measure from.

As with ground-based movement, moving diagonally up or down in 3-D space requires counting every other diagonal as 10 feet. Measure flanking in all directions—creatures above and below an enemy can flank it just as effectively as they can from opposite sides.

Aquatic Combat

Use these rules for battles in water or underwater:

- You're off-guard unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a –2 circumstance penalty to melee slashing or bludgeoning attacks that pass through water.
- Ranged attacks that deal bludgeoning or slashing damage automatically miss if the attacker or target is underwater, and piercing ranged attacks made by an underwater creature or against an underwater target have their range increments halved.
- You can't cast fire spells or use actions with the fire trait underwater. As normal for how traits work, any part of the effect that's unrelated to fire still works. For example, an attack with a *flaming battleaxe* could still deal its physical damage, just not its fire damage.
- At the GM's discretion, some ground-based actions might not work underwater or while floating.

Drowning and Suffocating

You can hold your breath for a number of rounds equal to 5 + your Constitution modifier. Reduce your remaining air by 1 round at the end of each of your turns, or by 2 if you attacked or cast any spells that turn. You also lose 1 round worth of air each time you are critically hit or critically fail a save against a damaging effect. If you speak (including Casting a Spell) you lose all remaining air.

When you run out of air, you fall unconscious and start suffocating. You can't recover from being unconscious and must attempt a DC 20 Fortitude save at the end of each of your turns. On a failure, you take 1d10 damage, and on a critical failure, you die. On each check after the first, the DC increases by 5 and the damage by 1d10; these increases are cumulative. Once your access to air is restored, you stop suffocating and are no longer unconscious (unless you're at 0 Hit Points).

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Exploration Mode

While encounters use rounds for combat, exploration is more free form. The GM determines the flow of time, as you could be traveling by horseback across craggy highlands, negotiating with merchants, or delving in a dungeon in search of danger and treasure. Exploration lacks the immediate danger of encounter mode, but it offers its own challenges.

Much of exploration mode involves movement and roleplaying. You might be traveling from one town to another, chatting with a couple of merchants in an outpost along the way, or maybe having a terse conversation with the watchful city guards at your destination. Instead of measuring your rate of movement in 5-foot squares every round, you measure it in feet or miles per minute, hour, or day, using your travel speed. Rather than deciding on each action every turn, you'll engage in an exploration activity, and you'll typically spend some time every day resting and making your daily preparations.

Travel Speed

Depending on how the GM tracks movement, you move in feet or miles based on your character's Speed with the relevant movement type. Typical rates are on the table below.

Travel Speed

Speed	Feet per Minute	Miles per Hour	Miles per Day
10 feet	100	1	8
15 feet	150	1-1/2	12
20 feet	200	2	16
25 feet	250	2-1/2	20
30 feet	300	3	24
35 feet	350	3-1/2	28
40 feet	400	4	32
50 feet	500	5	40
60 feet	600	6	48

The rates in the table assume traveling over flat and clear terrain at a determined pace, but one that's not exhausting. Moving through difficult terrain halves the listed movement rate. Greater difficult terrain reduces the distance traveled to one-third the listed amount. If the travel requires a skill check to accomplish, such as mountain climbing or swimming, the GM might call for a check once per hour using the result and the table above to determine your progress.

Exploration Activities

While you're traveling and exploring, tell the GM what you'd generally like to do along the way. If you do nothing more than make steady progress toward your goal, you move at the full travel speeds given in the table.

When you want to do something other than simply travel, you describe what you are attempting to do. It isn't necessary to go into extreme detail, such as "Using my dagger, I nudge the door so I can check for devious traps." Instead, "I'm searching the area for hazards" is sufficient. The GM finds the best exploration activity to match your description and describes the effects of that activity. Some exploration activities limit how fast you can travel and be effective.

These are most common exploration activities.

Avoid Notice

EXPLORATION

You attempt a Stealth check to avoid notice while traveling at half speed. If you're Avoiding Notice at the start of an encounter, you usually roll a Stealth check instead of a Perception check both to determine your initiative and to see if the enemies notice you (based on their Perception DCs, as normal for Sneak, regardless of their initiative check results).

Defend

EXPLORATION

You move at half your travel speed with your shield raised. If combat breaks out, you gain the benefits of Raising a Shield before your first turn begins.

Detect Magic

CONCENTRATE EXPLORATION

You cast *detect magic* at regular intervals. You move at half your travel speed or slower. You have no chance of accidentally overlooking a magic aura at a travel speed up to 300 feet per minute, but must be traveling no more than 150 feet per minute to detect magic auras before the party moves into them.

Follow the Expert

AUDITORY CONCENTRATE EXPLORATION VISUAL

Choose an ally attempting a recurring skill check while exploring, such as climbing, or performing a different exploration tactic that requires a skill check (like Avoiding Notice). The ally must be at least an expert in that skill and must be willing to provide assistance. While Following the Expert, you match their tactic or attempt similar skill checks.

Thanks to your ally's assistance, you can add your level as a proficiency bonus to the associated skill check, even if you're untrained. Additionally, you gain a circumstance bonus to your skill check based on your ally's proficiency (+2 for expert, +3 for master, and +4 for legendary).

Hustle

EXPLORATION MOVE

You strain yourself to move at double your travel speed. You can Hustle only for a number of minutes equal to your

Constitution modifier × 10 (minimum 10 minutes). If you are in a group that is Hustling, use the lowest Constitution modifier among everyone to determine how fast the group can Hustle together.

Investigate

CONCENTRATE EXPLORATION

You seek out information about your surroundings while traveling at half speed. You use Recall Knowledge as a secret check to discover clues among the various things you can see and engage with as you journey along. You can use any skill that has a Recall Knowledge action while Investigating, but the GM determines whether the skill is relevant to the clues you could find.

Repeat a Spell

CONCENTRATE EXPLORATION

You repeatedly cast the same spell while moving at half speed. Typically, this spell is a cantrip that you want to have in effect in the event a combat breaks out, and it must be one you can cast in 2 actions or fewer. Repeating a spell that requires making complex decisions, such as *figment*, can make you fatigued, as determined by the GM.

Scout

CONCENTRATE EXPLORATION

You scout ahead and behind the group to watch danger, moving at half speed. At the start of the next encounter, every creature in your party gains a +1 circumstance bonus to their initiative rolls.

Search

CONCENTRATE EXPLORATION

You Seek meticulously for hidden doors, concealed hazards, and so on. You can usually make an educated guess as to which locations are best to check and move at half speed, but if you want to be thorough and guarantee you checked everything, you need to travel at a Speed of no more than 300 feet per minute, or 150 feet per minute to ensure you check everything before you walk into it. You can always move more slowly while Searching to cover the area more thoroughly, and the Expeditious Search feat increases these maximum Speeds. If you come across a secret door, item, or hazard while Searching, the GM will attempt a free secret check to Seek to see if you notice the hidden object or hazard. In locations with many objects to search, you have to stop and spend significantly longer to search thoroughly.

Sustain an Effect

CONCENTRATE EXPLORATION

You Sustain one effect with a sustained duration while moving at half speed. Most such effects can be sustained for 10 minutes, though some specify they can be sustained for a different duration. Sustaining an effect that requires making complex decisions, such as *spectral weapon*, can make you fatigued, as determined by the GM.

Skill Exploration Activities

Chapter 4: Skills includes additional exploration activities.

Borrow an Arcane Spell: You use Arcana to prepare a spell from someone else's spellbook (page 234).

Coerce: You use Intimidation to threaten a creature so it does what you want (page 240).

Cover Tracks: You use Survival to obscure your passing (page 246).

Decipher Writing: You use a suitable skill to understand archaic, esoteric, or obscure texts (page 228).

Gather Information: You use Diplomacy to canvass the area to learn about a specific individual or topic (page 239).

Identify Alchemy: You use Craft and alchemist's tools to identify an alchemical item (page 237).

Identify Magic: Using a variety of skills, you can learn about a magic item, location, or ongoing effect (page 230).

Impersonate: You use Deception and usually a disguise kit to create a disguise (page 238).

Learn a Spell: You use the skill corresponding to the spell's tradition to gain access to a new spell (page 230).

Make an Impression: You use Diplomacy to make a good impression on someone (page 239).

Repair: With a repair kit and the Crafting skill, you fix a damaged item (page 236).

Sense Direction: You use Survival to get a sense of where you are or determine cardinal directions (page 246).

Squeeze: Using Acrobatics, you squeeze though very tight spaces (page 233).

Track: You use Survival to follow tracks (page 246).

Treat Wounds: You use Medicine to treat a living creature's wounds (page 242).

Rest and Daily Preparations

You're at your best when you take time to rest and prepare. Once every 24 hours, you can take a period of rest (typically 8 hours), during which you heal naturally, regaining Hit Points equal to your Constitution modifier (minimum 1) times your level, and you might recover from or improve certain conditions. Sleeping in armor results in poor rest that leaves you fatigued. If you go more than 16 hours without resting, you become fatigued (you can't recover from this fatigue until you rest at least 8 continuous hours).

After you rest, you make your daily preparations, which takes around 1 hour. You can prepare only if you've rested, and only once per day. During preparations:

- Spellcasters regain spell slots, and prepared spellcasters choose spells to have available that day.
- Focus Points, abilities that refresh during preparations, and abilities that can be used only a certain number of times per day, including magic item uses, are reset.
- You don armor and equip weapons and other gear.
- You invest up to 10 worn magic items to gain their benefits for the day (as explained in *GM Core*).

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Downtime Mode

Downtime mode is played day-by-day rather than minute-by-minute or scene-by-scene. Usually, this mode of play occurs when you are in the safety of a settlement, maybe recovering from your adventures or studying an artifact you found.

Downtime gives you time to rest fully, engage in crafting or a professional endeavor, learn new spells, retrain feats, or just have fun. You can sell items acquired during your adventures, buy new goods, and perform other activities as determined by your feats, your skills, and the settlement where you are spending the downtime.

Earning Income

The Earn Income skill action (page 228) allows you to make money using a wide variety of skills. You can get creative with the skills you attempt to use, working with the GM on the details. Some skills might be much harder to earn money with than others. Crafting, Lore, and Performance are the most reliable. Jobs in a fantasy world tend not to be particularly stable, so you might need to look for new tasks on a fairly regular basis.

The GM determines the levels of jobs you can find, as noted in the Earn Income activity. It's often in your best interest to determine what types of jobs are available for a small variety of skills, so you can take on the most lucrative or interesting option.

Long-Term Rest

You can spend an entire day and night resting during downtime to recover Hit Points equal to your Constitution modifier (minimum 1) multiplied by double your level.

Retraining

Retraining offers a way to alter your character choices, which is helpful when you want to take your character in a new direction or change decisions that didn't meet your expectations. You can retrain feats, skills, and some selectable class features. You can't retrain your ancestry, heritage, background, class, or attribute modifiers. You can't perform other downtime activities while retraining.

Retraining usually requires you to spend time learning from a teacher, whether that entails physical training, studying at a library, or falling into shared magical trances.

Your GM determines whether you can get proper training or whether something can be retrained at all. In some cases, you'll have to pay your instructor. Some abilities can be difficult or impossible to retrain (for instance, witch can retrain their patron only in extraordinary circumstances).

When retraining, you generally can't make choices you couldn't make when you selected the original option. For instance, you can't replace a skill feat you chose at 2nd level for a 4th-level one, or for one that requires prerequisites you didn't meet at the time you took the original feat. If you don't remember whether you met the prerequisites at the time, ask your GM to make the call. If you cease to meet the prerequisites for an ability due to retraining, you can't use that ability. You might need to retrain several abilities in sequence in order to get all the abilities you want.

Feats

You can spend a week of downtime retraining to swap out one of your feats. Remove the old feat and replace it with another of the same type. For example, you could swap a skill feat for another skill feat, but not for a wizard feat.

