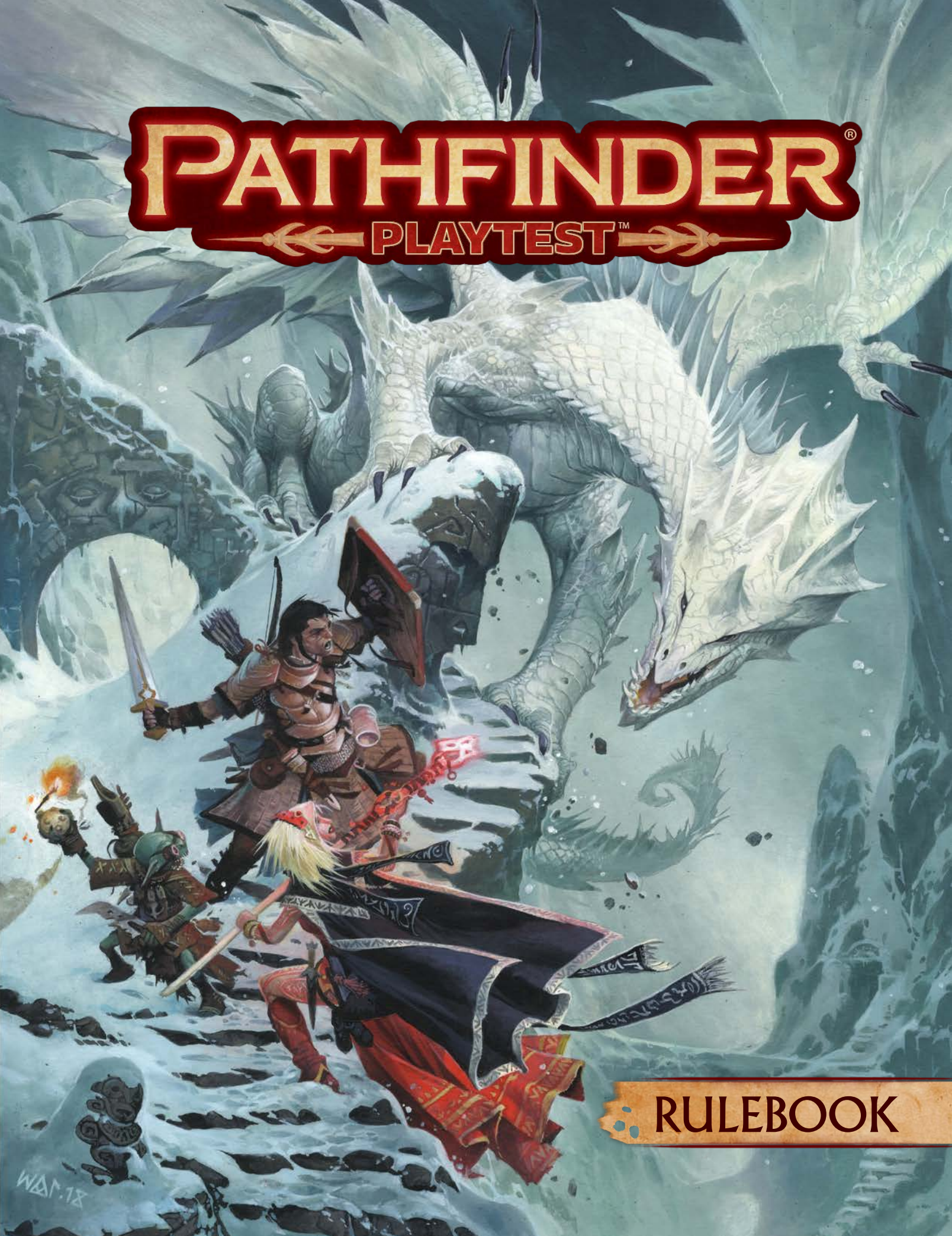

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Cover by Wayne Reynolds
Fumbus, Seoni, and Valeros battle against a terrifying white dragon in the frozen halls of the Ice Spire dungeon.

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Printed in Canada.

WELCOME TO PATHFINDER!

You hold in your hands the *Pathfinder Playtest Rulebook*—your doorway to the evolving world of the Pathfinder Roleplaying Game!

If you're new to Pathfinder, or to tabletop roleplaying games in general, we intend this book to bid you a hearty welcome into one of the greatest hobbies in the world. Using these playtest rules, you can build any kind of sword and sorcery story imaginable to explore with your friends, family, and acquaintances whose love for imagination and camaraderie matches your own. Pathfinder is a game for people of all backgrounds and life experiences to play and enjoy, and we can't wait to share our game with you and learn from your feedback.

This rulebook represents the Pathfinder Roleplaying Game's next evolution. For the past 10 years, we've worked hard to make Pathfinder a game that we could all call home, filled with robust options and supported by a rich setting. We're proud that you came with us on that journey and that you've shared your insight into what worked and what we should strive to improve. Now, we hope that you'll come with us on the next step of our adventure!

This book is the culmination of more than two years of designing and developing a new edition of Pathfinder. Our aim is to make the game easier to learn and simpler to play, while maintaining the depth of character and adventure options that has always defined Pathfinder. In this version of the game, for example, players can still build a dual-wielding ranger or an elemental-focused druid, but doing so is easier and more streamlined. Along those same lines, a lich is still the same terrifying foe that it's always been, but now Game Masters can build one to add to their stories in about half the time.

In this new edition, we have expanded the options available in the game's core rules. Alchemists are now a core class, brewing mutagens and crafting elixirs to aid in their adventures. Goblins are a core ancestry for player characters, mischievous as always but now ready to explore the world alongside more traditional heroes. We've ratcheted up the wonder of magic items, including reimagining them as truly special belongings and designing new consumables, called trinkets, as the martial counterpart to scrolls. At every turn, we've seized the opportunity to expand the game's options, but not at the cost of removing the ones you know and love.

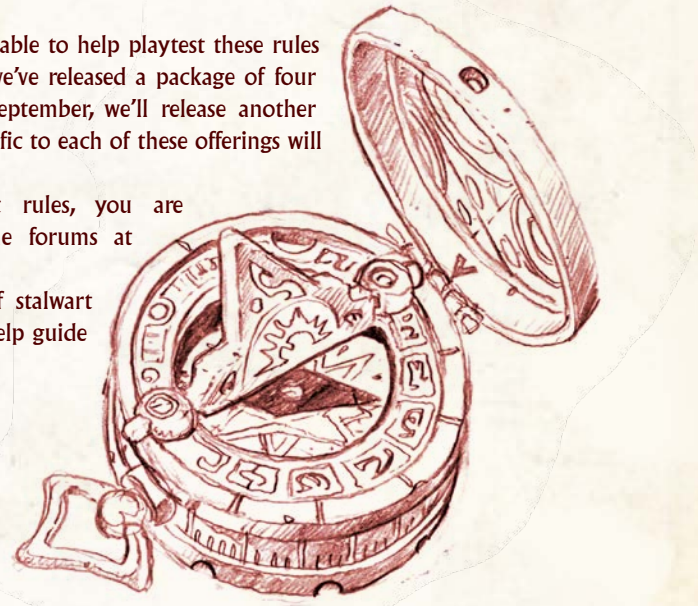
We're attempting bold strides in this new edition of the game, but it's far from finalized. This is where you come in—this book is only a playtest of the final version of the game, which we'll release in August 2019. Over the next few months, we hope you'll help us refine the game to make it even better.

We've released a playtest adventure, *Pathfinder Playtest Adventure: Doomsday Dawn*, which is available at your local game store and as a free download at **paizo.com**. Divided into seven sections, this adventure is carefully crafted to test various parts of the game. We've set up surveys specific to each part to gather your feedback about the experience. You can find links to these surveys at **paizo.com/pathfinderplaytest**. Also make sure to download the *Pathfinder Playtest Bestiary* while you're there.

There are also a number of organized play offerings available to help playtest these rules through the Pathfinder Society Roleplaying Guild. So far, we've released a package of four quests and two scenarios, all available at **paizo.com**. In September, we'll release another scenario that uses these playtest rules. Separate surveys specific to each of these offerings will gather your feedback from these experiences.

Regardless of how you interact with the playtest rules, you are welcome to submit feedback about the playtest on the forums at **paizo.com/community/forums**.

So, grab the playtest adventure and gather a group of stalwart heroes! The next evolution of Pathfinder is here. Will you help guide it into the future?



Jason Bulmahn, Director of Game Design;
Stephen Radney-MacFarland, Senior Designer;
Logan Bonner, Designer;
Mark Seifter, Designer;
and the entire team at Paizo Inc.

WHAT IS A ROLEPLAYING GAME?

Pathfinder is a tabletop adventure roleplaying game (RPG): an interactive story in which one player, the Game Master (GM), sets the scene and presents challenges, while the other players each assume the role of a sword and sorcery adventurer, called a player character (PC), and attempt to overcome those challenges. While many of these challenges come in the form of monsters, devious traps, and the machinations of adversarial agents, Pathfinder provides enough depth to create challenges in the form of political scheming, puzzle solving, interpersonal drama, and more.

The game is typically played in a group of four to seven players, with one of those players serving as the group's Game Master. The GM prepares, presents, and presides over the game's world and its story, posing challenges and playing adversaries, allies, and bystanders alike. By responding to situations according to their player characters' personalities and abilities, the players help to create the story's plot as the outcome of each scene leads into the next. Die rolls combined with preassigned statistics add an element of chance and determine whether characters succeed or fail at the actions they attempt.

You can think of an RPG as theater: the players are the actors, while the Game Master is the director. Whether you choose to play a premade adventure, such as *Pathfinder Playtest Adventure: Doomsday Dawn*, or an adventure of your own making is up to you!

The Game's Flow

Each time your group gets together to play Pathfinder, that's one game session. A complete game of Pathfinder can be as short as a single session, commonly referred to as a "one-shot," or a game can stretch on for multiple sessions in a campaign that lasts for months or even years.

A game of Pathfinder can be played for as long as the Game Master has an ongoing story she enjoys exploring and advancing with her players. As you continue to play Pathfinder, the player characters will defeat vile beasts, escape fiendish traps, and complete heroic quests. When they do, they accumulate Experience Points, often denoted as XP. Once a character reaches 1,000 XP, that character gains a level. The higher your character's level, the greater the challenges they can face in the game!

The Players

Before the game begins, players typically invent their own characters' backgrounds and personalities. While it's possible to play multiple characters at once, it's generally the most fun to have one character per player so that players can really get into their roles.

In the case of this playtest, *Doomsday Dawn* provides suggestions about the types of characters best suited to each of its parts. In some cases, the adventure requires players to create specific types of characters, though these requirements are strictly for the purposes of playtesting. In general, Pathfinder limits character concepts only to the players' imaginations and the GM's parameters.

Players use the game's rules to build their characters' numerical statistics, which determine the characters' abilities, strengths, and weaknesses. In-depth instructions for how to create a character, pointing you toward relevant rules in other chapters, appear in the Character Creation section on page 11.

During the game, the players describe the actions their characters take. Some players particularly enjoy acting (or roleplaying) the game's events as if they were their characters, while others describe their characters' actions as if narrating a story. Do whatever feels best!

Many in-game situations in Pathfinder have rules that govern how they're resolved. Chapter 9, for example, provides detailed information about the different modes of play, how to use the rules to spend actions when a fight breaks out, and much more. All of the rules that players need to play Pathfinder are found in this book. Keep in mind, though, that this is a playtest and that Pathfinder Second Edition's final rules will be published in August 2019 after we have gathered and incorporated all of your feedback.

The Game Master

While the rest of the players create their characters for a Pathfinder game, the Game Master is in charge of the story and world. The Game Master is a player, but for the sake of simplicity, she is referred to in this book and other Pathfinder products as the Game Master or GM, whereas the other players are referred to simply as players. The Game Master must detail the situations she wants the players to experience as part of an overarching story, consider how the actions of the player characters might affect her plans, and understand the rules and statistics for the challenges they will face along the way. Game Masters who use *Doomsday Dawn* will find that much of this work is addressed in the adventure, though there's nothing wrong with participating in the playtest using original adventures.

Gaming Is for All

Whether you're a player or a Game Master, participating in a tabletop roleplaying game involves an inherent social contract: everyone has gathered to have fun together, and the table is a safe space for everyone. Everyone has a right to play and enjoy Pathfinder regardless of their age, gender, race, religion, sexual orientation, or any other identities and life experiences. Pathfinder is for everyone, and Pathfinder games should be as safe, inclusive, and fun as possible for all.

Players

As a player, it is your responsibility to ensure that you are not creating or contributing to an environment that makes any other players feel uncomfortable or unwelcome,

particularly if those players are members of minority or marginalized communities that haven't always been welcome or represented in the larger gaming population. Thus, it's important to consider your character concepts and roleplaying style and avoid any approach that could cause harm to another player. A character whose concept and mannerisms are racist tropes, for example, is exceptionally harmful and works against the goal of providing fun for all. A roleplaying style in which a player or character is constantly interrupting others or treating certain players or characters with condescension is similarly unacceptable.

Furthermore, standards of respect don't vanish simply because you're playing a character in a fantasy game. For example, it's never acceptable to refer to another person using an offensive term or a slur, and doing so "in character" is just as bad as doing so directly. If your character's concept requires you act this way, that's a good sign your concept is harmful, and you have a responsibility to change it. Sometimes, you might not realize that your character concept or roleplaying style is making others feel unwelcome at the gaming table. If another player tells you that your character concept or roleplaying style makes them uncomfortable, you shouldn't argue about what they should or shouldn't find offensive or say that what you're doing is common (and therefore okay) among players or in other media. Instead, you should simply stop and make sure the game is a fun experience for everyone. After all, that's what gaming is about!

Game Masters

The role of Game Master comes with the responsibility of ensuring that none of your players violate the game's social contract, especially when playing in a public space. Be on the lookout for behavior that's inappropriate, whether intentional or inadvertent, and pay careful attention to players' body language during gameplay. If you notice a player becoming uncomfortable, you are empowered to pause the game, take it in a new direction, privately check in with your players during or after the session, or take any other action you think is appropriate to move the game toward a fun experience for everyone. That said, you should never let players who are uncomfortable with different identities or experiences derail your game. People of all identities and experiences have a right to be represented in the game, even if they're not necessarily playing at your table.

Otherwise, if a player tells you they're uncomfortable with something in the game, whether it's content you've presented as the GM or another player's actions, listen to them and take steps to ensure they can once again have fun during your game. If you're preparing written material and you find the description of a character or a situation to be inappropriate, you are fully empowered to change any details as you see fit to best suit your players. Making sure the game is fun for everyone is your biggest job!

How Do I Play?

Playing Pathfinder often involves meeting in someone's home or at a game store, but there are myriad virtual tabletop applications—special programs or web interfaces—that allow players to meet online to roll dice and move pieces virtually. Some groups even mix the two, meeting with some friends in person while having others participate virtually. There is no wrong method to play Pathfinder!