Skills

You can spend a week of downtime retraining to swap out one of your skill increases. Reduce your proficiency rank in the skill losing its increase by one step and increase your proficiency rank in another skill by one step. The new proficiency rank has to be equal to or lower than the proficiency rank you traded away. For instance, if your bard is a master in Performance and Stealth, and an expert in Occultism, you could reduce the character's proficiency in Stealth to expert and become a master in Occultism, but you couldn't reassign that skill increase to become legendary in Performance. Keep track of your level when you reassign skill increases; the level at which your skill proficiencies changed can influence your ability to retrain feats with skill prerequisites.

You can also spend a week to retrain an initial trained skill you selected during character creation.

Class Features

You can change a class feature that required a choice, making a different choice instead. Some, like changing a spell in your spell repertoire, take a week. The GM will tell you how long it takes to retrain larger choices like a druid order or a wizard school—it is always at least a month.

Shopping and Crafting

If you're at a location with shops that buy or sell magic items, you can buy, sell, or trade. Ask the GM what types of shopping options are available to you—it can vary greatly depending where you're spending your downtime!

Because of the complexities of finding shops that are looking for items you want to sell or that offer ones you want to buy, dedicated shopping takes 1 day of downtime. It might take longer if you're selling a large number of goods, expensive items that require a wealthy buyer, or items that aren't in high demand.

The Price of an item indicates the full cost to buy it. You can sell an item for half its Price. The GM might adjust these once in a while due to supply and demand or the particular merchants you're dealing with.

Item Crafting

You can spend downtime to use the Craft skill activity (page 236), making new items out of raw materials. Crafting can be an excellent way to refine the gear the party uses, including upgrading items and preparing ones you're likely to need on an upcoming quest.

Other Activities

Work with your GM if there are other ways you want to spend downtime. You might acquire property, manage a business, become part of a guild, curry favor in a large city, take command of an army, take on an apprentice, start a family, or minister to a flock of the faithful. Though there are efficient options for making money or adjusting your character, it's often better to seek out fun and interesting activities that can open up new opportunities for character building, adventures, or relationships.

Goals

You can help guide the course of the campaign by setting long-term goals that take multiple periods of downtime to complete. Talk them through with the GM and the rest of the group. Consider alliances you want to develop further or changes you want to see in the game world.

SKILL DOWNTIME ACTIVITIES

Chapter 4: Skills includes several downtime activities, which are summarized here.

Craft: Using the Crafting skill, you can create items from raw materials (page 236).

Create Forgery: You forge a document (page 244).

Earn Income: You earn money, typically using Crafting, Lore, or Performance (page 228).

Subsist: You find food and shelter in the wilderness or within a settlement (page 232).

Treat Disease: You spend time caring for a diseased creature in the hope of curing that creature (page 242).

COST OF LIVING

You might need to pay your cost of living for days spent in downtime (the prices can be found on page 295). To avoid paying the cost, you can Subsist (see page 232), using Society in a settlement or Survival in the wild. Experienced adventurers often have friends or patrons who take care of their living expenses. They might even have so much treasure that their cost of living—even one of the more expensive options—becomes a pittance.

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Conditions Appendix

While adventuring, characters (and sometimes their belongings) are affected by abilities and effects that apply conditions. For example, a spell or magic item might turn you invisible or cause you to be gripped by fear. Conditions change your state of being in some way, and they represent everything from the attitude other creatures have toward you and how they interact with you to what happens when a creature drains your blood or life essence.

Conditions are persistent. Whenever you're affected by a condition, its effects last until the condition's stated duration ends, the condition is removed, or terms dictated in the condition itself cause it to end.

Condition Values

Some conditions have a number after the condition, called a condition value. This value conveys the severity of a condition, and such conditions often give you a bonus or penalty equal to their value. These values can often be reduced by skills, spells, or simply waiting. If a condition value is ever reduced to 0, the condition ends.

Overriding Conditions

Some conditions override others. This is always specified in the entry for the overriding condition. When this happens, all effects of the overridden condition are suppressed until the overriding condition ends. The overridden condition's duration continues to elapse, and it might run out while suppressed.

List of Conditions

Blinded

You can't see. All normal terrain is difficult terrain to you. You can't detect anything using vision. You automatically critically fail Perception checks that require you to be able to see, and if vision is your only precise sense, you take a –4 status penalty to Perception checks. You are immune to visual effects. Blinded overrides dazzled.

Broken

Broken is a condition that affects only objects. An object is broken when damage has reduced its Hit Points to equal or less than its Broken Threshold. A broken object can't be used for its normal function, nor does it grant bonuses—with the exception of armor. Broken armor still grants its item bonus to AC, but it also imparts a status penalty to AC depending on its category: –1 for broken light armor, –2 for broken medium armor, or –3 for broken heavy armor.

A broken item still imposes penalties and limitations normally incurred by carrying, holding, or wearing it. For example, broken armor would still impose its Dexterity modifier cap, check penalty, and so forth. If an effect makes an item broken automatically and the item has more HP than its Broken Threshold, that effect also reduces the item's current HP to the Broken Threshold.

Clumsy

Your movements become clumsy and inexact. Clumsy always includes a value. You take a status penalty equal to the condition value to Dexterity-based checks and DCs, including AC, Reflex saves, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery.

Concealed

You are difficult for one or more creatures to see due to thick fog or some other obscuring feature. You can be concealed to some creatures but not others. While concealed, you can still be observed, but you're tougher to target. A creature that you're concealed from must succeed at a DC 5 flat check when targeting you with an attack, spell, or other effect. If the check fails, you aren't affected. Area effects aren't subject to this flat check.

Confused

You don't have your wits about you, and you attack wildly. You are off-guard, you don't treat anyone as your ally (though they might still treat you as theirs), and you can't Delay, Ready, or use reactions.

You use all your actions to Strike or cast offensive cantrips, though the GM can have you use other actions to facilitate attack, such as draw a weapon, move so target is in reach, and so forth. Your targets are determined randomly by the GM. If you have no other viable targets, you target yourself, automatically hitting but not scoring a critical hit. If it's impossible for you to attack or cast spells, you babble incoherently, wasting your actions.

Each time you take damage from an attack or spell, you can attempt a DC 11 flat check to recover from your confusion and end the condition.

Controlled

You have been commanded, magically dominated, or otherwise had your will subverted. The controller dictates how you act and can make you use any of your actions, including attacks, reactions, or even Delay. The controller usually doesn't have to spend their own actions when controlling you.

Dazzled

Your eyes are overstimulated or your vision is swimming. If vision is your only precise sense, all creatures and objects are concealed from you.

Deafened

You can't hear. You automatically critically fail Perception checks that require you to be able to hear. You take a –2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost; attempt the check after spending the action but before any effects are applied. You are immune to auditory effects while deafened.

Doomed

Your soul has been gripped by a powerful force that calls you closer to death. Doomed always includes a value. The dying value at which you die is reduced by your doomed value. If your maximum dying value is reduced to 0, you instantly die. When you die, you're no longer doomed.

Your doomed value decreases by 1 each time you get a full night's rest.

Drained

Your health and vitality have been depleted as you've lost blood, life force, or some other essence. Drained always includes a value. You take a status penalty equal to your drained value on Constitution-based checks, such as Fortitude saves. You also lose a number of Hit Points equal to your level (minimum 1) times the drained value, and your maximum Hit Points are reduced by the same amount. For example, if you become drained 3 and you're a 3rd-level character, you lose 9 Hit Points and reduce your maximum Hit Points by 9. Losing these Hit Points doesn't count as taking damage.

Each time you get a full night's rest, your drained value decreases by 1. This increases your maximum Hit Points, but you don't immediately recover the lost Hit Points.

Dying

You are bleeding out or otherwise at death's door. While you have this condition, you are unconscious. Dying always includes a value, and if it ever reaches dying 4, you die. When you're dying, you must attempt a recovery check (page 411) at the start of your turn each round to determine whether you get better or worse. Your dying condition increases by 1 if you take damage while dying, or by 2 if you take damage from an enemy's critical hit or a critical failure on your save.

If you lose the dying condition by succeeding at a recovery check and are still at 0 Hit Points, you remain unconscious, but you can wake up as described in that condition. You lose the dying condition automatically and wake up if you ever have 1 Hit Point or more. Any time you lose the dying condition, you gain the wounded 1 condition, or increase your wounded condition value by 1 if you already have that condition.

GROUPS OF CONDITIONS

Some conditions exist relative to one another or share a similar theme. It can be useful to look at these conditions together to understand how they interact.

Detection: Observed, hidden, undetected, unnoticed
Senses: Blinded, concealed, dazzled, deafened, invisible
Death and Dying: Doomed, dying, unconscious, wounded
Attitudes: Hostile, unfriendly, indifferent, friendly, helpful
Lowered Abilities: Clumsy, drained, enfeebled, stupefied

DEATH AND DYING RULES

The doomed, dying, unconscious, and wounded conditions all relate to the process of coming closer to death. The full rules are on pages 410–411. The most significant information not contained in the conditions themselves is this: When you're reduced to 0 Hit Points, you're knocked out with the following effects:

- You immediately move your initiative position to directly before the creature or effect that reduced you to 0 Hit Points.
- You gain the dying 1 condition. If the effect that knocked you out was a critical success from the attacker or the result of your critical failure, you gain the dying 2 condition instead. If you have the wounded condition, increase these values by your wounded value. If the damage came from a nonlethal attack or effect, you don't gain the dying condition—you are instead unconscious with 0 Hit Points.

Encumbered

You are carrying more weight than you can manage. While you're encumbered, you're clumsy 1 and take a 10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.

Enfeebled

You're physically weakened. Enfeebled always includes a value. When you are enfeebled, you take a status penalty equal to the condition value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

Fascinated

You're compelled to focus your attention on something, distracting you from whatever else is going on around you. You take a –2 status penalty to Perception and skill checks, and you can't use concentrate actions unless they (or their intended consequences) are related to the subject of your fascination, as determined by the GM. For instance, you might be able to Seek and Recall Knowledge about the subject, but you likely couldn't cast a spell targeting a different creature. This condition ends if a creature uses hostile actions against you or any of your allies.

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Fatigued

You're tired and can't summon much energy. You take a –1 status penalty to AC and saving throws. You can't use exploration activities performed while traveling, such as those on pages 438–439.

You recover from fatigue after a full night's rest.

Fleeing

You're forced to run away due to fear or some other compulsion. On your turn, you must spend each of your actions trying to escape the source of the fleeing condition as expediently as possible (such as by using move actions to flee, or opening doors barring your escape). The source is usually the effect or creature that gave you the condition, though some effects might define something else as the source. You can't Delay or Ready while fleeing.

Friendly

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature that is friendly to a character likes that character. It is likely to agree to Requests from that character as long as they are simple, safe, and don't cost too much to fulfill. If the character (or one of their allies) uses hostile actions against the creature, the creature gains a worse attitude condition depending on the severity of the hostile action, as determined by the GM.

Frightened

You're gripped by fear and struggle to control your nerves. The frightened condition always includes a value. You take a status penalty equal to this value to all your checks and DCs. Unless specified otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.

Grabbed

You're held in place by another creature, giving you the off-guard and immobilized conditions. If you attempt a manipulate action while grabbed, you must succeed at a DC 5 flat check or it is lost; roll the check after spending the action, but before any effects are applied.

Helpful

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature that is helpful to a character wishes to actively aid that character. It will accept reasonable Requests from that character, as long as such requests aren't at the expense of the helpful creature's goals or quality of life. If the character (or one of their allies) uses a hostile action against the creature, the creature gains a worse attitude condition depending on the severity of the hostile action, as determined by the GM.

Hidden

While you're hidden from a creature, that creature knows the space you're in but can't tell precisely where you are. You typically become hidden by using Stealth to Hide. When Seeking a creature using only imprecise senses, it remains hidden, rather than observed. A creature you're hidden from is off-guard to you, and it must succeed at a DC 11 flat check when targeting you with an attack, spell, or other effect or it fails to affect you. Area effects aren't subject to this flat check.

A creature might be able to use the Seek action to try to observe you, as described on page 417.

Hostile

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose on a PC. A creature hostile to a character actively seeks to harm that character. It doesn't necessarily attack, but it won't accept Requests from the character.

Immobilized

You are incapable of movement. You can't use any actions that have the move trait. If you're immobilized by something holding you in place and an external force would move you out of your space, the force must succeed at a check against either the DC of the effect holding you in place or the relevant defense (usually Fortitude DC) of the monster holding you in place.

Indifferent

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature that is indifferent to a character doesn't really care one way or the other about that character. Assume a creature's attitude to a given character is indifferent unless specified otherwise.

Invisible

You can't be seen. You're undetected to everyone. Creatures can Seek to detect you; if a creature succeeds at its Perception check against your Stealth DC, you become hidden to that creature until you Sneak to become undetected again. If you become invisible while someone can already see you, you start out hidden to them (instead of undetected) until you successfully Sneak. You can't become observed while invisible except via special abilities or magic.

Observed

Anything in plain view is observed by you. If a creature takes measures to avoid detection, such as by using Stealth to Hide, it can become hidden or undetected instead of observed. If you have another precise sense besides sight, you might be able to observe a creature or object using that sense instead. You can observe a creature with only your precise senses. When Seeking a creature using only imprecise senses, it remains hidden, rather than observed.

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PERSISTENT DAMAGE RULES

The additional rules presented below apply to persistent damage in certain cases.

Persistent damage runs its course and automatically ends after a certain amount of time as fire burns out, blood clots, and the like. The GM determines when this occurs, but it usually takes 1 minute.

Assisted Recovery

You can take steps to help yourself recover from persistent damage, or an ally can help you, allowing you to attempt an additional flat check before the end of your turn. This is usually an activity requiring 2 actions, and it must be something that would reasonably improve your chances (as determined by the GM). For example, you might try to smother a flame or wash off acid. This allows you to attempt an extra flat check immediately, but only once per round.

The GM decides how your help works, using the following examples as guidelines when there's not a specific action that applies.

- The action to help might require a skill check or another roll to determine its effectiveness.
- Reduce the DC of the flat check to 10 for a particularly appropriate type of help, such as dousing you in water to put out flames.
- Automatically end the condition due to the type of help, such as healing that restores you to your maximum HP to end persistent bleed damage, or submerging yourself in a lake to end persistent fire damage.
- Alter the number of actions required to help you if the means the helper uses are especially efficient or remarkably inefficient.

Immunities, Resistances, and Weaknesses

Immunities, resistances, and weaknesses all apply to persistent damage. If an effect deals initial damage in addition to persistent damage, apply immunities, resistances, and weaknesses separately to the initial damage and to the persistent damage. Usually, if an effect negates the initial damage, it also negates the persistent damage, such as with a slashing weapon that also deals persistent bleed damage because it cut you. The GM might rule otherwise in some situations.

Multiple Persistent Damage Conditions

You can be simultaneously affected by multiple persistent damage conditions so long as they have different damage types. If you would gain more than one persistent damage condition with the same damage type, the higher amount of damage overrides the lower amount. If it's unclear which damage would be higher, such as if you're already taking 2 persistent fire damage and then begin taking 1d4 persistent fire damage, the GM decides which source of damage would better fit the scene. The damage you take from persistent damage occurs all at once, so if something triggers when you take damage, it triggers only once; for example, if you're dying with several types of persistent damage, the persistent damage increases your dying condition only once.

Off-guard

You're distracted or otherwise unable to focus your full attention on defense. You take a –2 circumstance penalty to AC. Some effects give you the off-guard condition only to certain creatures or against certain attacks. Others—especially conditions—can make you off-guard against everything. If a rule doesn't specify that the condition applies only to certain circumstances, it applies to all of them, such as "The target is off-guard."

Paralyzed

You're frozen in place. You have the off-guard condition and can't act except to Recall Knowledge and use actions that require only your mind (as determined by the GM). Your senses still function, but only in the areas you can perceive without moving, so you can't Seek.

Persistent Damage

You are taking damage from an ongoing effect, such as from being lit on fire. This appears as "X persistent [type] damage," where "X" is the amount of damage dealt and "[type]" is the damage type. Like normal damage, it can be doubled or halved based on the results of an attack roll or saving throw. Instead of taking persistent damage immediately, you take it at the end of each of your turns as long as you have the condition, rolling any damage dice anew each time. After you take persistent damage, roll a DC 15 flat check to see if you recover from the persistent damage. If you succeed, the condition ends.

Petrified

You have been turned to stone. You can't act, nor can you sense anything. You become an object with a Bulk double your normal Bulk (typically 12 for a petrified Medium creature or 6 for a petrified Small creature), AC 9, Hardness 8, and the same current Hit Points you had when alive. You don't have a Broken Threshold. When the petrified condition ends, you have the same number of Hit Points you had as a statue. If the statue is destroyed, you immediately die. While petrified, your mind and body are in stasis, so you don't age or notice the passing of time.

Prone

You're lying on the ground. You are off-guard and take a –2 circumstance penalty to attack rolls. The only move actions you can use while you're prone are Crawl and Stand. Standing up ends the prone condition. You can Take Cover while prone to hunker down and gain



GAINING AND LOSING ACTIONS

Quickened, slowed, and stunned are the primary ways you can gain or lose actions on a turn. The rules for how this works appear on page 415. In brief, these conditions alter how many actions you regain at the start of your turn; thus, gaining the condition in the middle of your turn doesn't adjust your number of actions on that turn. If you have conflicting conditions that affect your number of actions, you choose which actions you lose. For instance, the action gained from *haste* lets you only Stride or Strike, so if you need to lose one action because you're also slowed, you might decide to lose the action from *haste*, letting you keep your other actions that can be used more flexibly.

Some conditions prevent you from taking a certain subset of actions, typically reactions. Other conditions simply say you can't act. When you can't act, you're unable to take any actions at all. Unlike slowed or stunned, these don't change the number of actions you regain; they just prevent you from using them. That means if you are somehow cured of paralysis on your turn, you can act immediately.

greater cover against ranged attacks, even if you don't have an object to get behind, which grants you a +4 circumstance bonus to AC against ranged attacks (but you remain off-guard).

If you would be knocked prone while you're Climbing or Flying, you fall (see page 421 for the rules on falling). You can't be knocked prone when Swimming.

Quickened

You're able to act more quickly. You gain 1 additional action at the start of your turn each round. Many effects that make you quickened require you use this extra action only in certain ways. If you become quickened from multiple sources, you can use the extra action you've been granted for any single action allowed by any of the effects that made you quickened. Because quickened has its effect at the start of your turn, you don't immediately gain actions if you become quickened during your turn.

Restrained

You're tied up and can barely move, or a creature has you pinned. You have the off-guard and immobilized conditions, and you can't use any attack or manipulate actions except to attempt to Escape or Force Open your bonds. Restrained overrides grabbed.

Sickened

You feel ill. Sickened always includes a value. You take a status penalty equal to this value on all your checks and DCs. You can't willingly ingest anything—including elixirs and potions—while sickened.

You can spend a single action retching in an attempt to recover, which lets you immediately attempt a Fortitude save against the DC of the effect that made you sickened. On a success, you reduce your sickened value by 1 (or by 2 on a critical success).

Slowed

You have fewer actions. Slowed always includes a value. When you regain your actions, reduce the number of actions regained by your slowed value. Because you regain actions at the start of your turn, you don't immediately lose actions if you become slowed during your turn.

Stunned

You've become senseless. You can't act. Stunned usually includes a value, which indicates how many total actions you lose, possibly over multiple turns, from being stunned. Each time you regain actions, reduce the number you regain by your stunned value, then reduce your stunned value by the number of actions you lost. For example, if you were stunned 4, you would lose all 3 of your actions on your turn, reducing you to stunned 1; on your next turn, you would lose 1 more action, and then be able to use your remaining 2 actions normally. Stunned might also have a duration instead, such as "stunned for 1 minute," causing you to lose all your actions for the duration.

Stunned overrides slowed. If the duration of your stunned condition ends while you are slowed, you count the actions lost to the stunned condition toward those lost to being slowed. So, if you were stunned 1 and slowed 2 at the beginning of your turn, you would lose 1 action from stunned, and then lose only 1 additional action by being slowed, so you would still have 1 action remaining to use that turn.

Stupefied

Your thoughts and instincts are clouded. Stupefied always includes a value. You take a status penalty equal to this value on Intelligence-, Wisdom-, and Charisma-based checks and DCs, including Will saving throws, spell attack modifiers, spell DCs, and skill checks that use these attribute modifiers. Any time you attempt to Cast a Spell while stupefied, the spell is disrupted unless you succeed at a flat check with a DC equal to 5 + your stupefied value.

Unconscious

You're sleeping or have been knocked out. You can't act. You take a –4 status penalty to AC, Perception, and Reflex saves, and you have the blinded and off-guard conditions. When you gain this condition, you fall prone and drop items you're holding unless the effect states otherwise or the GM determines you're positioned so you wouldn't.

If you're unconscious because you're dying, you can't wake up while you have 0 Hit Points. If you are restored to 1 Hit Point or more, you lose the dying and unconscious conditions and can act normally on your next turn.

If you are unconscious and at 0 Hit Points, but not dying, you return to 1 Hit Point and awaken after sufficient time passes. The GM determines how long you remain unconscious, from a minimum of 10 minutes to several hours. If you are healed, you lose the unconscious condition and can act normally on your next turn.

If you're unconscious and have more than 1 Hit Point (typically because you are asleep or unconscious due to an effect), you wake up in one of the following ways.

- You take damage, though if the damage reduces you to 0 Hit Points, you remain unconscious and gain the dying condition as normal.
- You receive healing, other than the natural healing you get from resting.
- Someone shakes you awake with an Interact action.
- Loud noise around you might wake you. At the start of your turn, you automatically attempt a Perception check against the noise's DC (or the lowest DC if there is more than one noise), waking up if you succeed. If creatures are attempting to stay quiet around you, this Perception check uses their Stealth DCs. Some effects make you sleep so deeply that they don't allow you this Perception check.
- If you are simply asleep, the GM decides you wake up either because you have had a restful night's sleep or something disrupted that rest.

Undetected

When you are undetected by a creature, that creature can't see you at all, has no idea what space you occupy, and can't target you, though you still can be affected by abilities that target an area. When you're undetected by a creature, that creature is off-guard to you.

A creature you're undetected by can guess which square you're in to try targeting you. It must pick a square and attempt an attack. This works like targeting a hidden creature (requiring a DC 11 flat check, as described on page 434), but the flat check and attack roll are rolled in secret by the GM, who doesn't reveal whether the attack missed due to failing the flat check, failing the attack roll, or choosing the wrong square. They can Seek to try to find you, as described on page 417.

Unfriendly

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature that is unfriendly to a character dislikes and distrusts that character. The unfriendly creature won't accept Requests from the character.

Unnoticed

If you're unnoticed by a creature, that creature has no idea you're present. When you're unnoticed, you're also undetected. This matters for abilities that can be used only against targets totally unaware of your presence.

REDUNDANT CONDITIONS

You can have a given condition only once at a time. If an effect would impose a condition you already have, you now have that condition for the longer of the two durations. The shorter-duration condition effectively ends, though other conditions caused by the original, shorter-duration effect might continue.