If you don't have a local group, we encourage you to seek a play-by-post game in the forums on the Paizo website at **paizo.com** or a playtest at your local Pathfinder Society Roleplaying Guild lodge. More about Pathfinder Society can be found at **paizo.com/pathfindersociety**.

Several Pathfinder playtest products are designed to help showcase the game's new rules and to provide clear avenues from which we can gather your feedback. These include this rulebook, *Doomsday Dawn*, and the *Pathfinder Playtest Bestiary*, which provides statistics for monsters, hazards, and traps to populate your game. These products are all available for free in PDF form at **paizo.com**. Additionally, you can purchase print copies of this book and other Pathfinder Playtest products at **paizo.com** or at your local gaming store.

Other supplies for the playtest are described below.

Playtesting Supplies

Each person participating in this playtest can bring their own set of the following supplies, but it's common for members of a group to share some materials, like books, pencils, and dice.

- This book.
- Pencils or other writing utensils.
- Character sheets (found on page 429 and at **paizo.com**).
- A set of polyhedral dice (see page 11 for a description of these specialized gaming dice).
- Optionally, a miniature or pawn to represent your adventuring character.

Game Master Supplies

As well as a copy of this book, writing utensils, and dice, the Game Master will need a few additional supplies:

- *Doomsday Dawn*, found at your local game store and for free at **paizo.com**.
- *Pathfinder Playtest Bestiary*, available as a free PDF download at **paizo.com**.
- Optionally, a large piece of paper or laminated mat with a battle grid of 1-inch squares to use as a visual aid for combat encounters. *Pathfinder Playtest Flip-Mat Multi-Pack* is specifically designed for the playtest adventure and is available at **paizo.com** and your local gaming store.
- Optionally, miniatures, pawns, or chits to represent the characters and monsters on the battle grid.
- Optionally, a *Pathfinder Combat Pad* to track the order of combat.

BASIC CONCEPTS

Pathfinder is a rich game full of nuance, from both a mechanical and a storytelling perspective. Here are some basic concepts that are helpful to familiarize yourself with before running or playing a game of Pathfinder.

READING THIS BOOK

Throughout this rulebook, you will see formatting standards that might look a bit unusual at first. These standards are in place to make this book easier to read. Specifically, the game's rules are set apart in this text using specialized capitalization or italicization.

The names of specific statistics, skills, feats, actions, activities, reactions, free 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 used with their rules meanings. Pathfinder also uses many terms that are typically expressed as abbreviations. If you're ever confused about a capitalized term or an abbreviation, you can always turn to the glossary or index, found on pages 420 and 424, and look it up.

If a word or a phrase is italicized, it is describing a spell or a magic item. This way, when you see the statement "he is protected by *shield*," you know that in this case the word denotes the *shield* spell, rather than a shield, the item. The descriptions of spells are found in Chapter 7, beginning on page 203, while magic items are found in Chapter 12, beginning on page 380.

This book is divided into chapters that contain information for creating a character, playing the game, and building the game's world. Many of these chapters contain lengthy rules or stat blocks. Where appropriate, the explanation of the format of these rules or stat blocks appears before them. For example, the Ancestry section of Chapter 2, which begins on page 22, contains rules entries for each of the game's six core ancestries, and an explanation of these rules appears at the beginning of the chapter.

MODES OF PLAY

There are three main modes of play in a Pathfinder game: encounter mode, exploration mode, and downtime mode. The different modes of play are discussed in more detail starting on page 290, but knowing the following basics before beginning a game is helpful.

Encounter mode is made up of rounds, during which each player in turn can spend actions to advance the group's goals, whether the party wants to sneak past a crowd or defeat some enemies. This is the most mechanically rigorous mode of play and works best when running combat or when a situation changes from moment to moment.

Exploration mode happens when the characters travel significant distances, delve into mysterious new locations, interact with nonplayer characters outside of combat or simply watch for danger. In this mode, time moves at whatever pace the GM sees fit. Players still have opportunities to affect the game world, though in a much more free-form manner. Exploration mode takes place between encounters and often sets the stage for round-by-round play.

Downtime takes place when the characters aren't facing any active threats. Downtime typically happens while the characters are within the safety and security of a settlement, and it allows them to train, employ a trade, and experience life beyond their perilous adventures.

These three modes are distinct, but the game's flow between them isn't always clear-cut. It's possible that a day that starts with downtime will involve the exploration of the city's sewage tunnels, leading the characters to the secret base of a depraved cult and then into an encounter with the cultists. The more you play the game, the more you'll see that each mode features of its own play methods, but moving from mode to mode has few hard boundaries.

ACTING AND EFFECTS

The main way that characters and their adversaries affect the world of Pathfinder is by spending actions and producing effects. This is especially the case in encounter play, where every action counts.

During encounter mode, each player character gains 3 actions and 1 reaction to use each round. Each player character can also take any number of free actions. Rules elements that describe actions, reactions, or free actions carry special symbols to indicate this, as described below.

◆ Actions

Actions start with this symbol: ◆. You can use 3 actions on your turn, in any order you see fit. When you use an action, you generate an effect. Sometimes this effect is automatic. Other times, actions necessitate that you roll a die and generate an effect based on this roll. More information about die rolling and its importance to the game is found in the Die Rolls section on page 8.

◆ Reactions

Reactions start with this symbol: ◆. Reactions are similar to actions in their effects, but are used differently. You can spend only 1 reaction per round, and only when its specific trigger is fulfilled. You can use your reaction on your turn or another character's turn, as long as the trigger is satisfied (often, the trigger is another creature's action).

◆ Free Actions

Free actions start with this symbol: ◆. Free actions follow the same trigger rules as reactions, and like reactions, you can use them on your turn or on another character's turn. Unlike with actions or reactions, you can use as many free actions per round as you like, as long as their triggers occur. However, a specific trigger can trigger only one of a character's free actions.

Activities

Activities are special tasks that you complete by spending 1 or more actions. Usually, they take 2 or more actions and let you do more than a single action would allow. All tasks that take longer than a turn are activities. Spellcasting is one of the most common activities, as most spells require you to spend several actions in a sequence to create their effects. Once you spend the last action required, your activity is complete and its effects occur. A few activities can be performed by spending a free action or a reaction, such as spells you can cast in an instant. Activities that use 2 actions start with this symbol: ◆◆. Activities that use 3 actions start with this symbol: ◆◆◆.

Format of Rules Elements

In Pathfinder, player characters use rules elements to act or in response to the situation. Many are feats, which are mechanical elements that characters can access through leveling up or making certain character creation choices. Others are more basic elements of the game to which all characters have access from the beginning of play.

Regardless of the type of game mechanic, rules elements are always presented in the following format. Entries are omitted from the game's rules text when they don't apply, so not all rules elements have all of the entries given below.

Actions, reactions, and free actions have an appropriate icon next to them to indicate their type. An activity that can be completed in a single turn has a number of icons indicating how many actions are required to complete it; activities that take more than a single turn to perform omit these icons. When a certain level is required before the element can be accessed, that level is indicated to the right of the name. Rules also often have one or more traits associated with them; for more about traits, see page 10.

◆ FEAT OR ACTION NAME **LEVEL**

Traits **Prerequisites** Any minimum ability score, feats, proficiency rank, or other prerequisites you must have before you can access this element is listed here. The element's level is always an additional prerequisite.

Frequency This is the limit on how many times you can use an ability within a certain length of time.

Cost Any extra cost of materials to use the ability (for instance, in spells that require special reagents) is listed here.

Trigger Reactions and free actions both have triggers that must be met in order to use them. The trigger is listed here.

Requirements Sometimes you must have a certain item or be in a certain circumstance to use an ability. If so, it's listed in this section.

This section describes the effects or benefits of a rules element. If the rule is an action, activity, reaction, or free action, it explains what the effect is or what you must roll to determine the effect. 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 the special section appears in a feat you can select more than once, and explains what happens when you do.

Die Rolls

Rolling dice to determine a character's success or failure at a given task is a core element of the game. Pathfinder uses a set of polyhedral dice to accomplish this; most important is the 20-sided die, often abbreviated as d20. Many rolls in Pathfinder involve rolling a d20, adding bonuses or penalties, and telling the GM the result so she can compare it to the number representing the difficult of the task. This is called a check. More about rolls, checks, bonuses, penalties, and other key elements of the game is described beginning on page 290, but the following basics are good to know:

- **Rolling high is good.** You want your roll's total to meet or exceed the threshold for success, which is called the Difficulty Class (or DC). The DC is a number chosen by the GM if you're going up against a challenge in the environment. If you're rolling against a creature, you'll instead use a DC based on one of its statistics. More about Difficulty Classes is on page 291.
- **Rolling 20 is better!** Rolling a 20 on the die means you critically succeed, which often has a greater effect than normal. You also gain a critical success if your total meets or exceeds the Difficulty Class by 10 or more. More about critical successes is on page 292.
- **Rolling 1 is bad.** When you do, you critically fail your check. This is even worse than a regular failure. You also critically fail if your total is lower than the Difficulty Class by 10 or more. More about critical failures is on page 292.

Your Difficulty Class

Often, you roll dice against a Difficulty Class determined by the GM. But when a creature or situation is testing your character's ability, it attempts a check against a Difficulty Class based on the most relevant of your character's statistics. The DC for any statistic is 10 plus all the same modifiers you'd add to a d20 roll using that statistic.

Modifiers, Bonuses, and Penalties

You can get the following types of modifiers, bonuses, and penalties on your rolls and DCs. More about modifiers, bonuses, and penalties can be found on page 290.

Ability Modifier

Almost all rolls are keyed to an ability score. Your ability modifiers are derived from your ability scores, as described on page 20. For example, a Strength of 10 gives you a +0 Strength modifier, while a Charisma of 17 gives you a +3 Charisma modifier. You add only one ability modifier to a roll.

Proficiency Modifier

For most of your statistics, your class and other character choices will give you a proficiency rank. When you make a roll, you add a proficiency modifier that depends on your level and your proficiency rank in the statistic or item you are using. You add only one proficiency modifier to a roll.

You're **untrained** if you have little or no knowledge in

the statistic or item. Your proficiency modifier is equal to your level minus 2. Unless your class or another choice you've made gives you a different rank of proficiency, you're untrained.

If you've been **trained** in the statistic or item, your proficiency modifier is equal to your level.

As an **expert**, you are highly trained in the statistic or item. Your proficiency modifier is equal to your level plus 1.

At a **master** rank, you've achieved world-class proficiency in the statistic or item. Your proficiency modifier is equal to your character level plus 2.

If you're **legendary**, your statistic or familiarity with the item is so high that you'll go down in history. Your proficiency modifier is equal to your level plus 3.

When you have a proficiency rank, you also have all lower ranks except for untrained. Thus, if you have master proficiency rank, you also have the expert and trained proficiency ranks (though you use only the highest modifier).

Bonuses and Penalties

Other bonuses and penalties come in several types. If you have more than one bonus or penalty of the same type, you use only the highest bonus or penalty.

KEY TERMS

As you navigate this book, it's helpful to be familiar with the key basic terms found in this section. For a full glossary of game terms, see page 420.

Ability Score

Each creature has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent a creature's raw potential and basic attributes. The higher the score, the greater the creature's potential in that ability score. You can learn more about ability scores on page 18.

Alignment

Alignment represents a creature's basic moral and ethical attitude. See page 16 for more details.

Ancestry

An ancestry is the broad family of people that a character or creature belongs to. Ancestry determines a character's starting Hit Points, languages, Speed, and senses, and it grants access to a set of ancestry feats.

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 typically serves as the Difficulty Class for hitting a creature with an attack. Learn more on page 16.

Attack

When a creature tries to harm another creature, it makes an attack roll against the target's Armor Class. Most attacks use the Strike action (see page 308), but some spells and other abilities are also attacks.

Class

A class represents the main adventuring profession chosen by a character. A character's class determines most of their proficiencies, grants the character a certain number of Hit Points when 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 you can act or alters some of your statistics is called a condition. These often come from spells. Some frequently occurring conditions appear on page 320.

Feat

A feat is an ability that a character gains from their ancestry, background, class, general training, or skill training. Some feats grant an action, activity, free action, or reaction.

Game Master (GM)

The Game Master is the player who adjudicates the rules and controls the various elements of the Pathfinder story and world that the other players explore. A GM's duty is to provide a fair and fun game—she wants the other players to ultimately succeed in their goals, but only after much danger and many heroic trials.

Golarion

Pathfinder is set on Golarion, a world with a rich diversity of peoples, filled with exciting locations to explore and deadly villains to challenge heroes of any level. Throughout this book there are references to Golarion, most notably in discussion of the deities that your character can choose to venerate. You can set your game in Golarion or any other world of your choosing, using these rules to create a rich setting all your own. For more information on Golarion, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and other books in the Pathfinder Campaign Setting line.

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. Learn more on page 294.

Initiative

At the start of an encounter, all creatures involved roll for initiative to determine the order the participants act during combat. The higher the result of the roll, the earlier a creature gets to act. Usually you'll use Perception for your initiative rolls, but you might roll some kind of skill check instead. Learn more on page 304.

Level
A level is a number that measures something's overall power. A character has a character level, ranging from 1 to 20, representing their level of experience. Monsters, hazards, and afflictions have levels from 0 to 20 or higher that measure the danger they pose. An item's level indicates its power and suitability as treasure, also from 0 to 20 or higher.

Spells have levels ranging from 1 to 10, which measure their power and relate to a creature's ability to cast them.

Nonplayer Character (NPC)
A nonplayer character is controlled by the GM for the purpose of interacting with players and helping advance the story.

Perception
Perception measures your character's ability to notice hidden objects or unusual situations, and it usually determines how quickly you spring into action in combat. Learn more on page 301.

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

Rarity
Nearly all elements of the game are associated with a rarity—that is, how often they're encountered in the game's world. Rarity primarily applies to equipment and magic items, but spells, feats, and other mechanical aspects of the game also each have a specific rarity.

The majority of such elements are commonly found within the world, which means that anyone can buy them, in the case of items, or access them, in the case of feats, without any trouble. The **common** rarity, marked in black, is the default.

The **uncommon** rarity indicates an element available only to those who have been initiated into a special kind of training, grow up in a certain culture, or come from a particular part of the world. A character can't take these options by default. Specific choices, such as class features or backgrounds, might give access to certain uncommon elements. The GM can grant any character access to uncommon options if she so chooses. The level (or type of element for those without levels) is marked in red.

Elements that are **rare** are practically unknown or impossible to find in the game world. These elements appear in the game only if the GM chooses to include them. Rare elements are marked in orange.

The **unique** rarity indicates an element that is one of a kind. This means that there's only one in the game's world. Artifacts, for example, are often unique. Unique elements are marked in blue (one appears in *Pathfinder Playtest Adventure: Doomsday Dawn*).

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."

Saving Throw (Save)
When a creature is subject to dangerous effects it must attempt to avoid with its body or mind, it can often roll a saving throw to mitigate the effect. You roll a saving throw automatically—you don't have to use an action or a reaction. Unlike most types of checks, the character who isn't acting rolls the d20 for a saving throw and the creature who is acting generates the DC.