For example, let's say you have been hit by a monster that crushes your arm; your wound causes you to be enfeebled 2 and off-guard until the end of the monster's next turn. Before the end of that creature's next turn, a trap poisons you, making you enfeebled 2 for 1 minute. In this case, the enfeebled 2 that lasts for 1 minute replaces the enfeebled 2 from the monster, so you would be enfeebled 2 for the longer duration. You would remain off-guard, since nothing replaced that condition, and it still lasts only until the end of the monster's next turn.

Any ability that removes a condition removes it entirely, no matter what its condition value is or how many times you've been affected by it. In the example above, a spell that removes the enfeebled condition from you would remove it entirely–the spell wouldn't need to remove it twice.

Redundant Conditions with Values

Conditions with different values are considered different conditions. If you're affected by a condition with a value multiple times, you apply only the highest value, although you might have to track both durations if one has a lower value but lasts longer. For example, if you had a slowed 2 condition that lasts 1 round and a slowed 1 condition that lasts for 6 rounds, you'd be slowed 2 for the first round, and then you'd change to slowed 1 for the remaining 5 rounds of the second effect's duration. If something reduces the condition value, it reduces it for all conditions of that name affecting you. For instance, in this example above, if something reduced your slowed value by 1, it would reduce the first condition from the example to slowed 1 and reduce the second to slowed 0, removing it.

Wounded

You have been seriously injured. If you lose the dying condition and do not already have the wounded condition, you become wounded 1. If you already have the wounded condition when you lose the dying condition, your wounded condition value increases by 1. If you gain the dying condition while wounded, increase your dying condition value by your wounded value.

The wounded condition ends if someone successfully restores Hit Points to you using Treat Wounds, or if you are restored to full Hit Points by any means and rest for 10 minutes.

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Pathfinder Character Sheet

Character Name

Player Name

Level XP

Hero Points

Gain 1 at the start of each session and when granted by the GM.
Spend 1 to reroll a check.
Spend All to avoid death.

Ancestry

Heritage and Traits | Size

Background

Background Notes

Class

Class Notes

Attributes

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost

Defenses

Armor Class 10 + + + (Base Dex* Prof Item)
* Use armor's Dex cap if lower

Shield + Hardness | Max HP / BT | HP

Armor Proficiencies

Unarmored	Light	Medium	Heavy
T E M L	T E M L	T E M L	T E M L

Fortitude	Reflex	Will
T E M L	T E M L	T E M L
+ +	+ +	+ +
Con Prof Item	Dex Prof Item	Wis Prof Item

Defenses Notes

Hit Points

Maximum | Current HP | Temporary HP

Dying ○○○○

Wounded

Resistances and Immunities

Conditions

Skills

Acrobatics	T E M L	+ + - Dex Prof Item Armor
Arcana	T E M L	+ + Int Prof Item
Athletics	T E M L	+ + - Str Prof Item Armor
Crafting	T E M L	+ + Int Prof Item
Deception	T E M L	+ + Cha Prof Item
Diplomacy	T E M L	+ + Cha Prof Item
Intimidation	T E M L	+ + Cha Prof Item
_____ Lore	T E M L	+ + Int Prof Item
_____ Lore	T E M L	+ + Int Prof Item
Medicine	T E M L	+ + Wis Prof Item
Nature	T E M L	+ + Wis Prof Item
Occultism	T E M L	+ + Int Prof Item
Performance	T E M L	+ + Cha Prof Item
Religion	T E M L	+ + Wis Prof Item
Society	T E M L	+ + Int Prof Item
Stealth	T E M L	+ + - Dex Prof Item Armor
Survival	T E M L	+ + Wis Prof Item
Thievery	T E M L	+ + - Dex Prof Item Armor

Skill Notes

Languages

Perception

T E M L

+ + Wis Prof Item

Senses and Notes

Speed

feet

Special Movement

Strikes

Melee Strikes

Weapon | + + Str Prof Item | **Damage** ○B ○P ○S

Traits and Notes

Weapon | + + Str Prof Item | **Damage** ○B ○P ○S

Traits and Notes

Weapon | + + Str Prof Item | **Damage** ○B ○P ○S

Traits and Notes

Ranged Strikes

Weapon | + + Dex Prof Item | **Damage** ○B ○P ○S

Traits and Notes

Weapon | + + Dex Prof Item | **Damage** ○B ○P ○S

Traits and Notes

Weapon Proficiencies

Unarmed	Simple	Martial	Advanced	Other
T E M L	T E M L	T E M L	T E M L	T E M L

Critical Specializations

Class DC

10 + + + (Base Key Prof Item)

Reminders

Proficiency

Untrained +0
Trained 2 + level
Expert 4 + level
Master 6 + level
Legendary 8 + level

Action Icons

◆ Single Action
◆◆ Two-Action Activity
◆◆◆ Three-Action Activity
◇ Free Action
↻ Reaction

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Ancestry and General Feats

Class Abilities

Level	Ancestry and General Feats		Class Abilities
1	Ancestry and Heritage Abilities		Class Feats and Features
	Ancestry Feat		
	Background Skill Feat		
2	Skill Feat		Class Feat
3	General Feat		Class Feature
4	Skill Feat		Class Feat
5	Ancestry Feat	Boosts	Class Feature
6	Skill Feat		Class Feat
7	General Feat		Class Feature
8	Skill Feat		Class Feat
9	Ancestry Feat		Class Feature
10	Skill Feat	Boosts	Class Feat
11	General Feat		Class Feature
12	Skill Feat		Class Feat
13	Ancestry Feat		Class Feature
14	Skill Feat		Class Feat
15	General Feat	Boosts	Class Feature
16	Skill Feat		Class Feat
17	Ancestry Feat		Class Feature
18	Skill Feat		Class Feat
19	General Feat		Class Feature
20	Skill Feat	Boosts	Class Feat

Inventory

Held Items	Bulk

Consumables	Bulk

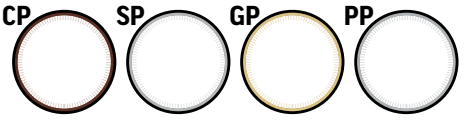
Worn Items	Invested	Bulk

Bulk



Light Items 10 light Bulk items = 1 Bulk
Encumbered Bulk 5 + Str
Maximum Bulk 10 + Str
Maximum Invested 10

Wealth



Gems and Artwork	Price	Bulk

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Character Sketch

Origin and Appearance

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight

Appearance

Personality

Attitude

Deity or Philosophy

Edicts

Anathema

Likes

Dislikes

Catchphrases

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Allies

Enemies

Organizations

Actions and Activities

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Effects

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Effects

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Effects

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Effects

Free Actions and Reactions

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Trigger

Effects

Name Traits Page #

Trigger

Effects

Name Traits Page #

Trigger

Effects

Name Traits Page #

Trigger

Effects

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Magical Tradition

Arcane / Occult / Primal / Divine

○ Prepared Caster
○ Spontaneous Caster

Spell Statistics



Spell Attack

T E M L

\+ Key Prof

Spell DC

T E M L

10 + + Base Key Prof

Cantrips

Cantrips per Day ☐ Cantrip Rank ☐
1/2 your level rounded up

Name	Actions	Prep

Focus Spells

Focus Points ○○○ Focus Spell Rank ☐
1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions

Innate Spells

Name	Actions	Freq

Spell Slots

Spell Rank	1	2	3	4	5	6	7	8	9	10
Spells per Day	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Spells Remaining	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Spells

Name	Actions	Rank	Prep

Name	Actions	Rank	Prep

Rituals

Name	Rank	Cost

Name	Rank	Cost

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GLOSSARY & INDEX

Page references preceded with "GMC" refer to pages in GM Core. *All others refer to this book.*

aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.

ability This is a general term referring to rules that provide an exception to the basic rules. An ability could come from a number of sources, so "an ability that gives you a bonus to damage rolls" could be a feat, a spell, and so on.

AC (Armor Class) *See also* Armor Class. 10, 27, 271, **404**

access 11

acid (damage type) 409

acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.

Acrobatics (skill) Do tasks with coordination and grace. (Dex) 233

actions Discrete tasks that generate a specific effect, possibly requiring a check to determine the result. Actions can accomplish a variety of things, such as moving, attacking, casting a spell, or interacting with an item or object. Most creatures can use up to 3 actions during their turn. 10, 15, **414–415**
- basic actions 416–419
- hostile actions 303
- single action (◆) *See also* single action. 414

activity A category of action that typically takes more than a single action. Activities on your turn take 2 actions (◆◆) or 3 actions (◆◆◆). Exploration and downtime activities can take minutes, hours, or days. 15, **414**
- exploration activities 438–439
- in encounters 436

adamantine (material) One of the hardest metals known.

Administer First Aid ◆◆ (skill action) Stabilize a dying creature or stanch bleeding. (Medicine) 241–242

adventure A single narrative—including the setup, plot, and conclusion. The player characters play through an adventure over the course of one or more game sessions, and the adventure might be part of a larger campaign. 7

adventuring gear 287–292

aerial combat 437

affliction An affliction can affect a creature for a long time, over several different stages. The most common kinds are curses, diseases, and poisons. 430–431

age 27

Age of Lost Omens 31

agile (weapon trait) 282

Aid ↷ (basic action) Improve an ally's skill check or attack. 416

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.

aiuvarin (trait) A creature with this trait has the aiuvarin versatile heritage. Aiuvarins are of mixed ancestry, including elves or other aiuvarins. An ability with this trait can be used or selected only by aiuvarins. 82–83

alchemical (trait) Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura. 292–293

alchemical gear 292

ally An ally is someone on your side. You are not counted as your own ally. 426

ammunition 277

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 26, 35–39

ancestry A broad family of people that a creature belongs to. Each player character chooses an ancestry as the first step of character creation. 10, 20, 23, **40–83**
- mixed ancestry 82–83

angel (trait) This family of celestials is native to the plane of Nirvana.

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 An animal that fights alongside you. 206–211

apex (trait) *GMC* 270

aquatic (trait) Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.

aquatic combat 437

Arcana (skill) Know about arcane magic and creatures. (Int) 234

arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. 299
- arcane spell list 304–307

archetype A special additional theme for your character that you can choose using your class feats. 215–223

archetype (trait) This feat belongs to an archetype. 215

archon (trait) This family of celestials protect Heaven.

area A specified shape and size of an effect. 300, 302, **428**

armor 271–273
- barding for animals 295

Armor Class (AC) This score represents how hard it is to hit and damage a creature. It typically serves as the DC to hit a creature with an attack. AC = 10 + Dex modifier (up to your armor's Dex Cap) + proficiency bonus + armor's item bonus to AC + other bonuses + penalties. 10, 27, 271, **404**
- armor (equipment) 271–273
- shields (equipment) 274