There are three types of saving throws: Fortitude (to resist poisons, diseases, and physical effects), Reflex (to mitigate effects that you could quickly dodge), and Will (to resist effects that target the mind and personality). You can learn more on page 17.

Skill
A skill represents a creature's ability to perform certain tasks that require training to master. Skills typically list ways you can use them even if you're untrained in the skill, followed by uses that require you to be trained in the skill. You can learn more on page 142.

Speed
Speed is the number of feet that a character can move using the Stride action (see page 310).

Spell
Spells are magical effects generated by using an activity to cast them. Spells specify what they target, their effects, the actions needed to cast them, and how they can be resisted. Learn more on page 192.

Stride
You can move up to your Speed with the Stride action, which appears on page 308.

Strike
You use the Strike action to make an attack. You can find it on page 308.

Trait
A trait is an indicator that a rules element obeys special rules or has certain features. Often, traits have rules attached that govern how something works. Other times, they are indicators of how other rules interact with an ability, creature, item, or other rules element that has that trait. An index of all the traits used in this book appears in Appendix A: Traits on page 414.

Turn
During the course of a round, each creature takes a single turn. A creature can typically use up to 3 actions during its turn. Learn more on page 304.

CHARACTER CREATION

When you sit down to play Pathfinder as a player, the first thing you need to do is create a character whose adventures you'll explore in the game. It's up to you to imagine your character's past experiences, personality, and worldview, as these will set the stage for your roleplaying during the game. You'll use the game's mechanics to determine your character's starting capabilities at various tasks and the special abilities she can use during the game.

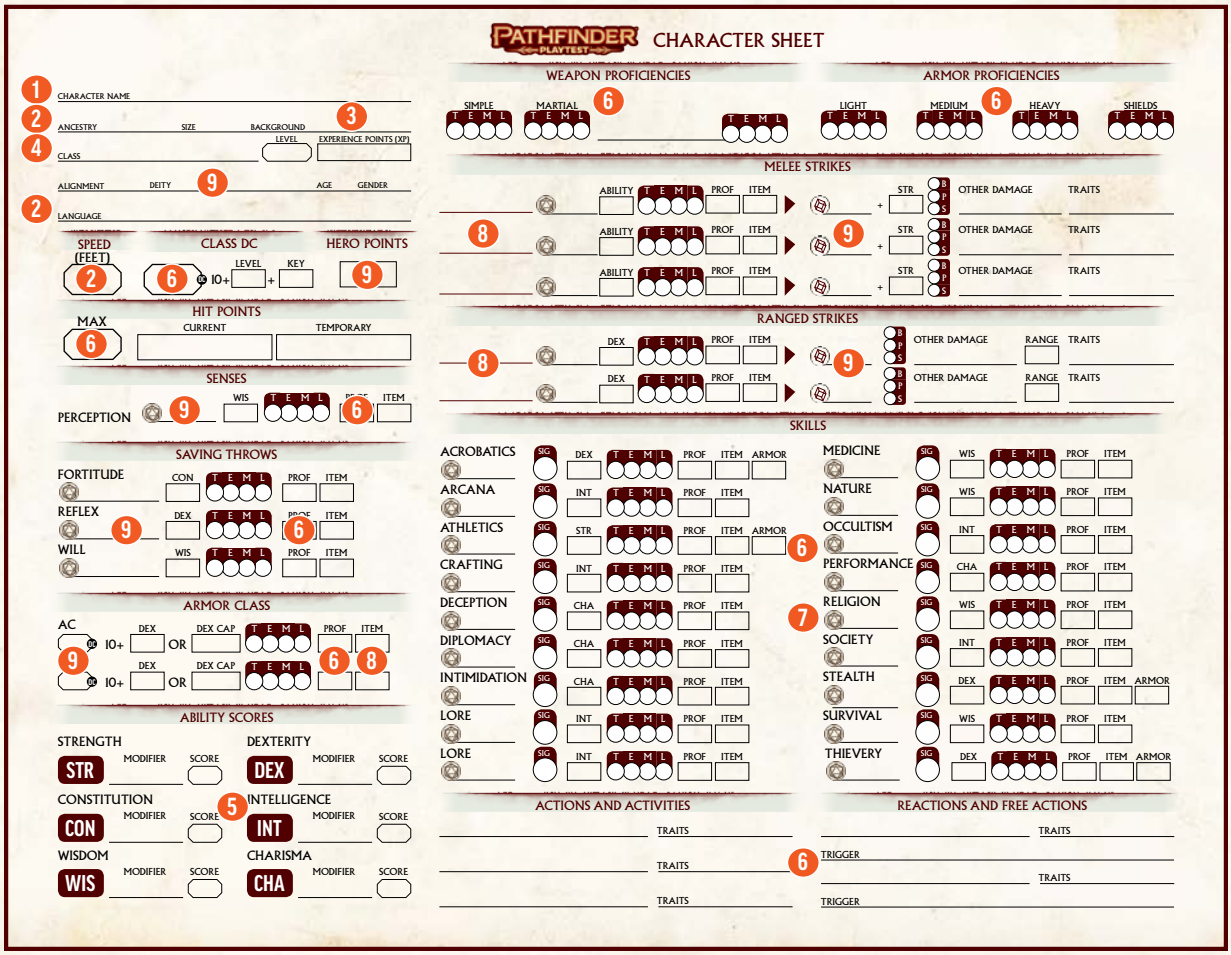
This section provides a step-by-step guide for creating a character using the Pathfinder rules. These steps are presented in a suggested order, but you should feel free to complete them in the order you prefer. In some cases, where the rules systems involved in the following steps need more explanation, they refer to sections that appear later in this chapter.

Many of the steps below instruct you to fill out fields on your character sheet (see below), but note that the character sheet is arranged for ease of use during gameplay rather than the order of steps in character creation. Additionally, the fields that appear on character sheets are comprehensive, and not all characters necessarily have something to put in each field—all characters might not have access to a reaction at 1st level, for example. If a field on your character sheet is not applicable to your character, just leave that field blank. Each step of character creation detailed on the following pages is marked with a corresponding number on the sample character sheet below to show you where to fill in information in the appropriate field. Fields that need to be filled in on the second or third page of the sheet are called out in the text.

If you're creating a higher-level character, it's a good idea to begin with these instructions before progressing to page 278 for instructions on leveling up characters.

DICE

Pathfinder requires a set of polyhedral dice. When these are mentioned in the text, they'll have a "d" followed by the number of sides of the die you're supposed to use. If you're using multiple dice, a number at the start shows how many you should roll. For example, "4d6" means you're rolling four six-sided dice. Pathfinder uses the following dice: 4-sided (d4), 6-sided (d6), 8-sided (d8), 10-sided (d10), 12-sided (d12), and 20-sided (d20).



1 DETERMINE YOUR CHARACTER'S 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 who raised this character in a majority-human city devoted to Sarenrae, the Dawnflower and goddess of the sun." During this step, it's a good idea to decide the general thrust of your character's personality, sketching out a few details about her past and thinking about how and why she adventures. You'll likely want to peruse Pathfinder's available ancestries, backgrounds, and classes. The tables on page 13 might also help you match your concept with some basic rules elements.

Below are a number of ways you could approach creating your character concept. Once you have a good idea of the type of character you'd like to play, move on to Step 2.

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 one or more of these options. Table 1–1: Ancestries and Table 1–2: Classes on page 13 give a brief overview of each option, with much more detail provided in Chapters 2 and 3, respectively. Additionally, the game has a large number of backgrounds to choose from that represent your character's upbringing, her family's livelihood, or her earliest profession. Backgrounds are detailed later in Chapter 2, beginning on page 38.

Building a character around a specific ancestry, background, or class can be a fun exercise in interacting with the world's lore. You might consider whether you'd like to build a typical member of your character's ancestry or class, as described in the relevant entry, or whether you'd prefer to play a character who defies commonly held notions about her people. For example, you could play a dwarf with a wide-eyed sense of wondrous innocence and zest for change, or a performing rogue capable of amazing acrobatic feats but with little interest in sneaking about.

Of course, you can always build a 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 also real-life societal norms. Your character might challenge binary gender notions, explore cultural identity, have a disability, have any sexual orientation, or any combination of these suggestions. Your character can live any life you see fit.

After you've figured out your character's concept and background, you can have some fun coming up with an appropriate name for character!

Faith

Perhaps you'd like to play a character who is a devout believer in the faith of a specific deity. Pathfinder is a rich world full of myriad deities whose faiths and philosophies span a wide range, 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. A full list of Pathfinder's major deities is on page 288. Your character might be so drawn to a particular faith that you decide she should be a cleric or paladin of that deity, or your character might instead simply be the child of strongly devoted parishioners, or a lay worshiper who applies her faith's teachings to daily life.

Your Allies

Before a game begins, it's always a good idea for the players to discuss how their characters might know each other and work together throughout the course of their adventures. You might even want to coordinate with the other players when forming your character concept, although you should never feel pressured into making and playing a character that doesn't interest you.

Such coordination might involve your characters' backstories, such as having them hail from the same village or creating characters who are relatives. It might also involve mechanical aspects, such as creating characters whose abilities in combat 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 provide healing. 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 restrain your decisions!

Ability Scores

One of the simplest places to start your character concept is with their ability scores. Do you want your character to be the fastest, the smartest, or the most charming? Then enhance your character's Dexterity, Intelligence, or Charisma score accordingly! See the Ability Scores section on page 18 for more about which ability scores are tied to which inherent qualities. When you build a character around having one or more strong ability scores, choose a class that has one of those as the key ability score. You may also want to choose an ancestry and a background that also boost that score, but you can always use your free ability boosts if they don't line up. When it comes time to assign your skill proficiencies, pick skills tied to your best abilities.

CHARACTER SHEET

Once you've developed your character's concept, jot a few sentences summarizing it under the Notes section on the third page. Record any of the details you've already decided, such as your character's name, on the appropriate lines on the first page, indicated on the sample character sheet by the number 1.

ANCESTRIES AND CLASSES

Each player takes a different approach to character creation; some focus on details that best fit the story, some look for combinations that synergize well mechanically, and others combine aspects of these approaches. There is no wrong way to build a character!

The following tables provide at-a-glance information for those looking to optimize their starting ability scores. For entries in Table 1–1: Ancestries that say "free," you can choose which ability score receives the provided ability boost. This table also indicates any ability flaws that an ancestry might have. You can find more about ability boosts and ability flaws in Ability Scores on page 18.

Table 1–2: Classes lists each class's key ability score—the ability score used to calculate the potency of many of their class abilities. Characters receive an ability boost in that ability score when they choose their class. This table also lists one or more secondary ability scores that can be important to members of that class.

Keep in mind that a character's background also affects her ability scores, though there's more flexibility in the ability boosts that backgrounds provide than in those from classes. For descriptions of the available backgrounds, see page 38.

TABLE 1–1: ANCESTRIES

Ancestry	Description	Ability Boosts	Ability Flaw
Dwarf	Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.	Constitution, Wisdom, Free	Charisma
Elf	Elves are a tall, slender, long-lived people whose culture peaked long ago.	Dexterity, Intelligence, Free	Constitution
Gnome	Gnomes are a short, slight, mercurial people who crave change and excitement.	Constitution, Charisma, Free	Strength
Goblin	Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.	Dexterity, Charisma, Free	Wisdom
Halfling	Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.	Dexterity, Wisdom, Free	Strength
Human*	Humans are incredibly diverse in terms of everything from their body size to their perspectives and personalities.	Free, Free	—

* Half-elf and half-orc ancestries are accessible through human ancestry feats.

TABLE 1–2: CLASSES

Class	Description	Key Ability Score*	Secondary Ability Scores
Alchemist	The alchemist throws alchemical bombs and drinks concoctions of his own making during combat.	Intelligence	Constitution, Dexterity
Barbarian	The barbarian flies into a rage on the battlefield, smashing foes with abandon.	Strength	Constitution, Dexterity
Bard	Performance and secrets of the occult enable the bard to distract foes and inspire allies.	Charisma	Constitution, Dexterity
Cleric	The cleric calls on the power of a deity to cast spells that can heal allies or harm foes.	Wisdom	Charisma, Constitution
Druid	The druid uses the natural world's magic to bolster her and her allies' strength while calling pain down upon enemies.	Wisdom	Constitution, Dexterity
Fighter	The fighter is a master of weapons, martial techniques, and powerful attack combinations.	Dexterity or Strength	Constitution
Monk	The monk spins the secrets of martial arts into dazzling displays of battlefield prowess.	Dexterity or Strength	Constitution, Wisdom
Paladin	The paladin is a champion of her deity who uses divine power to enhance her heroics and protect her allies.	Strength	Charisma, Constitution
Ranger	The ranger is a master of using his surroundings, including traps and animal allies, to harry enemies.	Dexterity or Strength	Constitution, Wisdom
Rogue	The rogue is a multitalented master of skullduggery who strikes when enemies least expect it.	Dexterity	Charisma, Constitution
Sorcerer	The sorcerer's magical might flows through her blood and manifests as fantastic spells and abilities.	Charisma	Dexterity, Constitution
Wizard	The wizard is an eminent scholar whose reservoirs of arcane knowledge power his wondrous spells and abilities.	Intelligence	Dexterity, Constitution

* Characters each receive an ability boost in their class's key ability score.

2 CHOOSE AN ANCESTRY

Your character's ancestry is one of her most important characteristics. Table 1–1: Ancestries on page 13 provides an overview of Pathfinder's core ancestry options, and each ancestry is fully detailed in Chapter 2. Ancestry affects your character's ability scores, total Hit Points, size, Speed, languages, and much more. Additionally, at 1st level, your character receives an ancestry feat that represents an ability or quality she was born with or trained in at an early age.

CHARACTER SHEET

Write your character's ancestry on the appropriate line at the top of your character sheet. Next to your ability scores, note the ability boosts and any flaw your character gains from her ancestry (ability scores are finalized during Step 5). Note the number of Hit Points she gains from her ancestry. Finally, on the appropriate lines, note your character's size, Speed, and languages. If your character's ancestry provides her with special abilities, note them in the appropriate spaces, such as darkvision in the Senses section on the first page. Note the ancestry feat your character receives in the proper section on your character sheet's second page.

3 CHOOSE A BACKGROUND

Your character's background might represent a special aptitude she's been honing since her youth, detail her upbringing, or illuminate some other aspect of her life before she became an adventurer. The available character backgrounds are described beginning on page 38. Backgrounds typically provide benefits to your character in the form of two ability boosts (one that can be applied to either of two specific ability scores, and one that is free), training in a Lore skill, and a specific skill feat.

CHARACTER SHEET

Record your character's background on the appropriate line on your character sheet. Next to your ability scores, note the ability boosts the background provides (ability scores are finalized during Step 5). Record the skill feat the background provides in the proper section on your character sheet's second page. On the first page, in the Skills section, note the Lore skill in which your character is trained by checking the "T" box next to that skill name and noting the type of Lore.