Arrest a Fall ↷ (specialty basic action) Slow your fall while flying. 418

assistive items 293–294

Athletics (skill) Perform deeds of physical prowess. (Str) 234–236

attached (weapon trait) 282

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. 10, **402–403**

attack When a creature tries to harm another creature, it makes a Strike or uses another attack action. Most attacks require an attack roll and target Armor Class. Melee attack roll modifier = Str modifier (or optionally Dex modifier for a finesse weapon) + proficiency bonus + other bonuses + penalties; Ranged attack roll modifier = Dex modifier + proficiency bonus + other bonuses + penalties. 10, 26, 275, **402–403**

critical hits **401**, 407, 418
multiple attack penalty (–5 on your second attack, –10 on further attacks) 402–403
nonlethal attack 407
spell attack 403
Strike (action) 418
unarmed attack 275
attitudes 239
attribute boost An attribute boost allows you to increase one of your attribute modifiers by 1. If the attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and you must boost that attribute again at a later level to increase it by 1. When you get more than one attribute boost at once, you must apply each to a different attribute. 19
alternate ancestry boosts 24
attribute flaw An attribute flaw decreases one of your attribute modifiers by 1. 19
voluntary flaws 24
attribute modifier Each creature has six attribute modifiers: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These numbers represent a creature's raw potential and basic attributes. 10, **19**, 22, 24
alternate ancestry boosts 24
divine attribute (deities) 35
key attribute (class) 91
key attribute (skill) 225
auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.
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.
Avert Gaze ❖ (specialty basic action) Avoid visual abilities. 419
Avoid Notice (exploration activity) Travel stealthily. 438
azata (trait) This family of celestials is native to Elysium.
background The experiences your character had before becoming an adventurer. Each player character chooses a background during character creation. 10, 23, **84–88**
backstabber (weapon trait) 282
backswing (weapon trait) 282
Balance ❖ (skill action) Move on a narrow or unstable surface. (Acrobatics) 233
bard (class) 94–107
composition spells 97, **370–372**
multiclass archetype 216
occult spell list 309–311
bard (trait) This indicates abilities from the bard class.
barding animal armor 295
baseline 397
basic action An action all creatures can use. 416–419
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.
bleed (damage type) A type of persistent damage. 409
blinded (condition) You're unable to see. 442
bludgeoning (damage type) A type of physical damage. 409
bomb (trait) An alchemical bomb combines volatile alchemical components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects. 292
bonus A positive value added to a calculation. Add only the highest bonus of a single type (circumstance, item, status). 10, **400**
Borrow an Arcane Spell (skill action) Temporarily gain access to an arcane spell. (Arcana, trained) 234
bright light You can see normally in bright light. 432
broken (condition) This item can't be used until repaired. 270, **442**
Broken Threshold (BT) When an object's HP reaches this number, it becomes broken. 269
BT (Broken Threshold) 269
Bulk A value indicating an item's size, weight, and general awkwardness. It takes 10 items of light Bulk to equal 1 Bulk, and 1,000 coins are 1 Bulk. A character becomes encumbered if they carry Bulk greater than 5 + their Str modifier, and they can't carry more than 10 + their Str modifier. 27, **269**
conversion to different sizes 270
creature Bulk 269
bulwark (armor trait) 271
Burrow ❖ (specialty basic action) Move your burrow Speed. 419
burrow Speed 420
burst (area) 428
campaign A serialized story focusing on a single party of characters and taking place over multiple adventures. 7
cantrip (trait) A spell you can cast at will that is automatically heightened to half your level rounded up. 298
Cast a Spell (activity) 299
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.
changeling (trait) A creature with this trait has the changeling versatile heritage. Changelings are the children of hags and members of other humanoid ancestries. An ability with this trait can be used or selected only by changelings. 76–77
character This term is synonymous with creature, but is more often used to refer to player characters and nonplayer characters than monsters. 6–7
character sheet 18, 22–23, **448–451**
Charisma (Cha) This attribute modifier measures your charm and force of personality. 19
check When you roll a d20 and add modifiers, bonuses, and penalties, then compare your result to a Difficulty Class, you're attempting a check. 10, **400–401**
check penalty (penalty to skill checks imposed by armor) 271
degrees of success (critical success, success, failure, critical failure) 401
flat check 405
recovery check (while dying) 411
secret check 405
circumstance bonus A bonus that comes from a situation. 400–401
circumstance penalty A penalty due to a situation. 400–401
class The adventuring profession chosen by a character. Their class is chosen during character creation. 10, 21, 24, **90–205**
class DC A class DC sets the difficulty for some abilities granted by your character's class. Class DC = 10 + proficiency bonus + key attribute modifier. 27, 92
class feature Any ability granted by a class is a class feature. These mainly consist of class feats and other abilities specific to the class. 92



cleric (class) 108–121
divine spell list 307–309
domain spells 113–114 (Domain Initiate feat), **372–381**
multiclass archetype 217
cleric (trait) This indicates abilities from the cleric class.
Climb ❖ (skill action) Move along an incline or vertical surface. 234
climb Speed 420
clumsy (condition) You can't move easily or gracefully. 442
Coerce (skill action) Make one do your bidding. (Intimidation) 240
coins 267
Bulk of coins 269
cold (damage type) 409
cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.
cold iron (material) Pure iron that's dangerous to demons and fey.
comfort (armor trait) 271
Command an Animal ❖ (skill action) Get an animal to obey you. (Nature) **242**, 243
command an animal companion 206
common (trait) 11
companions 206–214
composition (trait) 97, **370–372**
Conceal an Object ❖ (skill action) Hide an object. (Stealth) 244
concealable (weapon trait) 282
concealed (condition) You're difficult to target. 434, **442**
concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.
condition An ongoing effect that changes how a character can act or alters some of their statistics. 10, 427, **442–447**
cone (area) 428
confused (condition) You attack indiscriminately. 442
consecration (trait) A consecration spell enhances an area for an extended period of time. A given area can have only a single consecration effect at a time. The new effect attempts to counteract any existing one in areas of overlap.
Constitution (Con) This attribute modifier measures your toughness and durability. 19
construct (trait) A construct is an artificial creature empowered by a force other than vitality or void.
consumable (trait) An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. A character can Craft consumable items in batches of four.
contact (trait) This poison is delivered by contact with the skin.
controlled (condition) Another creature determines your actions. 442
copper piece (cp) 267
cost of living 295, 441
counteract The process used when one effect tries to negate another. 303, **431**
Counterspell ↷ A reaction some spellcasters can use to negate spells. 186, 201
cover When you're behind a physical obstacle, you get a +2 circumstance bonus to AC, Reflex saves vs. area effects, and Stealth checks. This increases to +4 for greater cover. Creatures can provide lesser cover: a +1 circumstance bonus to AC. 424
Take Cover (basic action) 418
Cover Tracks (skill action) Conceal your trail. (Survival, trained) 246
cp (copper piece) 267
Craft (skill action) Make an item. (Crafting, trained) **236–237**, 441
Crafting (skill) Create, understand, and repair items. (Int) 236–237
Crawl ❖ (basic action) Move 5 feet while prone. 416
Create a Diversion ❖ (skill action) Distract someone. (Deception) 237–238
Create Forgery (skill action) Make a false document in downtime. (Society, trained) 244
creature An active participant in the story and world. This includes monsters and nonplayer characters (played by the Game Master) and player characters (played by the other players). 6
monster identification 231–232
critical You can get a greater success—a critical success—by rolling 10 above your DC, or a worse failure—a critical failure—by rolling 10 lower than your DC. 401
critical hit (Strike) 418
critical specialization (weapons) 283
currency 267
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. 430–431
d4, d6, d8, d10, d12, d20, and d% Notations for different sizes of dice. "d20" is a twenty-sided die, for example. 6
daemon (trait) A family of fiends from Abaddon.
daily preparations During morning preparations, you ready gear, prepare spells, and get ready for your adventuring day. 439
long spell durations 302
damage Damage dealt to a creature reduces that creature's Hit Points on a 1-to-1 basis. Melee damage roll = damage die of the weapon or unarmed attack + Str modifier + bonuses + penalties; Ranged damage roll = damage die of the weapon + Str modifier for a thrown weapon + bonuses + penalties. 406–407
damage dice 276, 406
damage types 409
damage while dying 411
doubling and halving 407
massive damage (You die if one blow deals double your maximum HP.) 412
nonlethal attack 407
persistent damage (condition) 406, 445
darkness Creatures and objects in darkness are hidden or undetected, and creatures without darkvision have the blinded condition in darkness. 432
darkness (trait) Darkness effects extinguish non-magical light in the area and can counteract less powerful magical light. You must usually target light magic with your darkness magic directly to counteract it, but some darkness spells automatically attempt to counteract light. 301
darkvision (sense) See clearly in darkness, though in black and white only. 433
dawnsilver (material) A light and durable form of silver.
dazzled (condition) Everything is concealed to you. 442
DC (Difficulty Class) *See also* Difficulty Class. 401
deadly (weapon trait) 282
deafened (condition) You're unable to hear. 443
death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP. 412
death and dying 410–412
debilitation 167
Deception (skill) Trick and mislead others. (Cha) 237–238
Decipher Writing (skill action) Understand obscure or coded text. (Arcana, Occultism, Religion, Society; trained) 228
dedication (trait) 215
Defend (exploration activity) Travel with your shield raised. 438

degrees of success The four possible outcomes of a check: critical success, success, failure, and critical failure. 401
deity 26, **35–39**, 110
Delay ◇ (basic action) Take your turn later. 416
demon (trait) A family of sinful fiends from the Outer Rifts.
Demoralize ❖ (skill action) Frighten your enemies. (Intimidation) 240
Detect Magic (exploration activity) Repeatedly *detect magic*. 438
detecting creatures 434
detection (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.
devil (trait) A family of regimented fiends from Hell.
devotee benefits 35–39
Dexterity (Dex) This attribute modifier measures your agility and deftness. 19
Dexterity modifier cap (armor) 271
dice (singular "die") 6, 276
die roll Any time you roll the dice, you're making a roll. 8, 400–401
difficult terrain It costs 5 extra feet of movement to enter a space of difficult terrain, or 10 extra for greater difficult terrain. 423
Difficulty Class (DC) The number you need to succeed at a check. To generate a DC from a modifier (like Perception DC), add 10 to the modifier. 8, **401**
class DC (10 + proficiency bonus + key attribute modifier) 27
counteract DC 431
simple DCs (untrained 10, trained 15, expert 20, master 30, legendary 40) 226
spell DC (10 + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties) **403**
dim light Creatures and objects in dim light are concealed. 432
dinosaur (trait) These reptiles have survived from prehistoric times.
Diplomacy (skill) Influence with negotiation and flattery. (Cha) 239
disability 18, 89, 293–294
Disable a Device ❖❖ (skill action) Disable a trap or a similar complex mechanism. (Thievery, trained) 247
disarm (weapon trait) 282
Disarm ❖ (skill action) Make a creature drop an item. (Athletics, trained) 236
disbelieve Attempt to ignore an illusion. 301
disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. 430–431
Dismiss ❖ (specialty basic action) End an effect that can be Dismissed. 302, **419**
dispel *See also* counteract. **303**, 431
disrupting actions 415
disrupting spells 300
divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical. 299
divine spell list 307–309
domains 39
cleric domain spells 372–381
doomed (condition) Your soul is in peril, bringing death closer. 443
downtime (trait) An activity with this trait takes a day or more, and can be used only during downtime.
downtime A mode of play in which characters are not adventuring. Days pass quickly at the table, and characters engage in long-term activities. 9, 397, **440–441**
downtime activities 438–440
dragging objects and creatures 269
dragon (trait) Dragons are reptilian creatures, often winged or with the power of flight. Most can exhale magical energy and are immune to sleep and paralysis.
drained (condition) Something has leeched your vitality. 443
draw an item *See also* Interact. 267–268
dromaar (trait) A creature with this trait has the dromaar versatile heritage. Dromaars are of mixed ancestry, including orcs or other dromaars. An ability with this trait can be used or selected only by dromaars. 83
drop an item *See also* Release. 267–268
Drop Prone ❖ (basic action) Fall flat on the ground. **416**, 445–446
drowning and suffocating 437
druid (class) 122–135
multiclass archetype 218
order spells 125, **381–383**
primal spell list 311–313
druid (trait) This indicates abilities from the druid class.
duplicate effects 399
duration 426
spell durations 302
dwarf (trait) A creature with this trait is a member of the dwarf ancestry. Dwarves are stout folk who often live underground and typically have darkvision. An ability with this trait can be used or selected only by dwarves. An item with this trait is created and used by dwarves. 42–45
dying (condition) You have 0 HP and are nearing death. 443
death and dying rules 410–412
Earn Income (skill action) Make money using a skill during downtime. (Crafting, Lore, Performance; trained) **228–230**, 440
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 26, 35–39
effect An effect is the result of an ability, though an ability's exact effect is sometimes contingent on the result of a check or other roll. 426–427
electricity (damage type) 409
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. Elementals don't need to breathe.
elf (trait) A creature with this trait is a member of the elf ancestry. Elves are mysterious people with rich traditions of magic and scholarship who typically have low-light vision. An ability with this trait can be used or selected only by elves. A weapon with this trait is created and used by elves. 46–49
aiuvarin versatile heritage 82
elixir (trait) Elixirs are alchemical liquids that are used by drinking them. 293, *GMC* 246–247
emanation (area) 428
emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.
encounter A mode of play in which time is measured in 6-second rounds and participants use precise actions. Combat takes place in encounters. 9, 397, **435–437**
initiative 435
special battles 437
encumbered (condition) Excess Bulk impedes movement. 269, **443**
energy (damage type) An umbrella category including acid, cold, electricity, fire, force, sonic, vitality, and void damage. 409
enfeebled (condition) Your strength has been sapped away. 443