4 CHOOSE A CLASS

At this point, you need to nail down your character's class. This affords her access to a suite of heroic abilities, determines how well she can attack, and governs how easily she can shake off or avoid certain harmful effects. Chapter 3 details each of the classes available in Pathfinder, and Table 1–2: Classes on page 13 provides an overview of each class and tells you which ability scores are important when playing that class, which can help guide your choice. You don't need to note all of your character's class features yet. You simply need to know which class you want to play, which determines the ability scores that will be most important for your character.

CHARACTER SHEET

Write your character's class at the top of your character sheet, then write "1" in the box after it to indicate that you're 1st level. Next to your ability scores, note the class's key ability score and the ability boost to it that 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 6.

5 FINALIZE YOUR ABILITY SCORES

Now that you've made the main mechanical choices about your character, it's time to finalize her ability scores. These important statistics determine a wide array of your character's capabilities and consist of six values: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. As noted in other steps, your character's ancestry, background, and class all affect her ability scores. To learn how to calculate your character's ability scores, see page 19. That section also tells you how to determine your ability modifiers, which affect the calculation of many of the values on your character sheet, as described later in this section.

CHARACTER SHEET

Once you've used the Ability Scores section on page 19 to calculate your character's ability scores, record them in the Score boxes in the proper section on your character sheet's first page. Using the ability modifiers table on page 20, write your character's modifiers in this section, too.

6 APPLY YOUR CLASS

Now, record all the benefits and class features that your character receives from the class you've chosen. Your character's class determines her key ability score, affects her total Hit Points, outfits her with various initial proficiencies, provides her with signature skills, and grants her class features and feats.

To determine your character's total starting Hit Points, add together the number of Hit Points she gains from her ancestry (noted in Step 2) and the number of Hit Points she gains from her class.

Now is a good time to note the "T," "E," "M," and "L" fields that appear throughout your character sheet (standing for trained, expert, master, and legendary, respectively). These fields indicate your character's proficiency and determine which modifier your character applies to rolls and DCs when using certain mechanics. For example, if your character has a rank of trained in a given skill or ability, her modifier to rolls when using that skill or ability is equal to her level. (For more about proficiencies, see page 290.)

CHARACTER SHEET

Note your character's key ability score on your character sheet as well as her class DC, which is equal to 10 plus her key ability modifier plus her level (in this case, 1). Note her total starting Hit Points as well. Use the proficiency fields on your character sheet to note your character's initial proficiencies, including your character's proficiency ranks in Perception and saving throws. Record your character's weapon proficiencies in the appropriate section on the first page, and her armor proficiencies in the Armor Proficiencies section. Don't worry yet about finalizing any values for your character's AC, TAC, or Strikes—you'll handle that in Step 9. Indicate which skills are your character's signature skills and choose which skills your character is trained in, but don't worry about finalizing the total modifiers for your skills, either. You'll handle that in the next step.

7 DETERMINE SKILL MODIFIERS

Now that you've noted which skills are signature skills for your character and decided which skills she's trained in, it's time to calculate her skill modifiers. In the second box to the right of each skill name on your character sheet, there's an abbreviation that reminds you of the ability score tied to that skill. When you attempt checks using a skill, add the indicated ability modifier to your proficiency modifier, if any, as well as any other applicable modifiers, bonuses, and penalties, to determine the modifier for your check. Many uses of certain skills require you to have at least a proficiency rank of trained in those skills, as further described in Chapter 4.

CHARACTER SHEET

Fill the relevant ability modifier in the box to the right of each skill name. Then, for skills in which you are trained, add your proficiency modifier to your ability modifier to determine the modifier your character has for each skill roll. For the rest of your character's skills, subtract the proficiency modifier for being untrained (your level – 2) from the relevant ability modifier, and record those totals on the lines below the respective skill names. If you have any modifiers, bonuses, or penalties from feats or abilities, add them to the totals if they always apply, or note them next to the total if they apply only in certain circumstances.

8 BUY EQUIPMENT

At 1st level, your character has 150 silver pieces (sp) to spend on armor, weapons, and other basic equipment. Armor and weapons are often the most important. Your character's class lists the types of weapons and armor that she is proficient with. Her weapon determines how much damage she deals in combat, and her armor influences her Armor Class, but these calculations are covered in more detail in Step 9. Don't neglect essentials such as food and traveling gear. For more on the equipment available and how much it costs, see Chapter 6.

CHARACTER SHEET

Once you've spent your character's starting wealth, note the equipment she owns as well as any remaining gp, sp, or cp she might still have. Record your character's weapons in the Melee Strikes and Ranged Strikes sections, depending on the weapon, and the rest of her equipment and her money in the appropriate section on your character sheet's second page. You'll calculate specific numbers for her melee Strikes, AC, and TAC in Step 9.



9 Fill In the Finishing Details

Now add the following details to your character sheet on the appropriate lines.

Age

Note your character's age. 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. Your character's age is a major factor that shapes how she interacts with the world. 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 ability scores and future advancement; for instance, an old and wise character might have a higher Wisdom score, so you might want to make sure to put one of your free ability boosts in Wisdom. Particularly young characters can change the tone of some of the game's threats, so it's recommended to play characters who are at least young adults.

Alignment

Your character's alignment is an indicator of her current philosophy, behavior, or cosmic status with regard to her morality and personality tendencies. Her alignment can change in play as her beliefs change, and you realize that your character's actions reflect a different alignment than the one recorded on your character sheet. In most cases, you can just change your character's alignment to match your new discoveries about your character and continue playing. If you play a paladin, though, your character's alignment must be lawful good (see page 105), and if you play a cleric, her alignment must be one allowed for her deity (see page 70); otherwise, your character loses some of her class abilities until she atones.

There are nine possible alignments in Pathfinder, as shown on the table. If your alignment has any components other than neutral, your character gains traits based on those alignment components. This might affect the way various spells, items, and creatures interact with your character.

Your character's alignment is measured by two sets of opposed values: the axis of good and evil and the axis of law and chaos. A character who isn't committed strongly to either side is neutral on that axis. Keep in mind that alignment is a complicated subject, and even acts that might be considered good can be used for nefarious purposes, and vice versa. The GM is the final arbiter of questions about how specific actions might affect your character's alignment.

Law and Chaos

Your character has a lawful alignment if she values consistency, stability, and predictability over flexibility. Lawful characters have a set system in life, whether it's meticulously planning day-to-day activities, carefully following a set of official or unofficial laws, or strictly adhering to a code of honor.

On the other hand, if she values flexibility, creativity, and spontaneity over consistency, she has a chaotic alignment. That doesn't mean she decides her life by choosing randomly with a roll of the dice, however. Chaotic characters believe that lawful characters are too inflexible to judge each situation by its own merits or take advantage of opportunities, while lawful characters believe that chaotic characters are irresponsible and flighty.

Many characters are in the middle, generally obeying the law or following a code of conduct in many situations, but bending the rules when the situation requires it. If your character is in the middle, too, she is neutral on this axis.

Table 1–3: The Nine Alignments

	Good	Neutral	Evil
Lawful	Lawful good (LG)	Lawful neutral (NG)	Lawful evil (LE)
Neutral	Neutral good (NG)	True neutral (N)	Neutral evil (NE)
Chaotic	Chaotic good (CG)	Chaotic neutral (CN)	Chaotic evil (CE)

Good and Evil

Your character has a good alignment if she considers the happiness of others above her own and works selflessly to assist others, even those who aren't her friends and family. She is also good if she values protecting others from harm, even when it puts her in danger.

She has an evil alignment if she is willing to victimize others for her own selfish gain, and it's even more likely that she's evil if she enjoys inflicting harm or actively seeks to harm others.

If your character falls somewhere in the middle, she's likely neutral on this axis.

Armor Class (AC and TAC)

Your character has two values to represent how difficult she is to strike in combat. These are her Armor Class (AC) and her Touch Armor Class (TAC). Most attacks will be made against your character's AC, while those that need only to touch her to be effective are made against her TAC.

To calculate her AC, add 10 plus her Dexterity modifier (up to her armor's Dexterity modifier cap), plus her proficiency modifier with her armor, plus her armor's item bonus to AC and any other bonuses and penalties that always apply.

To calculate her TAC, add 10 plus her Dexterity modifier (up to her armor's Dexterity modifier cap), plus her proficiency modifier with her armor, plus her armor's item bonus to TAC and any other bonuses and penalties that always apply.

Spells or abilities that give your character a bonus or penalty to AC also give an equal bonus or penalty to TAC unless stated otherwise.

Bulk

Your character's maximum Bulk determines how much weight she can comfortably carry. If she is carrying a total amount of Bulk that equals or exceeds 5 plus her Strength modifier, she is encumbered. She cannot carry a total amount of Bulk that exceeds 10 plus her Strength modifier. Your character's current Bulk is equal to the sum of all of her items; keep in mind that every 10 light items make up 1 Bulk. For more about Bulk, see page 175.

Deity

Note the deity your character worships, if any (clerics and paladins must worship a deity). See page 288 for more about Pathfinder's deities.

Gender

Note your character's gender, if applicable. Characters of all genders are equally likely to become adventurers.

Hero Points

Your character usually begins each game session with 1 Hero Point, and can gain additional Hero Points throughout the course of the game for undertaking helpful tasks for the group or performing heroic deeds during her adventures. Your character can use Hero Points to gain certain benefits, such as staving off death, rerolling a d20, and the like. See page 300 for more about Hero Points.

Melee Strikes and Ranged Strikes

Next where you've noted your character's melee and ranged weapons, calculate her modifiers to Strikes with those weapons and how much damage her Strikes deal.

For modifiers to melee Strikes, add your character's proficiency modifier with her weapon plus her Strength modifier (unless a weapon's entry says otherwise) plus any item bonus from the weapon and any other bonuses and penalties that always apply. To the right of these lines, note how much damage her melee Strikes deal. This equals your character's weapon damage dice plus her Strength modifier.

For modifiers to ranged Strikes, add your character's proficiency modifier with her weapon plus her Dexterity modifier, plus any item bonus from her weapon and any other bonuses and penalties that always apply. To the right of these lines, note how much damage her ranged Strikes deal. For most ranged weapons, this is equal to your character's weapon damage dice. If the weapon has the thrown trait, also add her Strength modifier. If it has the propulsive trait, instead add half her Strength modifier.

Perception

Your character's Perception modifier measures how alert she is. This number is equal to her proficiency modifier in Perception plus her Wisdom modifier. For more about Perception, see page 301.

Resonance Points

Your character has a number of Resonance Points, which allow her to use magic items. Your character's total Resonance Points are equal to her Charisma modifier plus her level. On the second page, write your character's Charisma modifier and level in the appropriate fields. Her Resonance Point total goes in the fields marked Maximum and Current. For more on Resonance Points, see page 376.

Saving Throws

From time to time, your character may need to determine whether she can avoid or shake off an effect or spell. When this happens, the GM will ask you to attempt a Fortitude, Reflex, or Will saving throw, depending on the situation. For each kind of saving throw, add your character's Fortitude, Reflex, or Will proficiency modifier (as appropriate) plus the ability modifier associated with that kind of saving throw, plus add any modifiers, bonuses, or penalties from abilities, feats, or items that always apply, then record this number on the line for that 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.



ABILITY SCORES

Your character has six ability scores that represent her basic attributes and raw potential: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores each influence different aspects of your character's capabilities. As your character progresses through the game's story and increases in level, she gains ability boosts that improve her ability scores, allowing you to decide how her experiences have developed her raw capabilities.

THE SIX ABILITIES

Your ability scores are split into two main types: physical and mental. Strength, Dexterity, and Constitution are physical ability scores and measure your character's physical power, agility, and stamina. Intelligence, Wisdom, and Charisma are mental ability scores and measure your character's learned prowess, reasoning, and force of personality.

Strength

Strength measures your character's physical power. Strength is important if your character plans to engage in the hand-to-hand fighting of melee combat. Fighters, monks, paladins, and rangers all benefit from having a high Strength score. Strength also determines how much Bulk your character can carry (see page 175).

Dexterity

Dexterity measures your character's agility, balance, and reflexes. Dexterity is important if your character plans to use stealth to surprise foes or to make attacks with ranged weapons. Rogues in particular benefit from having a high Dexterity score, as do rangers and some fighters and monks. A high Dexterity score allows your character to reduce or avoid attacks and magical effects that can be dodged or outright evaded, such as dragon's breath.

Constitution

Constitution measures your character's health and stamina. Constitution is an important statistic for all characters, especially those who fight in close combat. Fighters, monks, paladins, rangers, and rogues particularly benefit from a solid Constitution score. Additionally, Constitution grants characters extra Hit Points and makes them more resistant against poison and disease.

Intelligence

Intelligence measures how well your character can learn and reason. Intelligence is a vital statistic if your character is an alchemist or a wizard, since these classes use complicated formulas or spell notations when using their abilities. A high Intelligence score allows your character to perceive and understand patterns, and to pick up skills that can serve her during her adventuring career.

Wisdom

Wisdom measures your character's common sense, awareness, and intuition. Wisdom helps you understand religion and nature, and is a crucial statistic for clerics and druids. A high Wisdom score can help your character shake off mental spells and effects. Additionally, Wisdom affects your character's Perception modifier, which measures how well she observes and identifies threats or curiosities among her surroundings.

Charisma

This score measures your character's strength of personality, personal magnetism, and ability to influence the thoughts and moods of others. Charisma is an important statistic for bards and sorcerers, and it grants benefits to clerics and paladins. Charisma also determines your character's Resonance Points (see page 376).

GENERATING ABILITY SCORES

When you're ready to calculate your character's ability scores, follow the steps below. Your character's ability scores each start at 10, and then you'll apply the ability boosts and flaw she receives from her ancestry, background, and class, plus four free ability boosts she receives at 1st level. This process allows you to customize your character.

Ability Boosts

An ability boost is a one-time increase to a single ability score. Typically, an ability boost increases an ability score's value by 2. However, if the ability score to which you're applying an ability boost is 18 or higher, its value increases by only 1. At 1st level, a character can never have any ability score that's higher than 18.

When your character receives an ability boost, the rules indicate whether it must be applied to a specific ability score or one of two scores, or whether it is a "free" ability boost that can be applied to any ability score of your choice. When you gain multiple ability boosts at the same time, you must apply each one to a different score. So, for example, if your character is a dwarf, she receives an ability boost to her Constitution score, her Wisdom score, and one free ability boost, which can be applied to any score other than Constitution or Wisdom.

When your character advances to 5th, 10th, 15th, and 20th levels, she receives ability boosts in four different ability scores. These function similarly to the ability boosts she receives at 1st level, but she is free to use them to increase her ability scores above 18. Keep in mind that once an ability score is 18 or higher, an ability boost increases the value of that score by only 1.

Ability Flaws

Ability flaws are not nearly as common in Pathfinder as are ability boosts. If your character has an ability flaw—likely from her ancestry—it means she decreases that ability score by 2 during Step 1 on page 19.