equipment *See also* items. 25, **267–295**
quick equipment packages 268
Escape ❖ (basic action) Attempt to get free when immobilized. 416
ethereal (trait) Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.
ethnicities of Golarion 63
Experience Points (XP) Points that measure a player character's progress, accrued during play. Typically a PC gains a new level upon reaching 1,000 XP. 6, 29
expert (proficiency rank) Add your level + 4 to associated rolls and DCs. 8, 11, **400**
exploration (trait) An activity with this trait takes more than a turn to use, and can usually be used only during exploration mode.
exploration A mode of play used for traveling, investigating, and otherwise exploring. The GM determines the flow of time. 9, 397, **438–439**
extradimensional (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it is removed.
failure A result on a check that fails to meet the DC. Failing by 10 or more is a critical failure. If a check has no failure entry, nothing happens on a failure. 401
falling When you fall more than 5 feet, you take bludgeoning damage equal to half the distance you fell and land prone. 421
familiar A Tiny creature mystically bonded to you. 212–214
witch's familiar 181
fascinated (condition) You focus on one subject. 443
fast healing A creature with this ability regains the given number of Hit Points each round at the beginning of its turn. 410
fatal (weapon trait) 282
fatigued (condition) Your defenses are lower, and you can't use exploration activities while traveling. 444
fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.
feat An ability you gain or select for your character due to their ancestry, background, class, general training, or skill training. Some feats grant special actions. 10, 16
ancestry feat 41
archetype feat 215
class feat 92
general feat 92, **249**
skill feat (general feat that improves skills) 92, **249**
Feint ❖ (skill action) Misdirect someone. (Deception, trained) 239
fey (trait) Creatures of the First World are called the 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.
fighter (class) 136–151
multiclass archetype 219
fighter (trait) This indicates abilities from the fighter class.
finesse (weapon trait) 282
fire (damage type) 409
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.
flanking When two creatures are on opposite sides of their enemy, the enemy is flanked, becoming off-guard to those creatures. 425
flat check A d20 roll that measures pure chance. A flat check can't have any modifiers, bonuses, or penalties applied to it. 405
fleeing (condition) You must run away. 444
flexible (armor trait) 272
flourish (trait) 139, 155, 167
Fly ❖ (specialty basic action) Move your fly Speed. 419
aerial combat 437
fly Speed 420
focus (trait) A spell you can cast by spending 1 Focus Point that is automatically heightened to half your level rounded up. **298**, 370–388
Focus Point *See also* focus. 298
Follow the Expert (exploration activity) Benefit from another's skill proficiency. 438
force (damage type) 409
force (trait) Effects with this trait deal force damage or create objects made of pure magical force.
Force Open ❖ (skill action) Wrench something open. (Athletics) 234
forced movement 422
forceful (weapon trait) 282
formula A recipe or instructions that make it easier to Craft an item. 237, **294**
Fortitude (Fort) A type of saving throw used to resist diseases, poisons, and other physical effects. Fortitude modifier = Con modifier + proficiency bonus + other bonuses + penalties. 11, **404**
fortune (trait) 401
free action (◈) An action you can use without spending one of your actions. Free actions with triggers can be used at any time, but they don't use up your 1 reaction per round. 15, **414**
free-hand (weapon trait) 282
frequency An ability that can't be used at will might list a frequency. 16
friendly (condition) A friendly NPC likes you. 444
frightened (condition) Fear impedes everything you attempt. 444
fumble A colloquial term for a critical failure. 401
fungus (trait) Fungal creatures have the fungus trait. They are distinct from normal fungi.
game conventions 399
Game Master (GM) The player who adjudicates the rules and narrates the elements of the Pathfinder story and world that the other players explore. **5**, 10
Gargantuan (size) 421–424
Gather Information (skill action) Socialize to learn things. (Diplomacy) 239
gear *See also* item. 25, **267–295**
adventuring gear 287–292
gender and pronouns 27
general (trait) A type of feat that any character can select, regardless of ancestry and class, as long as they meet the prerequisites. You can select a feat with this trait when your class grants a general feat. 249
giant (trait) Giants are massive humanoid creatures.
GM (Game Master) *See also* Game Master. **5**, 10
gnome (trait) A creature with this trait is a member of the gnome ancestry. Gnomes are small people skilled at magic who seek out new experiences and usually have low-light vision. An ability with this trait can be used or selected only by gnomes. A weapon with this trait is created and used by gnomes. 50–53
goblin (trait) A creature with this trait can be one of several kinds of creature, including goblins, hobgoblins, and bugbears. Goblins tend to have darkvision. An ability with this trait can be used or chosen only by goblins. A weapon with this trait is created and used by goblins. 54–57
gods *See also* deity. 27, **35–39**

Golarion Golarion is the most important world in the Lost Omens campaign setting. **30–34**
gold piece (gp) 267
gp (gold piece) 267
Grab an Edge ↷ (specialty basic action) Try to catch yourself while falling. 419
grabbed (condition) Something holds you in place. 444
grapple (weapon trait) 282
Grapple ❖ (skill action) Grab or restrain a creature. (Athletics) 235
grid A map with 1-inch squares to show positions. 421
hag (trait) These malevolent spellcasters form covens.
half-elf aiuvarin versatile heritage 82
half-orc dromaar versatile heritage 83
halfling (trait) A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers considered to be lucky. An ability with this trait can be used or selected only by halflings. A weapon with this trait is created and used by halflings. 58–61
Hardness A statistic representing an object's durability. 269
haunt (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death.
hazard Hazards are non-creature dangers that adventurers encounter during their journeys, including environmental hazards, haunts, and traps. Hazards appear in *GMC*.
hazardous terrain You take damage from this terrain. 423
healing 410
long-term rest (downtime) 440
Medicine skill 241–242
natural healing (rest) 439
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 267
helpful (condition) A helpful NPC is likely to assist you. 444
heritage A choice made to further define your ancestry. 41
versatile heritages (can be chosen for a character of any ancestry) 74–75
Hero Point These points last only within a session. You can spend 1 Hero Point to reroll a check or all your Hero Points to avoid dying. 27, **413**
heroic recovery 412
hex (trait) 183
hex spells 181–182, **384–387**
hidden (condition) A creature knows your location but can't see you. 434, **444**
Hide ❖ (skill action) Make yourself hidden. (Stealth) 244–245
High Jump ❖❖ (skill action) Jump vertically. (Athletics) 235
Hit Points (HP) A statistic representing the amount of physical harm a creature can take before it falls unconscious or dies. Damage decreases Hit Points on a 1-to-1 basis, while healing restores Hit Points at the same rate. 10, 24, 91–92, 410
ancestry Hit Points 41
class Hit Points 91–92
item Hit Points 269, 410
temporary Hit Points 410
holding your breath 437
holy (trait) Effects with the holy trait are tied to powerful 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. **36**, 110, 113
hostile (condition) A hostile NPC is likely to attack you. 444
hostile action A hostile action is one that can harm or damage another creature, whether directly or indirectly, but not one that a creature is unaware could cause harm. 303
HP (Hit Points) *See also* Hit Points. 10, 24, 91–92, 410
hryngar (trait) Subterranean kin of the dwarves, hryngars typically have darkvision, resist poison, and recoil from bright light.
Huge (size) 421–426
human (trait) A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability. An ability with this trait can be used or selected only by humans. 62–65
humanoid (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.
Hustle (exploration activity) Move at double travel Speed. 438–439
Identify Alchemy (skill action) Determine specifics of alchemy. (Crafting, trained) 237
Identify Magic (skill action) Determine specifics of magic. (Arcana, Nature, Occultism, Religion; trained) 230
illusion (trait) Effects and magic items with this trait involve false sensory stimuli. 301
immobilized (condition) You can't move. 444
immunity An immunity causes a creature to ignore all damage, effects, or conditions of a certain type. 408
object immunities 269
temporary immunity 408
Impersonate (skill action) Pass yourself off as someone else. (Deception) 238
imprecise sense A sense that can make creatures hidden, but not observed, such as human hearing. 433
incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's rank treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.
incline You must Climb up an incline. 423
indifferent (condition) An indifferent NPC neither likes nor dislikes you. 444
inhaled (trait) This poison is delivered when breathed in.
initiative At the start of an encounter, all participants involved roll for initiative to determine the order in which they act. 10, **435**, 436
Delay (basic action) 416
injury (trait) This poison is delivered by damaging the recipient.
Inner Sea region The name for the continent of Avistan and the northern portion of Garund, surrounding the Inner Sea. 31–34
Intelligence (Int) This attribute modifier measures your reason and intellect. 19
Interact ❖ (basic action) Grab or manipulate an object. 416–417
drawing and stowing items 267–268
Intimidation (skill) Bend others to your will using threats. (Cha) 240
Invest an Item (activity) You invest your energy in an invested magic item as you don it. GMC 219
Investigate (exploration activity) Study your surroundings. 439
invisible (condition) Creatures can't see you. 434, **444**
item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks. 267–295



armor 271–273
Bulk 269
carrying, wearing, and wielding 267–268
Crafting skill 236–237
formulas 237, **294**
item bonus or penalty 400–401
item damage 269
item level 267
quick equipment packages 268
shields 274
shoddy 270
shopping in downtime 441
sizes 270
weapons 275–286
wearing toolkits 287
jousting (weapon trait) 282
key attribute Your key attribute is the attribute modifier you use to determine your class DC, as well as your spell attack modifier and spell DC if you're a spellcaster. A key attribute for a skill is the attribute modifier used for that skill. 91, 225
knocked out 410
languages 89
regional languages 34
Large (size) 421–425
Leap ❖ (basic action) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet. 417
High Jump and Long Jump (Athletics skill) 235
Learn a Spell (skill action) Learn a new spell. (Arcana, Nature, Occultism, Religion; trained) 230–231
legendary (proficiency rank) Add your level + 8 to associated rolls and DCs. 8, 11, **400**
leshy (trait) A creature with this trait is a member of the leshy ancestry. These small plant or fungus creatures are humanoid in form. An ability with this trait can be used or selected only by leshies. A weapon with this trait is created and used by leshies. 66–69
level A number that measures something's overall power. A character has a level from 1st to 20th, and other aspects of the game also have levels. **11**, 16
counteract rank 431
item level 267
leveling up 29
spell rank (spells have a rank instead of a level, from 1–10)
Lie (skill action) Trick someone with falsehood. (Deception) 238–239
light (trait) Light effects overcome non-magical darkness in the area and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness. 301
light and darkness 301, **432**
line (area) 428
line of effect 302, **426–427**
line of sight 427
lineage (trait) A feat with this trait indicates a character's descendance from a particular type of creature. You can have only one lineage feat. You can select a lineage feat only at 1st level, and you can't retrain into or out of these feats. 75
linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.
locus 300
Long Jump ❖❖ (skill action) Jump horizontally. (Athletics) 235
Lore (skill) Know information on a narrow topic. (Int) 240–241
low-light vision (sense) See in dim light as if it were bright light. 433
magic *See also* spell, item. 297–303
magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical. 299
magical tradition Arcane, divine, occult, and primal are the traditions of magic. 299
Make an Impression (skill action) Improve someone's attitude. (Diplomacy) 239
Maneuver in Flight ❖ (skill action) Execute a difficult movement while flying. (Acrobatics, trained) 233
manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.
master (proficiency rank) Add your level + 6 to associated rolls and DCs. 8, 11, **400**
mechanical (trait) A hazard with this trait is a constructed physical object.
Medicine (skill) Heal people. (Wis) 241–242
Medium (size) 421–424
mental (damage type) 409
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.
mindless (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental attribute modifiers are –5. They are immune to all mental effects.
minion (trait) 301
misfortune (trait) 401
mode of play The three types of playing the game—encounters, exploration, and downtime. 9, **435–441**
modifier A value added to a calculation that can be positive or negative. 400–401
attribute modifier 19
money 267
monitor (trait) Creatures that hail from or have a strong connection to Axis, the Boneyard, or the Maelstrom are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.
monk (weapon trait) 282
monster A creature that serves to thwart the PCs in some way. Beneficial monsters are exceptions in most games. The GM plays the role of any monster the PCs encounter. 6
monster identification 231–232
morph (trait) 301
mount An animal companion with this special ability supports its rider. 206, 207
Mount ❖ (specialty basic action) Ride an allied creature. 419
mounted combat 437
move (trait) An action with this trait involves moving from one space to another.
movement 420–422
counting movement 423
forced movement 422