STEP-BY-STEP INSTRUCTIONS

The following instructions will help you calculate your character's ability scores at 1st level. You'll start with a value of 10 in each ability score, then make adjustments for your character's ancestry ability boosts and ability flaws. This is followed by adding two ability boosts from her background and four free ability boosts at 1st level. Finally, she will receive one ability boost to her key ability score from her class. After determining all of her ability boosts, record the ability scores you've generated on your character sheet. For information about modifying your character's ability scores as she gains levels, see Ability Boosts on page 18 or the Ability Boosts sections of each class entry in Chapter 3.

Step 1: Start with 10

On your character sheet (see pages 429-431) or a piece of scratch paper, write down all six abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability starts with a score of 10.

Str 10, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

Step 2: Ancestry Ability Boosts and Flaws

Now apply the ability boosts that your character's ancestry provides. Most ancestries provide ability boosts to two specific ability scores and another free ability boost. (Humans are an exception—they receive two free ability boosts instead.) When you apply these ability boosts, keep in mind that you must apply each one to a different score.

Then, apply the ability flaw your character's ancestry requires, if any. An ability flaw reduces that ability score by 2. You can apply your free ability boost to that score to bring your score back to 10.

For example, let's say you're making a human character, and you want her to be a fighter. Human characters receive two free ability boosts, and you want to make a fighter who bashes skulls and can take a beating. For that, you'll want a good Strength and Constitution. Remember that you can't apply multiple ability boosts from the same source to a score at a time, so you couldn't have a Strength score of 14 quite yet. After the ancestry step, your ability scores might look like this:

Str *12*, **Dex** 10, **Con** *12*, **Int** 10, **Wis** 10, **Cha** 10

As a second example, if you were making a dwarven fighter, you'd receive ability boosts to Constitution and Wisdom, plus one free ability boost, but you'd have an ability flaw in Charisma. Your ability scores would start out like this:

Str *12*, **Dex** 10, **Con** *12*, **Int** 10, **Wis** *12*, **Cha** *8*

OPTIONAL: VOLUNTARY FLAWS

Sometimes, it's fun to play a character with a major flaw even if you're not playing an ancestry that automatically starts with one. If you want to reduce any ability scores for your character below what they would normally start at, that's fine—playing a brutish barbarian with an Intelligence score of 6 or a sickly wizard with a Constitution score of 4 could allow for some fun roleplaying opportunities—but you don't get any benefit from taking on these voluntary flaws. Beware of making your scores so low that your character can't keep up with the party!



Step 3: Two Background Ability Boosts

Once you've applied your character's ability boosts and ability flaw, if any, from her ancestry, it's time to apply her ability boosts from her background. (Descriptions of Pathfinder's character backgrounds begin on page 38.) The background you choose gives your character two ability boosts. Usually, this consists of one free ability boost and one ability boost limited to certain choices by the background.

Let's say you want your human fighter to have been a hardworking farmhand in her past. The farmhand background says your character gets an ability boost that must be applied to either Constitution or Wisdom. You want your fighter to be hardy, so you pick Constitution. Next, for your character's free ability boost, you decide to keep increasing her Strength. Now your ability scores are the following:

Str *14*, **Dex** 10, **Con** *14*, **Int** 10, **Wis** 10, **Cha** 10

If you were making the dwarven fighter we mentioned earlier into a farmhand, you'd instead have these scores:

Str *14*, **Dex** 10, **Con** *14*, **Int** 10, **Wis** 12, **Cha** 8

Step 4: Four Free Ability Boosts

After you've chosen your character's ancestry and background, you have four free ability boosts you can assign to her ability scores as you see fit. These represent your character's variety of experiences growing up before she became an adventurer.

Let's take the sample human fighter from above. We know you want your fighter to be strong, so you decide to spend one of this step's free ability boosts on Strength. Dexterity is important for defense, so you put one into Dexterity. You want to keep making your fighter tough, so you apply an ability boost to Constitution, too. Wisdom affects your defense against most mental magic, and since a strong, tough fighter is the last person you want controlled by some evil wizard, you decide to put your last ability boost into Wisdom. After the four ability boosts, your ability scores look like this:

Str *16*, **Dex** *12*, **Con** *16*, **Int** 10, **Wis** *12*, **Cha** 10

Let's examine how this step might play out for the dwarven fighter mentioned above. You decide you'll have fun roleplaying an uncharismatic character, so you stick with the 8 in Charisma. You apply the ability boosts to Strength, Dexterity, Constitution, and Wisdom, just like the human fighter. Your ability scores now look like this:

Str *16*, **Dex** *12*, **Con** *16*, **Int** 10, **Wis** *14*, **Cha** 8

Step 5: One Class Ability Boost

Finally, your choice of your character's class will give you one ability boost in a score that's important to your class's abilities. This ability score is called your class's key ability. Most of the class write-ups in Chapter 3 indicate a specific score you apply this ability boost to when you choose that class, but some let you select from one or two choices.

Because our sample character is a fighter, you get to choose Strength or Dexterity for your character's class ability boost. Your character's Dexterity isn't doing so hot, and it might be a liability, but you don't want to miss out on having a Strength score of 18, so that's where you put your final ability boost. If you're really worried about your Dexterity, you could go back and reassign an ancestry ability boost from Constitution to Dexterity, or change your background to one that allows Strength or Dexterity as a choice. Assuming you stick with your burly character, though, your ability scores look like this:

Str *18*, **Dex** 12, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Our dwarf picks Strength, too:

Str *18*, **Dex** 12, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Step 6: Record Ability Scores and Modifiers

Once you've determined your ability scores, write them down in the appropriate boxes on your character sheet. You'll then want to reference Table 1–4: Ability Modifiers below to determine the ability modifier tied to each of your ability scores. Record this ability modifier in the box just to the left of each ability score. If you ever need to calculate an ability modifier on the fly, it's a fairly easy formula: simply subtract 10 from the ability score, then divide the result by two (rounding down).

TABLE 1–4: ABILITY MODIFIERS

Ability Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24	+7

OPTIONAL: ROLLING ABILITY SCORES

The standard method of generating ability scores described earlier in this section works great if you want to create a perfectly customized, balanced character. But your GM may decide to inject a little randomness into character creation and elect to let dice decide what kind of character the players are going to play. In this case, you can use this alternative method to generate your ability scores. Be warned—the same randomness that makes this system fun also allows it to sometimes create characters that are significantly more (or less) powerful than the standard ability score system does or other Pathfinder rules assume. If your GM opts for rolling ability scores, follow these alternative steps.

17s and 18s

If you reach a 17 or 18 in an ability score, you're still limited to the cap of 18 in any ability score at level 1. This might mean a step will require you to put an ability boost into an ability that would raise it above the cap. When this happens, you can put the ability boost into another score instead, or you can put it into a 17 and lose the excess increase.

For instance, if you rolled a 17 for Constitution and were creating a dwarf, you could apply your dwarf's racial Constitution ability boost to your Strength of 14 instead. You could still apply it to Constitution anyway, making it an 18, but you'd lose the long-term benefits you would have gained if you'd applied it to a lower score.

Step-by-Step Instructions

Step 1: Roll Base Ability Scores

Roll four six-sided dice (4d6) and discard the lowest die result. Add the three remaining results together and record the sum on a piece of scratch paper. Repeat this process until you've generated six such values.

Step 2: Assign Values to Ability Scores

Pick which of these values will become each of your ability scores. For example, let's again assume you are creating a fighter that's both strong and tough, and you have received the following values from rolling:

17, 14, 13, 11, 9, 9

You assign them to your ability scores as follows. At this stage, the human and dwarven fighters would have the same scores.

Str 17, **Dex** 13, **Con** 14, **Int** 9, **Wis** 11, **Cha** 9

Step 3: Apply Ancestry Ability Boosts and Flaws

Next you apply the ability boosts your character gains from her ancestry, but she receives one fewer free ability boost than normal. If your character's ancestry has any ability flaws, you apply those at this point, as well. Our human fighter would have only one free ability boost using this method. After putting the ability boost into Dexterity, your ability scores would look like this:

Str 17, **Dex** ***15***, **Con** 14, **Int** 9, **Wis** 11, **Cha** 9

Our dwarf would get two ability boosts (instead of three), which must go into Constitution and Wisdom. She does not receive a free ability boost, but she must still reduce her Charisma by 2 because of her ability flaw. The adjusted scores would be as follows:

Str 17, **Dex** 13, **Con** ***16***, **Int** 9, **Wis** ***13***, **Cha** ***7***

Step 4: Apply Background Ability Boost

With the rolling method of ability score generation, your character loses the free ability boost from her background. You can still boost your human farmhand's Constitution or Wisdom score. Selecting Constitution, the human farmhand would have these scores:

Str 17, **Dex** 15, **Con** ***16***, **Int** 9, **Wis** 11, **Cha** 9

The dwarven farmhand would have these scores:

Str 17, **Dex** 13, **Con** ***18***, **Int** 9, **Wis** 13, **Cha** 7

Step 5: Record Ability Scores

In the rolling method, you don't get free ability boosts or an ability boost from your class. Write down your scores and modifiers, just as you would if you had used the standard method of generating ability scores described earlier in this section.

ANCESTRIES AND BACKGROUNDS

Your character's heritage determines which of the world's many peoples she calls her own, whether it's diverse humans, insular but vivacious elves, traditionalist and family-focused dwarves, or any of the other groups of people that call Golarion home. Both her heritage and her experiences as a youth might be key parts of her identity, and they likely shape how she sees the world and her place in it.

The player character ancestries presented in this book are dwarves, elves, gnomes, goblins, halflings, and humans (including the half-human groups of half-elves and half-orcs). These ancestries are each detailed on the following pages of this chapter.

Your character also has a background that represents the training or environments she experienced as a youth. This could include time spent working as an acrobat, a barkeep, or a farmhand, or an upbringing like that of a noble, a nomad, or a scholar. Your character's background affords her extra ability boosts as well as other benefits, such as a feat and training in one Lore skill. The list of character backgrounds begins on page 38 in this chapter.

A character has one ancestry and one background, both of which you select during character creation. Once chosen, your ancestry and background can't be changed.

READING ANCESTRY ENTRIES

The details of each ancestry are provided on the following pages. Each entry begins with an overview of the ancestry, examining its culture and place in the world. This is followed by rules elements you need to know to build a character of that ancestry, including ability boosts and ability flaws, Hit Points, size, Speed, languages, and other special rules. The entries then list the ancestry feats you can select as your character increases in level.

Each ancestry detailed in this chapter follows the format described below.

Overview

Each entry begins with a brief introduction to the ancestry, examining its place on Golarion. This is followed by a section that provides the broad physical characteristics associated with an ancestry's members and background information about the ancestry's culture as a whole. This section also gives you a sense of the ancestry's history on Golarion, providing insight to personality types or viewpoints that are common among members of that ancestry. Of course, you can always play a character whose personality and motivations run far afield of typical members of her ancestry.

Rules

This section includes all of the mechanical details you need to play a character of a given ancestry.

Hit Points

This tells you how many Hit Points your character gains from her ancestry at 1st level. When you determine your starting Hit Points, you will add your character's Constitution modifier and the Hit Points provided by her class to this number. For more information about calculating Hit Points, see Apply Your Class on page 14.

Size

This tells you the physical size of members of your character's ancestry. Most ancestries are Medium, which corresponds roughly to the height and weight range of a human adult. Some ancestries are Small, which corresponds to a height and weight range roughly half that of a Medium creature. For more information about size, see page 313.

Speed

This entry designates how far a member of your character's ancestry can move each time she spends an action (such as Stride) to do so. Many ancestries' Speed is 25 feet, though some are slower or faster.

Ability Boosts

This lists the ability scores to which you apply ability boosts when creating a character of this ancestry. Most ancestries provide ability boosts to two specific ability scores, plus a free ability boost that you can apply to any other ability score of your choice.

For more about ability boosts and applying them during character creation, see page 18.

Ability Flaw

This lists the ability score to which you apply an ability flaw when creating a character of this ancestry. Most ancestries, with the exception of humans, include an ability flaw.

For more about ability flaws and applying them during character creation, see page 18.

Languages and Bonus Languages

This tells you the languages that members of your character's ancestry speak at 1st level, as well as a list of additional languages common among members of that ancestry. If your character's Intelligence score is 14 or higher at 1st level, you can select one of the bonus languages from this list for your character to speak in addition to her ancestry language or languages. Additionally, your character might use sign language. More information about languages, including sign language, can be found on page 40.

Traits

This lists the mechanical indicators, called traits, that apply to all members of your character's ancestry. Traits your character gains through her ancestry often don't convey any mechanical benefit, but they are important for determining how certain spells, effects, and other aspects of the game interact with your character. For more about traits, see page 414.

Special Abilities

This section presents the abilities, characteristics, senses, and other unique qualities that members of each ancestry manifest. Some ancestries do not have any special rules, in which case this section is absent.

Ancestry Feats

This section presents ancestry feats, which allow you to customize your character. You gain your first ancestry feat at 1st level, and another at 5th level, 9th level, 13th level, and 17th level, as indicated in the class advancement table in the descriptions of each class (see page 42).

Some of the feats in this section are marked with symbols that denote how you can use them during play. Full rules for actions, activities, free actions, and reactions can be found on page 296.

Ancestry feats list a number on the same line as the feat's name, indicating the minimum level your character must be to select the feat. In most cases, ancestry feats are labeled with "Feat 1," meaning that your character can select the feat at 1st level or anytime you gain an ancestry feat thereafter. Ancestry feats also sometimes list prerequisites—these are additional requirements that your character must fulfill before she can select that feat.

All ancestry feats have a trait that indicates which ancestry they belong to.

Heritage Feats

Ancestry feats that have the heritage trait are feats that your character can select only at 1st level. Unlike with other feats, you cannot retrain your character to learn a heritage feat or exchange a heritage feat for one that was selected at 1st level. Your character can never have more than one heritage feat.

Adventurers

This section includes some suggested backgrounds and classes that are popular among members of each ancestry. Cultural proclivities and inherent abilities inform these common choices, but they certainly don't define them, nor do all members of any given ancestry adhere to any of these norms. Ultimately, you should create a character from a concept that excites you!



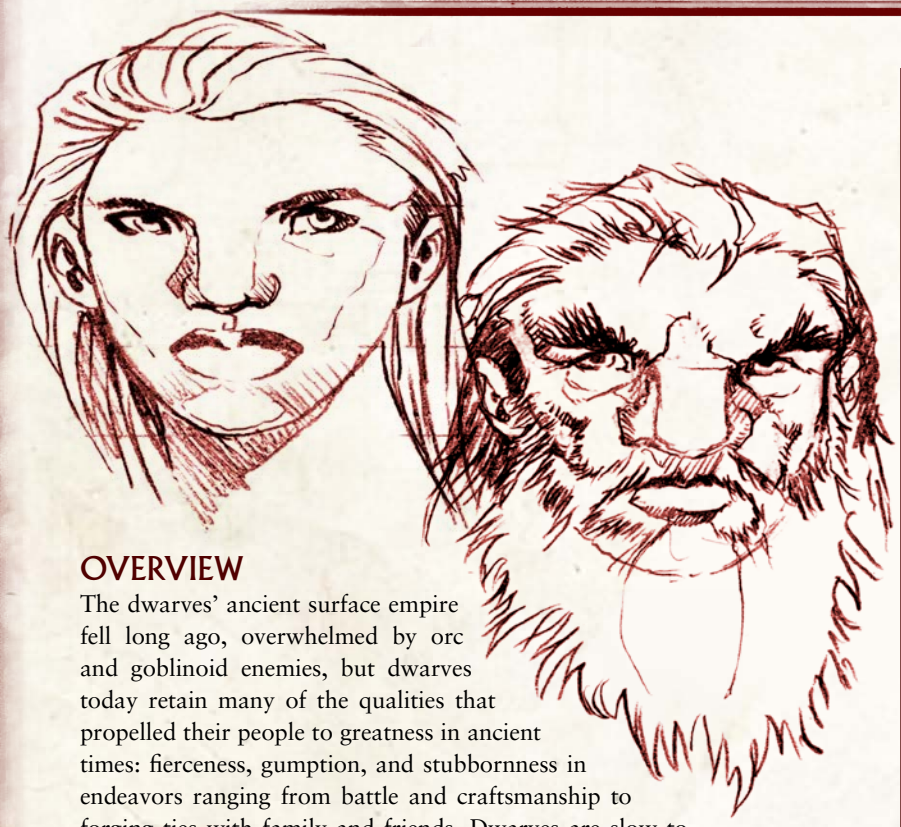
Playing Half-Elves and Half-Orcs

Playing a half-elf or a half-orc requires building your character as a human and then, at 1st level, selecting the Half-Elf ancestry feat or the Half-Orc ancestry feat, as appropriate. This ancestry feat grants you access to elf and half-elf or orc and half-orc ancestry feats, respectively, in addition to human ancestry feats.

DWARF

Dwarven lore tells epic tales of the short, stocky people's long-ago pilgrimage from their Darklands home to the surface—a journey they undertook at the behest of a prophet of the god of dwarvenkind. The people reached their destination and built magnificent fortifications they came to call Sky Citadels, and many dwarves remain ensconced within these and other ancestral homes to this day. Given the dwarves' harrowing history, their reputation as a stoic and stern people is well earned.

HIT POINTS 10 | SIZE Medium | SPEED 20 feet



OVERVIEW

The dwarves' ancient surface empire fell long ago, overwhelmed by orc and goblinoid enemies, but dwarves today retain many of the qualities that propelled their people to greatness in ancient times: fierceness, gumption, and stubbornness in endeavors ranging from battle and craftsmanship to forging ties with family and friends. Dwarves are slow to trust people who are not their kin—a tendency that traces to their history of bloody conflict with foes such as giants, orcs, and the horrors of the deeps. Trust from a dwarf is hard won, but as strong as iron.

These sturdy people stand about a foot shorter than most humans. Long hair is often a source of pride among them, particularly when braided into intricate patterns. Men are typically broader than women, and many men take pride in their long beards. Dwarves typically reach physical adulthood around the age of 25 and can live to around 350 years old.

The distance between dwarven mountain citadels creates vast cultural divides, but many dwarves share a common passion for architecture, gem cutting, metalwork, mining, and stonework. Dwarves revere honor, justice, and the traditions of their clans and kingdoms. Few dwarves are seen without a clan dagger, a weapon forged just before an individual dwarf's birth and bearing the gemstone of the clan. Torag, the god of dwarvenkind, is a favored dwarven deity.

Ability Boosts

Constitution
Wisdom
Free

Ability Flaw

Charisma

Languages

Common
Dwarf

Bonus Languages

At 1st level, if your Intelligence score is 14 or higher, you can also select one of the following languages: Giant, Gnome, Goblin, Orc, Terran, or Undercommon.

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.

Unburdened

If your Speed would be reduced by armor you wear or the encumbered condition, you ignore 5 feet of that reduction.

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 dwarf, you select from among the following ancestry feats.

ANCESTRAL HATRED — FEAT 1

Dwarf

You have shaped your hatred of ancestral dwarven foes into a powerful weapon. Choose two of the following creature traits: derro, duergar, giant, or orc. You gain a +1 circumstance bonus to damage rolls against creatures with one of the chosen traits. If a creature with a chosen trait critically succeeds at an attack against you, this bonus increases to +4 against that creature for 1 minute.

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

ANCIENT'S BLOOD — FEAT 1

Dwarf Heritage

Trigger You attempt a saving throw against a magical effect.

Your ancestors' innate resistance to magic has manifested in you. You gain a +2 circumstance bonus to the triggering saving throw.

Special Your resistance hampers your connection to magic items. Reduce your total Resonance Points by 2 (minimum 0). For more information about Resonance Points, see page 376.

BOULDER ROLL — FEAT 5

Dwarf

Prerequisites Mountain Roots (see below)

Your dwarven build allows you to push foes around. 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 to block your Step by rolling a Fortitude saving throw against your Athletics DC. If the foe attempts this saving throw, regardless of the saving throw's result, the creature takes bludgeoning damage equal to your level plus your Strength modifier.

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.

GIANT BANE — FEAT 1

Dwarf

Your squat stature and your hatred for giantkind give you an edge when fighting them. You gain a +1 circumstance bonus to your Armor Class against giants; Fortitude and Reflex DCs against giants' attempts to Disarm, Grapple, Shove, or Trip you; Survival checks to track giants; Perception checks to notice giants; and Stealth checks to avoid being noticed by giants.

HARDY — FEAT 1

Dwarf Heritage

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

DWARVEN ADVENTURERS

Some backgrounds are particularly suitable for dwarves. You might consider the acolyte background if you have religious leanings, the nomad background if you've traveled far from home, or the warrior background if you were raised to defend a dwarven community. The barkeep, blacksmith, farmhand, and merchant backgrounds also speak to the dwarven way of life.

Dwarves excel at many of the martial classes, such as barbarian, fighter, monk, and ranger, but they also make excellent clerics and druids.

MOUNTAIN ROOTS — FEAT 1

Dwarf

You can plant your feet on the ground to become nearly immovable. You gain a +2 circumstance bonus to your Fortitude or Reflex DC whenever anyone attempts to Shove or Trip you. This bonus also applies to saves against spells or effects that attempt to knock you prone. In addition, if any ability or effect would force you to move 10 feet or more in any direction, you are moved only half the distance.

ROCK RUNNER — FEAT 1

Dwarf

Your innate connection to stone makes you adept at moving across uneven surfaces. When you take the Step action, you can ignore difficult terrain caused by uneven ground made of stone and earth. In addition, when you use the Acrobatics skill to Balance (see page 144) on narrow surfaces or uneven ground made of stone or earth, you aren't flat-footed, and you treat a success on the Acrobatics check as if it were a critical success.

STONECUNNING — FEAT 1

Dwarf

You have a knack for noticing inconsistencies and craftsmanship techniques in the stonework around you. You 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 inside of stone.

If you aren't using the Seek action (see page 308) or searching, the GM rolls a secret check without the bonus and with a –2 circumstance penalty for you to notice unusual stonework anyway (in such cases, this feat takes on the secret trait).

WEAPON CUNNING (DWARF) — FEAT 5

Dwarf

Prerequisites Weapon Familiarity (Dwarf)

Whenever you critically hit using a weapon of the axe, hammer, or pick group, you apply the weapon's critical specialization effect.

WEAPON FAMILIARITY (DWARF) — FEAT 1

Dwarf

Your kin have instilled in you an affinity for hard-hitting weapons, and you prefer them to more elegant arms. You are trained with the battleaxe, pick, and warhammer.

In addition, you gain access to all uncommon dwarf weapons. For the purpose of proficiencies, you treat martial dwarf weapons as simple weapons and exotic dwarf weapons as martial weapons. More about weapons can be found on page 178.

ELF

Elven culture is deep, rich, and on the decline. Their society peaked millennia ago, long before they fled Golarion to escape the calamity of Earthfall. Returning to a changed land, the elves have struggled to reclaim their ancestral homes, most notably from the terrible demons that have invaded parts of their homeland. Remnants of great elven settlements lie scattered across the Inner Sea region, and even their ancestral lands contain long-forgotten ruins and artifacts alongside newer structures.

HIT POINTS 6 | SIZE Medium | SPEED 30 feet





OVERVIEW

Elves combine an otherworldly grace, sharp intellect, and mysterious charm in a way that is practically magnetic to members of other ancestries. They are often voraciously intellectual, though they fill their long years with complicated pedagogies that most shorter-lived peoples find inefficient. Elves also hold notoriously long grudges against their rivals, but these antagonistic relationships can sometimes blossom into friendship over time.

Elves are generally taller than humans, and they have a fragile grace accentuated with long facial features and sharply pointed ears. Broad pupils fill their wide eyes, giving elves an alien look and allowing them to see sharply even in very little light. Elves typically reach physical adulthood around the age of 20 (though they're considered by other elves to be fully emotionally mature at close to the end of their first century), and they can live to around 600 years old.

Elves subtly and deeply attune 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 are often emotional and capricious, yet they also value kindness and beauty. They prefer deities who share their love of all things mystic and artistic—Desna and Shelyn are particular favorites. Calistria is the most notorious of elven deities, as she represents many of the elven ideals taken to the extreme.

Ability Boosts

Dexterity
Intelligence
Free

Ability Flaw

Constitution

Languages

Common
Elven

Bonus Languages

At 1st level, if your Intelligence score is 14 or higher, you can also select one of the following languages: Celestial, Draconic, Gnoll, Gnomish, Goblin, Orcish, or Sylvan.

Traits

Elf
Humanoid

Low-Light Vision

You can see in dim light as though it were bright light.

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 an elf, you select from among the following ancestry feats.

AGELESS PATIENCE — FEAT 1

Elf

You move at a pace born from longevity that might infuriate your shorter-lived comrades but enhances your thoroughness. You can spend twice as much downtime as usual on a downtime activity to receive a +2 circumstance bonus to all checks related to that downtime activity. For more about downtime, see page 318.

ANCESTRAL LONGEVITY — FEAT 1

Elf

You have accumulated a vast array of lived knowledge over your long life. During your daily preparations (see page 317), you can reflect upon your life experiences to become trained in one skill of your choice. This proficiency lasts until you prepare again. More about skills and proficiency can be found on page 142.

DEMON SKIRMISHER — FEAT 1

Elf

You have served in the fight to reclaim your homeland from demons, and thus you have learned to mitigate those fiends' strengths and amplify their weaknesses. Your attacks treat demons' resistances as if they were 1 lower and demons' weaknesses as if they were 1 higher. If you use the Stride action on your turn, you instead treat demons' resistances as 2 lower and their weaknesses as 2 higher until the end of your turn.

FORLORN — FEAT 1

Elf

Watching your friends age and die fills you with moroseness that girds you against harmful emotions. You gain a +1 circumstance bonus to saves against emotion effects. If you succeed at a saving throw against an emotion effect, treat it as a critical success instead.

KEEN HEARING — FEAT 1

Elf Heritage

Your ears are finely tuned to even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense unseen creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to sense unseen creatures within 30 feet that you can hear with a Seek action.

NIMBLE — FEAT 1

Elf

Your reflexes and lithe muscles are tightly honed. Your Speed increases by 5 feet. Additionally, when you use the Stride action, you can ignore difficult terrain in one square during that move.

OTHERWORLDLY MAGIC — FEAT 1

Elf

Choose one cantrip from the arcane spell list (see page 199). You can cast this cantrip as an innate arcane spell at will. The cantrip is heightened to a spell level equal to half your level rounded up. You can learn more about spells on page 192.

UNWAVERING MIEN — FEAT 1

Elf

Your mystic control and meditation allow you to resist external influences upon your consciousness. When you would be confused, frightened, or stupefied for at least 2 rounds, reduce the duration by 1 round.

You still require natural sleep, but you are immune to effects that would cause you to fall asleep. This protects only against the asleep condition, not against other forms of falling unconscious.

WEAPON ELEGANCE (ELF) — FEAT 5

Elf

Prerequisites Weapon Familiarity (Elf)

You are attuned to the weapons of your elf ancestors and are particularly deadly when using them. Whenever you critically hit using a weapon of the bow or sword group, you apply the weapon's critical specialization effect.

WEAPON FAMILIARITY (ELF) — FEAT 1

Elf

You favor bows and elegant weapons. You are trained with longbows, composite longbows, longswords, rapiers, shortbows, and composite shortbows.

In addition, you gain access to all uncommon elf weapons. For the purpose of proficiencies, you treat martial elf weapons as simple weapons and exotic elf weapons as martial weapons. More about weapons can be found on page 178.

ELVEN ADVENTURERS

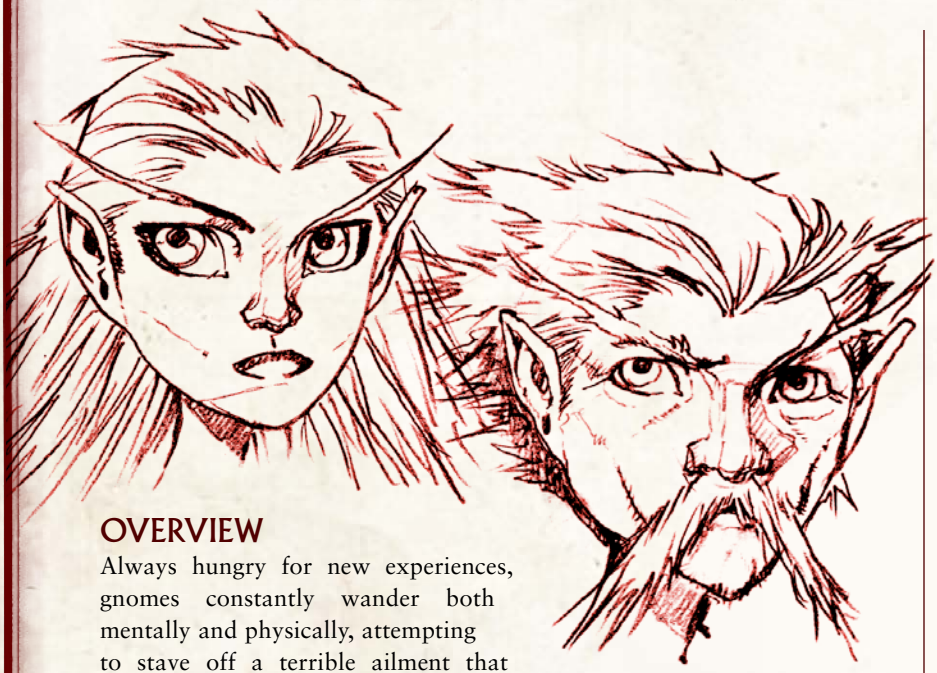
Some background options are particularly suitable for elves. Look to the hunter background if you were raised in the wilderness, the noble background if you grew up in the court, or the scholar background if you pursued a life in academia. In addition, the acrobat, entertainer, and scout backgrounds all make good fits for an elf.