moving through creatures and objects 422
Speed (land Speed) 11, 23, **420**
multiclass (trait) 215
multiple attack penalty You take this penalty on all attacks after the first on your turn. This is a –5 penalty on your second attack and –10 on all subsequent attacks (or –4 and –8 if your weapon or unarmed attack has the agile trait). 402–403
multiplying 399
narrow surface You must Balance to cross a narrow surface. 423
natural 1, natural 20 When you roll a d20 and the number on the die is a 1, decrease your degree of success by one step. When the number is a 20, increase the degree of success by one step. 401
Nature (skill) Know the wilderness and primal magic. (Wis) 242–243
nephilim (trait) A creature with this trait has the nephilim versatile heritage. Nephilim are planar scions descended from immortal beings from other planes. An ability with this trait can be used or selected only by nephilim. 78–81
noisy (armor trait) 272
nonlethal (trait) 282, **407**
immunity to nonlethal 408
nonplayer character (NPC) A character controlled by the GM. 11
NPC (nonplayer character) 11
object *See also* item. 267–270
observed (condition) You're in clear view. 434, **444**
occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. 299
occult spell list 309–311
Occultism (skill) Know philosophies and occult magic. (Int) 243
off-guard (condition) You take a –2 circumstance penalty to AC. 445
oil (trait) Oils are consumable magical gels, ointments, pastes, or salves that are typically applied to an object. GMC 257–258
olfactory (trait) An olfactory effect can affect only creatures that can smell it. This applies only to olfactory parts of the effect, as determined by the GM.
onset The delay before an affliction, elixir, or potion takes effect. 430
ooze (trait) Oozes are creatures with simple anatomies. They tend to have low mental attribute modifiers and immunity to mental effects and precision damage.
orc (trait) A creature with this trait is a member of the orc ancestry. These green-skinned people tend to have darkvision. An ability with this trait can be used or selected only by orcs. An item with this trait is created and used by orcs. 70–73
dromaar versatile heritage 83
Palm an Object ❖ (skill action) Take an object without being noticed. (Thievery) 246
paralyzed (condition) You can't move or fully defend yourself. 445
parry (weapon trait) 282
Pathfinder baseline 397
Pathfinder Society This name is used for both a globe-trotting organization in the game world and the real-world organized play campaign. 31
PC (player character) *See also* player character. 11
penalty A negative value added to a calculation. Add only the worst penalty of a single type (circumstance, item, status). 10, **400**
multiple attack penalty (–5 on your second attack, –10 on further attacks) 275, **402–403**
range penalty 276, **403**
Perception A statistic measuring your ability to notice hidden objects or unusual situations. Perception is usually used for initiative rolls. Perception modifier = Wis modifier + proficiency bonus + other bonuses + penalties. 11, 25, **404–405**
initiative 405, 435
Perception and detection 432–434
Perform ❖ (skill action) Impress by performing. (Performance) 243
Performance (skill) Use your talents to put on a show. (Cha) 243
persistent damage (condition) You take damage every round. 445
petrified (condition) You've been turned to stone. 445
physical (damage type) A grouping of bludgeoning, piercing, and slashing damage. 409
Pick a Lock ❖❖ (skill action) Open a lock. (Thievery, trained) 247
piercing (damage type) A type of physical damage. 409
plane A vast or infinite realm beyond the physical Universe.
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.
platinum piece (pp) 267
player One of the real people playing the game. 5
player character (character or PC) A character created and controlled by a player other than the GM. 11
Point Out ❖ (specialty basic action) Indicate an undetected creature's location. 419
poison (damage type) 409
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. 430–431
polymorph (trait) 301
possession (trait) Effects with this trait allow a creature to project its mind and spirit into a target. A creature immune to mental effects can't use a possession effect. While possessing a target, a possessor's true body is unconscious (and can't wake up normally), unless the possession effect allows the creature to physically enter the target. Whenever the target takes damage, the possessor takes half that amount of damage as mental damage.

A possessor loses the benefits of any of its active spells or abilities that affect its physical body, though it gains the benefits of the target's active spells and abilities that affect their body. A possessor can use any of the target's abilities that are purely physical, and it can't use any of its own abilities except spells and purely mental abilities. The GM decides whether an ability is purely physical or purely mental. A possessor uses the target's attack modifier, AC, Fortitude save, Reflex save, Perception, and physical skills, and its own Will save, mental skills, spell attack modifier, and spell DC; benefits of invested items apply where relevant (the possessor's invested items apply when using its own values, and the target's invested items apply when using the target's values). A possessor gains no benefit from casting spells that normally affect only the caster, since it isn't in its own body.

The possessor must use its own actions to make the possessed creature act.

If a possessor reaches 0 Hit Points through any combination of damage to its true body and mental damage from the possession, it is knocked out as normal and the possession immediately ends. If the target reaches 0 Hit Points first, the possessor can either fall unconscious with the body and continue the possession or end the effect as a free action and return to its body. If the target dies, the possession ends immediately, and the possessor is stunned for 1 minute.
potion (trait) A potion is a consumable magical liquid activated when you drink it. GMC 259–261
pp (platinum piece) 267
precise sense A sense that can make creatures observed, such as human sight. 433



precision (damage type) A type of damage that increases the attack's listed damage, using the same damage type, rather than adding a separate amount. 409
prediction (trait) Effects with this trait determine what is likely to happen in the near future.
preparations *See also* daily preparations. 439
prerequisites 16
press (trait) 139, 155
Price The amount of currency it usually costs to purchase an item. 267
primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. 299
primal spell list 311–313
proficiency A measure of a character's aptitude at a specific task or quality, with five ranks: untrained, trained, expert, master, and legendary. Proficiency gives a proficiency bonus. Being untrained adds a +0 bonus. Being trained, expert, master, or legendary adds your level plus 2, 4, 6, or 8, respectively. 11, **400**
initial proficiencies 92
prone (condition) You're lying on the ground. 445–446
propulsive (weapon trait) 282
quickened (condition) You get an extra action each turn. 446
rage (trait) You must be raging to use abilities with the rage trait, and they end automatically when you stop raging.
Raise a Shield ◆ (specialty basic action) Gain your shield's bonus to AC. 419
range 276, **426**
range increment 276, **403**
range penalty 403
ranged trip (weapon trait) 283
ranger (class) 152–163
multiclass archetype 220
warden spells 155, **383–384**
ranger (trait) This indicates abilities from the ranger class.
rare (trait) 11
rarity How often something is encountered in the game world. The rarities are common, uncommon, rare, and unique. Anything that doesn't list a rarity is common. 11
reach The distance you can physically reach with your body or a weapon. 421, 426
creature size and reach 421–422
reach (weapon trait) 283
reaction (↻) An action you can use even if it's not your turn. You can use 1 reaction per round. 15, **414**
reactions in encounters 436
Ready ◆◆ (basic action) Prepare an action to use off your turn. 417
Recall Knowledge (skill action) 231–232
recovery check A flat check made to see if you get worse or better while dying. 411
Reflex (Ref) A type of saving throw used to quickly dodge. Reflex modifier = Dex modifier + proficiency bonus + other bonuses + penalties. 11, **404**
Refocus (activity) Regain 1 Focus Point. 298
regeneration 410
regions 32–34
Release ◇ (basic action) Let go of something you're holding. 417
drawing and stowing items 267–268
Religion (skill) Know about deities, faith, and divine magic. (Wis) 244
reload 276
Repair (skill action) Fix a broken or damaged item. (Crafting) 236
Repeat a Spell (exploration activity) Repeatedly Cast a Spell. 439
Reposition ◆ (skill action) Move a creature within your reach 235
Request ◆ (skill action) Get someone to help you. (Diplomacy) 239
requirements 16
reroll An ability that causes you to roll again has the fortune or misfortune trait. 401
resistance Reduces damage you take of a certain type. 408
rest Characters recover HP (normally Con modifier × level) and resources with 8 hours of sleep. 439
long-term rest 440
restrained (condition) You are severely bound. 446
result of a check 401
retrain You can retrain to change character choices. 440–441
revelation (trait) Effects with this trait see things as they truly are.
ritual An involved spell that takes a long time to cast. 389–395
rogue (class) 164–177
multiclass archetype 221
rogue (trait) This indicates abilities from the rogue class.
roleplaying Describing a character's actions, often while acting from the perspective of the character. 5, 7, 11
roleplaying game (RPG) An interactive story where one player, the Game Master (GM), sets the scene and presents challenges, while other players take the roles of player characters (PCs) and attempt to overcome those challenges. 5–6
roll Any time you roll the dice, you're making a roll. The most common type of roll is a check (comparing a d20 plus modifiers against a DC). 8, 400–407
round A period of time during an encounter in which all participants get a chance to act. A round represents approximately 6 seconds in game time. 11, **435**
durations measured in rounds 426
rounding 399
RPG (roleplaying game) 5–6
rules overview 398–399
rune (magic item) Runes are similar to magic items, but can be etched onto weapons, armor, and shields to make them more powerful. They appear in *GM Core*. GMC 224–225
sanctified (trait) **36**, 110, 113
save saving throw 11, 26, 302, **404**
saving throw (save) A roll made to avoid or mitigate a dangerous effect. You roll a save automatically, with no action or a reaction. The character who isn't acting rolls the d20 for a saving throw, and the creature who is acting provides the DC. There are three types of save: Fortitude, Reflex, and Will. 11, 26, 302, **404**
scent (sense) Sense things using smell as an imprecise sense with a limited range. 433
Scout (exploration activity) Look ahead for danger. 439
scroll (trait) A scroll is a consumable that contains a single spell you can cast without a spell slot. GMC 262
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.
Search (exploration activity) Look for hidden things. 439
secret (trait) The GM rolls the check for this ability in secret. 405
Seek ◆ (basic action) Scan an area using Perception. 417
Search exploration activity 439
Sense Direction (skill action) Determine your location. (Survival) 246
Sense Motive ◆ (basic action) Determine if a creature is lying. 417
senses 432–433
services 294–295
session A Pathfinder game session usually last a few hours. 5
shadow (trait) Magic with this trait involves shadows or the energy of the Netherworld.