When selecting a class, consider selecting ranger or rogue, both of which take advantage of elves' inherently dexterous nature. You might also consider being an alchemist or wizard, both of which speak to elves' natural intellectual curiosity.

GNOME

Long ago, early gnome ancestors migrated from the First World, realm of the fey. While it's unclear why the first gnomes wandered to Golarion, their origin manifests in modern gnomes' bizarre reasoning, eccentricity, obsessive tendencies, and what some see as naivete. These qualities are further reflected in their physical characteristics, such as spindly limbs, brightly colored hair, and childlike and extremely expressive facial features that further reflect their otherworldly origins.

HIT POINTS 8 | SIZE Small | SPEED 20 feet



Ability Boosts
Constitution
Charisma
Free

Ability Flaw
Strength

Languages
Common
Gnomish
Sylvan

Bonus Languages
At 1st level, if your Intelligence score is 14 or higher, you can also select one of the following languages: Draconic, Dwarven, Elven, Goblin, Jotun, or Orcish.

Traits
Gnome
Humanoid

Low-Light Vision
You can see in dim light as though it were bright light.

OVERVIEW

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—the Bleaching—strikes gnomes who fail to dream, innovate, and take in new experiences as their progenitors did every hour of every day in the First World. The Bleaching slowly drains the literal color from gnomes, and it plunges the affected into states of deep depression that eventually claim their lives. Only a very few gnomes survive this scourge, becoming deeply morose and wise survivors known as bleachlings.

Most gnomes stand just over 3 feet tall and weigh little more than a young human child. Gnomes reach physical adulthood around the age of 18, though many retain a childlike curiosity even into adulthood. Gnomes rarely live longer than 400 years.

Though they all trace their ancestry to the First World, gnomes otherwise have little culture they point to as their own. Instead, gnomes tend to pick and choose cultural practices of the region in which they live. Gnomes claim no nation in its entirety, and as a people they wouldn't know what to do with such a state if one existed. Most gnomes consider adventure not a choice but a necessity, and gnome adventurers often collect mementos during their travels that allow them to relive their most exciting stories.

Gnomes eschew order, and therefore most worship deities who value individuality and nature, such as Cayden Cailean, Desna, Gozreh, and Shelyn.

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.

ANIMAL ACCOMPLICE — FEAT 1

Gnome

A rapport develops between you and an animal, which becomes magically bonded to you. You gain a familiar (see page 287). The type of animal is up to you, but most gnomes choose animals with a burrow Speed.

ANIMAL SPEAKER — FEAT 1

Gnome

You recognize the chittering of ground creatures as a language of its own. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that have a burrow Speed, such as badgers, ground squirrels, moles, and prairie dogs. The GM determines which animals count for this ability.

ANIMAL WHISPERER — FEAT 5

Gnome

Prerequisites Animal Speaker

You hear the sounds of animals as conversations instead of unintelligent noise. You can speak to all animals, not just animals with a burrow Speed. You gain a +1 circumstance bonus on Diplomacy checks to Make an Impression on animals.

DISCERNING SMELL — FEAT 1

Gnome Heritage

You can smell and taste all sorts of exotic flavors that are too nuanced for a human palate. You gain a +2 circumstance bonus to sense an unseen creature that is close enough for you to smell (typically within 30 feet, though halve the distance if you are upwind and double the distance if you are downwind). For more information about senses, see page 301.

FEY FELLOWSHIP — FEAT 1

Gnome

Your fey origins afford you a warmer reception from creatures of the First World as well as tools to foil their tricks. Against fey creatures, you gain a +1 circumstance bonus to Diplomacy checks, Perception checks, and saving throws.

FIRST WORLD MAGIC — FEAT 1

Gnome

Choose one cantrip from the primal spell list (see page 201). You can cast this spell as an innate primal spell at will. The cantrip is heightened to a spell level equal to half your level rounded up. For more information about spells, see page 192.

ILLUSION SENSE — FEAT 1

Gnome

Your ancestors spent their days cloaked and cradled in illusions, and sensing this magic is second nature to you. You gain a +1 circumstance bonus to Perception checks and Will saves against illusions. When you come within 10 feet of an illusion that can be disbelieved, you can attempt a single Perception check to disbelieve it, even without spending an action to interact with it in some way. For more about disbelieving illusions, see page 194.

GNOME ADVENTURERS

Some background options make particularly good choices for gnomes. Consider the entertainer background if you grew up in front of a crowd, the merchant background if you were raised in a family business, or the nomad background if you traveled from place to place with your kin. In addition, the animal whisperer, barkeep, and farmhand backgrounds are all applicable to the gnome lifestyle.

When deciding on a class, note that gnomes' connection to the natural world makes them suitable rangers or druids. While gnomes are not often physically strong, they are often gifted with magic, especially magic that originates from the First World, making them excellent bards and sorcerers.

OBSESSIVE — FEAT 1

Gnome

You might have a flighty nature, but when a topic captures your attention, you dive into it headfirst. Pick a category of the Lore skill. You are trained in that skill. At 2nd level you become an expert, at 7th level you become a master, and at 15th level you become legendary.

WEAPON FAMILIARITY (GNOME) — FEAT 1

Gnome

You favor unusual weapons tied to your people, such as blades with curved and unusual shapes. You are trained with glaives and kukris.

In addition, you gain access to all uncommon gnome weapons. For the purpose of proficiencies, you treat martial gnome weapons as simple weapons and exotic gnome weapons as martial weapons. For more information about weapons, see page 178.

WEAPON INNOVATOR (GNOME) — FEAT 5

Gnome

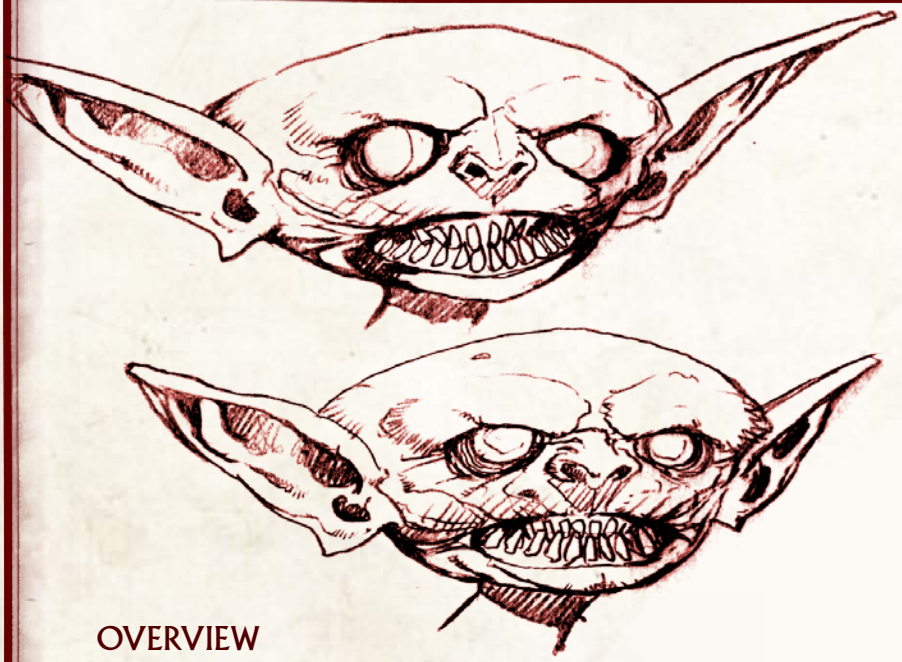
Prerequisites Weapon Familiarity (Gnome)

You produce outstanding results when wielding unusual weapons. Whenever you critically hit using a glaive, kukri, or gnome weapon, you apply the weapon's critical specialization effect.

GOBLIN

It's been almost 20 years since the end of the Goblinblood Wars that scorched the Chitterwood, forcing dozens of tribes into hiding. Now with new threats rising up, the many tribal elders have put aside their reckless ways in the hope of forging alliances that give them a chance at survival. While many have stayed to protect their homelands, others have become refugees, with some traveling to Absalom in search of a home that might offer them sanctuary in a world that does not trust them.

HIT POINTS 6 | SIZE Small | SPEED 25 feet



OVERVIEW

Even those goblins who break from their destructive past often subtly perpetuate some of the qualities that have been tied to the creatures for millennia. Goblins tend to flock to strong leaders, fiercely protecting those companions who have protected them from physical harm or offered a sympathetic ear when they learn of the goblins' woes. Some goblins remain deeply fascinated with fire, or fearlessly devour a meal that might turn others' stomachs. Others are endless tinkerers and view their companions' trash simply as components of gadgets yet to be made. Occasionally, fellow adventurers find these proclivities unsettling or odd, but more often than not, goblins' friends consider these qualities endearing.

Though goblins' culture has splintered radically, their reputation across the Inner Sea region has changed little. As such, goblins who travel to larger cities are frequently subjected to derision, and as a result many goblins work twice as hard at proving their worth. Those who befriend a goblin quickly learn that while a goblin's friendship might include all manners of pranks, such fun comes from a place of true acceptance—something that a goblin does not give freely.

Goblins reach adolescence by the age of 3 and adulthood 4 or 5 years later. In theory, goblins could live 50 years or more, but without anyone to protect them from each other or themselves, few live past 20 years of age. Goblins typically stand about 3 feet tall, with skin colors that range from green to gray to blue. Goblin adventurers typically worship Cayden Cailean.

Ability Boosts

Dexterity
Charisma
Free

Ability Flaw

Wisdom

Languages

Common
Goblin

Bonus Languages

At 1st level, if your Intelligence score is 14 or higher, you can also select one of the following languages: Draconic, Dwarven, Gnoll, Gnomish, Halfling, or Orcish.

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.

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 choose from among the following ancestry feats.

BURN IT — FEAT 1

Goblin

Fire fascinates you. Your spells and alchemical items that deal fire damage gain a conditional bonus to damage equal to half the spell's level or the item's level (minimum 1). You also gain a +1 conditional bonus to any persistent fire damage you deal, whether it's from a spell or not.

CITY SCAVENGER — FEAT 1

Goblin

You know that the greatest treasures often look like refuse, and you scoff at those who throw away perfectly good scraps. You can attempt a Survival check to search for food and supplies and to subsist in a city as well as in the wild. When you do, you gain a +1 circumstance bonus to your Survival check.

EAT ANYTHING — FEAT 1

Goblin

You are comfortable subsisting on food that most folks would consider spoiled. You gain a +2 circumstance bonus to saving throws against toxins and against gaining the sick condition, but only if it resulted from something you ate. You can eat and drink things when you have the sick condition.

FLAME HEART — FEAT 1

Goblin Heritage

As a result of either a childhood accident with flames or an ongoing fascination with fire, your skin has thickened, protecting you against burning. You gain resistance to fire equal to half your level (minimum 1), and your flat check to remove persistent fire damage (see page 323) is DC 15 instead of DC 20 without requiring an action to reduce the DC.

JUNK TINKER — FEAT 1

Goblin

You can make useful tools out of even the most twisted or rusted scraps. You can craft ordinary items, including weapons but not armor, out of junk. This costs one-quarter the usual amount for a standard-quality item but always results in an item of poor quality. You take only a –1 item penalty when using poor-quality items you crafted. For more information about crafting items, see page 147.

RAZOR TEETH — FEAT 1

Goblin Heritage

Your teeth are formidable weapons. You gain a jaws unarmed attack that deals 1d6 piercing damage. For more information about unarmed attacks, see page 178.

ROUGH RIDER — FEAT 1

Goblin

Any creature that will bear your weight can become your loyal steed, and you know how to coax even the strangest beasts into service. You gain the Ride feat, even if you don't meet the prerequisites. You gain a +1 circumstance bonus to Nature checks to Handle a goblin dog or wolf mount. For more about the Nature skill, see page 152.

GOBLIN ADVENTURERS

Some backgrounds make particularly good choices for goblins. Consider the criminal background if you came from a lawless tribe, the entertainer background if you made a living performing for an audience, or the street urchin background if you were raised in poverty. In addition, the acrobat, gladiator, and hunter backgrounds also make sense for a goblin.

When it is time to select a class, consider playing an alchemist, since many goblins love fire, or a bard, since many goblins love songs. As scrappy survivors, goblins are often rogues who dart about the shadows, though their natural charismatic nature also draws them to the pursuit of magical classes such as sorcerer.

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 (see page 158).

In addition, if you critically succeed at a Stealth check against a creature and then attack that creature, your target remains flat-footed during your attack. The GM doesn't reveal that your Stealth check resulted in a critical success until you declare your attack.

WEAPON FAMILIARITY (GOBLIN) — 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 are trained with the dogslicer and horsechopper.

In addition, you gain access to all uncommon goblin weapons. For the purpose of proficiencies, you treat martial goblin weapons as simple weapons and exotic goblin weapons as martial weapons. For more information about weapons, see page 178.

WEAPON FRENZY (GOBLIN) — FEAT 5

Goblin

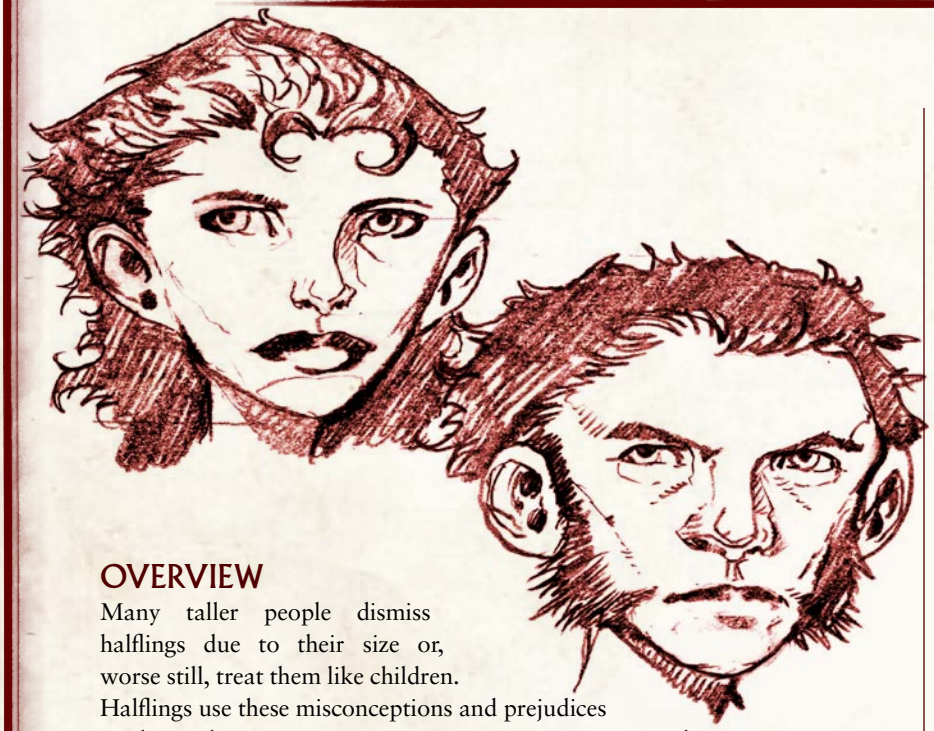
Prerequisites Weapon Familiarity (Goblin)

You can wield your people's weapons of choice as well as any elf brandishes a longsword or dwarf swings a warhammer. Whenever you critically hit using a goblin weapon, you apply the weapon's critical specialization effect.