shields 274
Shield Block feat 262
Raise a Shield action 419
shoddy items 270
shove (weapon trait) 283
Shove ❖ (skill action) Push a creature. (Athletics) 235
sickened (condition) You're sick to your stomach. 446
silver (material) Shiny metal dangerous to devils and werecreatures.
silver piece (sp) 267
single action (❖) An action that takes one of your three actions on your turn. 15, **414**
size A creature can be Tiny, Small, Medium, Large, Huge, or Gargantuan. 421–422
items and sizes 270
skill A statistic representing the ability to perform certain tasks that require instruction or practice. Skill modifier = modifier of the skill's key attribute modifier + proficiency bonus + other bonuses + penalties. 11, 26, **224**, 405
Aid (reaction used to grant a bonus to an ally's check) 416
check penalty (from armor) 271
general skill actions 228–232
skill feat (a type of general feat related to skills) 92, **249**
skill increase 92
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. 249
slashing (damage type) A type of physical damage. 409
sleep (trait) This effect makes a creature fall asleep or get drowsy.
slowed (condition) You lose actions each turn. 446
Small (size) 421–423
Sneak ❖ (skill action) Move quietly while hidden. (Stealth) 245
Society (skill) Know about civilization, culture, and history. (Int) 244
sonic (damage type) 409
sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.
sp (silver piece) 267
space The space a creature's body occupies, and the squares a creature takes up on a grid. 421–422
speaking 419
specialty basic action 418–419
Speed A measure of the distance a character can move using a single action, measured in feet. *See also* movement. 11, 23, **420**
counting movement 423
movement on a grid 421
Speed penalty from armor 271
Step and Stride actions 418
travel Speed 438
spell A magical effect created by performing mystical incantations and gestures known only to those with special training or inborn abilities. 11, **297–395**
areas 428–429
attacking with a spell 303, **403**
cantrips 298
casting spells 299–300
counteracting 303, **431**
disrupting 300, **415**
durations 302
essences (life, matter, mind, and spirit) 300
focus spells (composition spells, domain spells, hex spells, order spells, school spells, and warden spells) 298, 370–388
heightened spells 297
identifying 230, **303**
innate 298–299
prepared 297
ranges 300
rituals 389–395
setting triggers 303
spell attack modifier (spellcasting attribute modifier + proficiency bonus + other bonuses + penalties) 403
spell DC (10 + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties) 403
spell descriptions 314–369
spell lists 304–313
spell rank (spells range in rank from 1 to 10)
spell repertoire 96–97
spell slots 297–298
spell stat block 303
spontaneous 297
targets 300, 302
traditions (arcane, divine, occult, and primal) 299
spell attack modifier You attempt a spell attack roll when targeting a creature with aimed magic. Your multiple attack penalty applies. Spell attack modifier = spellcasting attribute modifier + proficiency bonus + other bonuses + penalties. 403
spell DC Your spell DC measures how hard it is to resist your spells with saving throws or to counteract them. Spell DC = 10 + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties. 403
spellbook 194–195, 292
spellcaster A spellcaster is a character whose class or archetype grants them the spellcasting class feature.
spellshape (trait) 302
spirit (damage type) 409
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) 292
Squeeze ❖ (skill action) Move through a gap while exploring. 233
staff (trait) This magic item allows a spellcaster to cast additional spells by preparing the staff. 196, GMC 278–281
stage One of the steps of an affliction. 430
stance (trait) 139, 167
Stand ❖ (basic action) Stand up from prone. 418
stat block 16
status bonus A bonus that typically comes from a spell or condition and represents a beneficial status. 400–401
status penalty A penalty that typically comes from a spell or condition and represents a detrimental status. 400–401
Steal ❖ (skill action) Pilfer an object. (Thievery) 246–247
Stealth (skill) Avoid detection and conceal items. (Dex) 244–245
Step ❖ (basic action) Move 5 feet without triggering reactions. 418
stow an item *See also* Interact. 267–268
Strength (Str) This attribute modifier measures your brawn. 19
armor Strength statistic 271
Stride ❖ (basic action) Move up to your Speed. 418
Speed 420
Strike ❖ (basic action) Make a physical attack. 418
attack rolls 402–403



structure (trait) An item with the structure trait creates a magical building or other structure when activated. The item must be activated on a plot of land free of other structures. The structure adapts to the natural terrain, adopting the structural requirements for being built there. The structure adjusts around small features such as ponds or spires of rock, but it can't be created on water or other nonsolid surfaces. If activated on snow, sand dunes, or other soft surfaces with a solid surface underneath, the structure's foundation (if any) reaches the solid ground. If an item with this trait is activated on a solid but unstable surface, such as a swamp or an area plagued by tremors, roll a DC 3 flat check each day; on a failure, the structure begins to sink or collapse.

The structure doesn't harm creatures within the area when it appears, and it can't be created within a crowd or in a densely populated area. Any creature inadvertently caught inside the structure when the item is activated ends up unharmed inside the complete structure and always has a clear path of escape. A creature inside the structure when the activation ends isn't harmed, and it lands harmlessly on the ground if it was on an upper level of the structure.

stunned (condition) You can't act. 446
stupefied (condition) Your can't access your full mental faculties, and you have trouble casting spells. 446
Subsist (skill action) Find food and shelter. (Society or Survival) 232
subtle (trait) A spell with the subtle trait can be cast without incantations and doesn't have obvious manifestations.
success A result on a check that equals or exceeds the DC. Exceeding the DC by 10 or more is even better—a critical success. If a stat block has no success entry, there is no effect on a success. 401
suffocating 437
summon (trait) 360
summoned (trait) 301
Support ❖ Direct your animal companion to support you. 206
Survival (skill) Travel and survive in the wild. (Wis) 246
Sustain ❖ (specialty basic action) Extend the duration of an effect that can be Sustained. 302, **419**
Sustain an Effect (exploration activity) Repeatedly Sustain an effect as you move. 439
sustained A spell with this duration can be extended with the Sustain specialty basic action. 302, 419
swap items *See also* Interact. 267–268
sweep (weapon trait) 283
Swim ❖ (skill action) Move through the water. (Athletics) 235
aquatic combat 437
swim Speed 420
Take Cover ❖ (basic action) Gain or improve cover. 418
talisman (trait) A talisman is a consumable that must be affixed to an item. GMC 263–267
target 426
spell targets 300, 302
teleportation (trait) Teleportation effects instantaneously move something from one point in space to another. Teleportation does not usually trigger reactions based on movement.
temporary Hit Points 410
temporary immunity 408
terrain 423
Thievery (skill) Steal objects and dismantle locks and other mechanisms. (Dex) 246–247
thrown (weapon trait) 283
Tiny (size) 421–422
toolkit 287
touch A spell range requiring you to touch the target. 300
Track (skill action) Follow a creature's tracks. (Survival) 246
tradition A fundamental category of magic (arcane, divine, occult, or primal). 299
trained (proficiency rank) Add your level + 2 to associated rolls and DCs. Some skill actions and many other rules require you to be trained. 8, 11, **400**
trait A keyword that conveys information about a rules element. Often a trait indicates how other rules interact with an ability, creature, item, or other rules element with that trait. Individual traits appear by name in this appendix. 11
armor traits 271–272
weapon traits 282–283
trap (trait) A hazard constructed to hinder interlopers.
travel Speed 438
Treat Disease (skill action) Remedy a disease. (Medicine, trained) 242
Treat Poison ❖ (skill action) Help a poisoned patient recover. (Medicine, trained) 242
Treat Wounds (skill action) Restore Hit Points. (Medicine, trained) 242
tremorsense (sense) Detect movement along surfaces. 433
trigger A specified event when you can use a reaction or free action. 16, **414–415**
setting spell triggers 303
trip (weapon trait) 283
Trip ❖ (skill action) Knock a creature down. (Athletics) 236
Tumble Through ❖ (skill action) Move through someone's space. (Acrobatics) 233
turn During a round in an encounter, each creature takes a single turn, typically using 3 actions. 11, **435–436**
twin (weapon trait) 283
two-hand (weapon trait) 283
unarmed (weapon trait) 283
unarmored defense 271, 273
uncommon (trait) 11
unconscious (condition) You're asleep or knocked out. 446
death, dying, and unconscious rules 410–412
undead (trait) Once living, these creatures were infused after death with void energy and soul-corrupting unholy magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by vitality energy and are healed by void energy, and don't benefit from healing vitality effects.
underwater combat 437
undetected (condition) A creature doesn't know your precise location. 434, **447**
uneven ground You must Balance to cross uneven ground. 423
unfriendly (condition) An unfriendly NPC doesn't like you. 447
unholy (trait) Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly 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. **36**, 110, 113
unique (trait) 11
unlimited A spell with this duration lasts indefinitely. 302
unnoticed (condition) A creature is unaware you're present. 434, **447**
untrained (proficiency rank) Add +0 to associated rolls and DCs. 8, 11, **400**
untyped penalty A penalty that doesn't list a type and is cumulative with other untyped penalties. 400–401
vague sense A sense that can detect an unnoticed creature but not determine its position, such as a human's sense of smell. 433
versatile (weapon trait) 283

virulent (trait) 431
visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.
vitality (damage type) 409
vitality (trait) Effects with this trait heal living creatures with energy from the Forge of Creation, deal vitality energy damage to undead, or manipulate vitality energy.
void (damage type) 409
void (trait) Effects with this trait heal undead creatures with void energy, deal void damage to living creatures, or manipulate void energy.
volley (weapon trait) 283
wall spells 303
wand (trait) A wand contains a single spell which you can cast once per day. 188, 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.
weakness Increases damage you take of a certain type. 408
weapon 275–286
critical specialization 283
weapon traits 282–283
wielding weapons 267
Will A saving throw used to resist effects targeting the mind and personality. Will modifier = Wis modifier + proficiency bonus + other bonuses + penalties. 11, **404**
Wisdom (Wis) This attribute modifier measures your awareness and intuition. 19
witch (class) 178–191
hex spells 181–182, **384–387**
multiclass archetype 222
spell lists 304–313
witch (trait) This trait indicates abilities from the witch class.
wizard (class) 192–205
arcane spell list 304–307
multiclass archetype 223
school spells 198, **387–388**
wizard (trait) This indicates abilities from the wizard class.
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 267
wounded (condition) You've returned from the brink of death but remain at risk. 447
XP (Experience Points) *See also* Experience Points 6, 29

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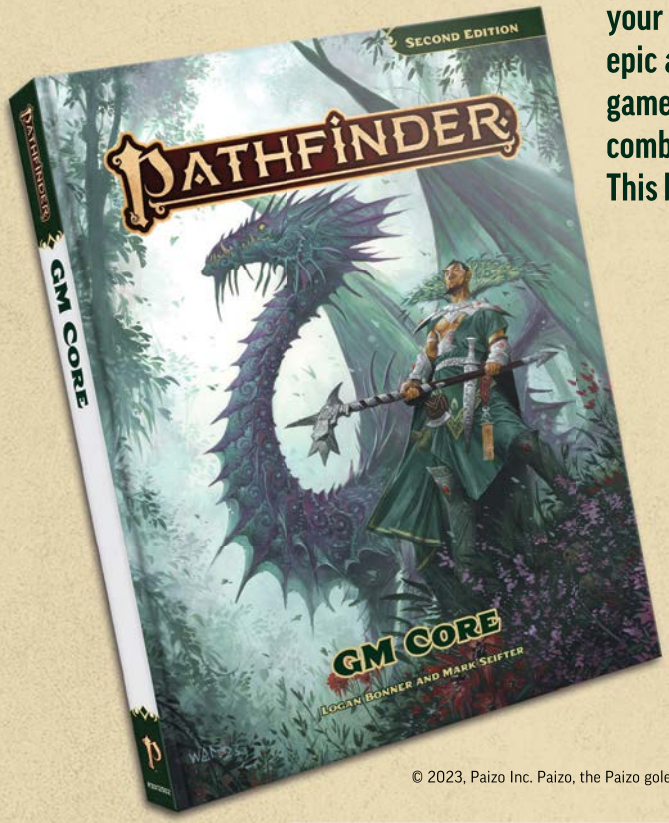
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