HALFLING

Claiming no place as their own, halflings control few settlements larger than villages. Instead, they frequently live among humans within the walls of larger cities, carving out small communities alongside other tall-folk. Many halflings lead perfectly fulfilling lives in the shadows of their larger neighbors, while others prefer a nomadic existence, traveling the world and taking advantage of opportunities and adventures as they come.

HIT POINTS 6 | SIZE Small | SPEED 25 feet



Ability Boosts
Dexterity
Wisdom
Free

Ability Flaw
Strength

Languages
Common
Halfling

Bonus Languages
At 1st level, if your Intelligence score is 14 or higher, you can also select one of the following languages: Dwarven, Elven, Gnomish, or Goblin.

Traits
Halfling
Humanoid

OVERVIEW

Many taller people dismiss halflings due to their size or, worse still, treat them like children. Halflings use these misconceptions and prejudices to their advantage, gaining access to opportunities and performing deeds of daring mischief or heroism. A halfling's curiosity is tempered with caution, often leading to narrow escapes.

Despite their jovial and friendly nature, halflings don't naturally tend to congregate together. They have no cultural homeland, and they instead weave themselves throughout the world's societies. Halflings usually dwell among humans within the walls of cities, eking out whatever livings they can, many performing menial labor or simple service jobs. Some halflings reject such a life, instead turning to the open road, 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.

Halflings rarely grow to more than 3 feet in height. Tufts of hair warm the tops of their broad, tanned feet, and they prefer to walk barefoot. Halflings typically reach physical adulthood at the age of 20. A typical halfling can live to around 150 years old. Halflings are loyal to their friends and family, but they are not afraid to do what needs to be done in order to survive. Halflings favor gods that either grant luck, such as Desna, or encourage guile, like Norgorber, and many appreciate Cayden Cailean's role as a liberator.

Halflings' wanderlust and opportunism make them ideal adventurers, and one popular superstition even claims that traveling with a halfling is good luck.

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 choose from among the following ancestry feats.

ATTENTIVE — FEAT 1

Halfling

Your communal lifestyle causes you to notice when those around you act out of character. You gain a +2 circumstance bonus to Perception checks when using the Seek action to notice enchanted or possessed characters.

If you aren't Seeking, the GM rolls a secret check anyway, with a –2 circumstance penalty, for you to notice the enchantment or possession.

DISTRACTING SHADOWS — FEAT 1

Halfling

You've learned to use larger folk 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 (see page 158).

KEEN EYES — FEAT 1

Halfling Heritage

Your eyes are sharp, and your other senses are similarly attuned to your surroundings. When you attack an opponent that is concealed from you or sensed by you, reduce the flat check DC you need to hit that creature to 3 for concealed or 9 for sensed. You gain a +2 circumstance bonus when using the Seek action to sense unseen creatures within 30 feet.

LUCKY HALFLING — 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's true. You can reroll the triggering check or saving throw and take the better of the two results.

PLUCKY — FEAT 1

Halfling

You are easily able to ward off attempts to play on your fears and emotions. If you succeed at a saving throw against an emotion or fear effect, treat your result as a critical success instead of a success.

SURE-FOOTED — FEAT 1

Halfling

If you succeed at an Acrobatics check to Balance or an Athletics check to Climb, you get a critical success instead of a success. You're not flat-footed when you attempt to Balance or Climb. For more about these skills and their uses, see pages 144 and 146, respectively.

TITAN SLINGER — FEAT 1

Halfling

You have learned how to use your sling to fell big creatures. You gain a +1 circumstance bonus to damage rolls with slings against Large or larger creatures. This bonus increases to +2 on critical hits (and then doubles on a critical hit as normal).

HALFLING ADVENTURERS

Some backgrounds make particularly good choices for halflings. You might consider the acrobat background if you were raised in a troupe, the entertainer background if you had to perform to pay for a meal, or the street urchin background if you grew up in poverty. In addition, the barkeep, criminal, and laborer backgrounds all make good fits for halflings.

When choosing a class, note that halflings make great clerics and rogues due to their natural proclivities, but many also become skilled monks or rangers.

UNFETTERED — FEAT 1

Halfling

Trigger You roll an Acrobatics check to Escape, an Athletics check to Break a Grapple, or a saving throw against an effect that would entangle or grab you, or you use your Fortitude DC to resist a Grapple.

You were forced into service as a laborer, either pressed into indenture or shackled by the evils of slavery, but you've since escaped and have trained to ensure you'll never labor against your will again. You gain a +2 circumstance bonus to the triggering check or your Fortitude DC.

WEAPON FAMILIARITY (HALFLING) — FEAT 1

Halfling

You favor traditional halfling weapons. You are trained with slings, sling staves, and shortswords.

In addition, you gain access to all uncommon halfling weapons. For the purpose of proficiencies, you treat martial halfling weapons as simple weapons and exotic halfling weapons as martial weapons. For more information about weapons, see page 178.

WEAPON TRICKSTER (HALFLING) — FEAT 5

Halfling

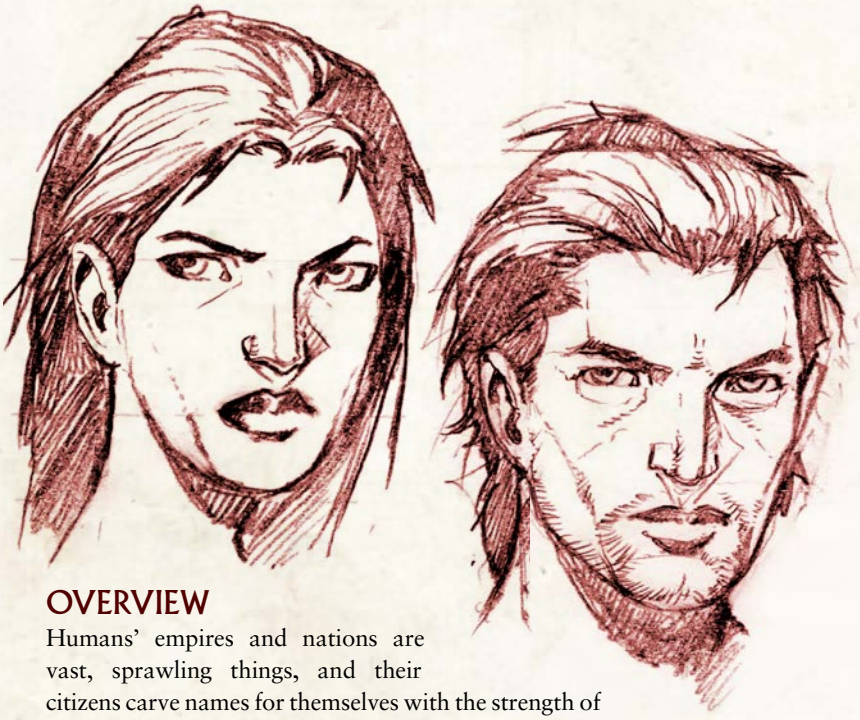
Prerequisites Weapon Familiarity (Halfling)

You are particularly adept at fighting with your people's favored weapons. Whenever you critically succeed at an attack roll using a weapon of the sling group, a shortsword, or a halfling weapon, you apply the weapon's critical specialization effect.

HUMAN

As unpredictable and varied as any the peoples on Golarion, humans have the exceptional drive and 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.

HIT POINTS 8 | SIZE Medium | SPEED 25 feet



Ability Boosts
Free
Free

Languages
Common
One additional language, selected from those to which you have access

Bonus Languages
At 1st level, if your Intelligence score is 14 or higher, you can also select one of the languages from the list of common languages on page 40 or from other languages you have access to.

Traits
Human
Humanoid

OVERVIEW

Humans' 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 both diverse and tumultuous, running the gamut from cruel to kind, from sinister to saintlike. And while humans build large nation states and free cities alike, many of them venture forth to explore, leaving their homes to map uncharted realms, search for long-lost treasure, or lead mighty armies to conquer their neighbors for no better reason than because they can.

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

Humans typically reach physical adulthood at the age of 18. A typical human can live to be around 90 years old. Humans often intermarry with other peoples, giving rise to children who bear traits of both parents. The most notable half-humans are half-elves and half-orcs. Humans worship a wide range of gods and practice many different religions.

For many humans, adventuring serves as a means to an end, whether that end is accumulating wealth, striving for acclaim, increasing in social status, or uncovering arcane knowledge and power.

ETHNICITIES

A variety of human ethnic groups make up the populace of the continents bordering Golarion's Inner Sea. Many of these groups have origins on distant lands, but the realms of the Inner Sea region have diverse populations drawn from across the globe. Human characters can be from any of these ethnicities, regardless of where they call home.

Characters from these ethnicities speak Common if they come from the Inner Sea region, and some ethnicities give access to an uncommon language (see page 40).

Garundi

Garundi span the nations of northern Garund along the shores of the Inner Sea, and their clans are known for strength and empathy, treating their neighbors with compassion and respect. Their skin tones often range from dark brown to beige, and their tendency toward tall heights, broad shoulders, and high cheekbones makes them stand out. Garundi have access to the Osiriani language.

Keleshite

Tracing their origins to the Keleshite Empire in the deserts to the east, Keleshites carry a sense of the empire's superiority with them. They value boldness, wit, and luxuries. They commonly have black hair, brown eyes, and dark- to cool-brown skin. Fashions tend to incorporate loose, flowing fabrics and headdresses and turbans. Keleshites have access to the Kelish language.

Kellid

In the frozen mountains and tundra of the far north, Kellids live hard lives to survive the threats of the wild. They distrust magic, relying on skill and physical might when hunting and fighting. They are typically a brawny and dark-haired people. Their white skin is typically deeply tanned, and their eyes are often black, blue, or gray. They bear their scars with pride, and many wear animal furs and bone fetishes. Kellids have access to the Hallit language.

Mwangi

Spread across the vast continent of Garund, from the sweltering deserts in the north to the dense jungles of the Mwangi Expanse, the Mwangi people are divided into four diverse subgroups: the Bekyar, the Bonuwat, the Mauxi, and the Zenj. Mwangi's skin tones range from black to dark brown to ocher, and they have black or dark brown hair. Mwangi have access to the Mwangi language.

Nidalese

Nidalese hail from a culture that escaped destruction during the cataclysm of Earthfall, when a swarm of meteoroids carved out the Inner Sea. The ancient Nidalese pledged fealty to an evil shadow god to achieve salvation, and the grip of Zon-Kuthon has forever tainted these people since. Nidalese tend toward gray, ashy skin tones, with white, gray, or black hair. Nidalese have access to the Shadowtongue language.

Shoanti

The Shoanti tribes were long ago pushed out of lush territory into the harsh badlands of the Storval Plateau in the nation of Varisia. Stalwart and tenacious, they remain oath-sworn to some day retake what they've lost. Their skin tones typically range from sepia to russet, and they're easily identified by their shaved heads and traditional tattoos. Shoanti have access to the Shoanti language.

Taldan

Taldans, renowned as artisans, scholars, and soldiers, also have a reputation for self-importance and dismissiveness. The empire of Taldor once spanned almost half of the northern continent of Avistan, and it remains one of the oldest nations in the region despite its much diminished stature. Taldans often have brown hair, pale-white to deep-bronze skin, and green or gray eyes. Their native language, Taldane, is so widespread that it is also called Common.

Tian

Few in number in the Inner Sea region, Tians originally come from myriad nations in Tian Xia, a continent on the opposite side of the world. They tend to be shorter and slighter than people of other ethnicities, and they typically have dark hair. Their body types and skin tones vary greatly, as "Tian" is in fact a general term describing several ethnicities. Tians have access to the Tien language.

Ulfen

The coastal raiders of the Ulfen clans are skilled sailors and bodyguards. They're often tall, with fair to pale skin and blond, light-brown, or red hair. Prideful of their appearance, they groom extensively and dress in furs, horn, and ivory. Ulfen have access to the Skald language.

Varisian

Varisians historically favor a nomadic life of roving caravans, but today many settle into a less transient lifestyle in places like Ustalav and their namesake frontier nation. Their skin tones typically range from tawny beige to khaki. They have a wide variety of hair colors from platinum to red to brown, and their large, expressive eyes range into even rarer colors like violet or gold. Varisians have access to the Varisian language.

Vudrani

Though the empire of Vudra is far to the east, it has a foothold in the Inner Sea on the island of Jalmeray. Vudrani culture is based on the perception of a soul's progression along a path of reincarnation toward enlightenment, making a dedication to self-improvement a hallmark of Vudrani culture. Vudrani typically have dark eyes and skin tones that run from umber to tawny. Their hair is often black and ranges in thickness and texture. Piercings, jewelry, and makeup are common adornments among Vudrani. Vudrani have access to the Vudrani language.

HALF-ELVES

A half-elf is born to an elf and a human, or to two half-elves. The life of a half-elf can be difficult, marked by a struggle to fit in. Half-elves don't have their own homeland on Golarion, nor are populations of half-elves particularly tied to one another, since they often have very disparate human and elven heritages. Instead, most half-elves attempt to find acceptance in either human or elven settlements.

Half-elves often appear primarily human, with subtly pointed ears and a taller stature than most full-blooded humans. Half-elves lack the almost alien eyes of their elf parents, though they do carry a natural presence—and often a striking beauty—that leads many to become artists or entertainers. Despite this innate appeal, many half-elves have difficulty forming lasting bonds with humans or elves due to the disconnection they feel from both peoples as a whole.

Half-elves live longer than other humans, often reaching an age around 150 years. This causes some of them to fear friendship and romance with humans, knowing that they'll likely outlive their companions.

Playing a Half-Elf

You can create a half-elf character by selecting the Half-Elf human ancestry feat at 1st level. This gives you access to elf and half-elf ancestry feats in addition to human ancestry feats, from which you can select ancestry feats at a later level.

HALF-ORCS

A half-orc is the offspring of a human and an orc, or in some cases, the offspring of two half-orcs. Because some bigoted humans see orcs as more akin to creatures than people, they sometimes hate and fear half-orcs simply due to their lineage. This commonly pushes half-orcs to the margins of society, where some find work in drudgery or as mercenaries, and others tragically fall into crime or cruelty. Many who can't stand the indignities heaped on them in human society find a home among their orc kin or trek out into the wilderness to live in peace.

Humans often assume half-orcs are unintelligent or uncivilized, and half-orcs rarely find acceptance among societies with a large concentration of such folk. To an orc tribe, a half-orc is considered intelligent enough to make a good war leader but weaker than the other orcs. Consequently, many half-orcs end up having low status among orc tribes unless they can prove their strength.

A half-orc has a shorter lifespan than other humans, living to be roughly 70 years old.

Playing a Half-Orc

You can create a half-orc character by selecting the Half-Orc human ancestry feat at 1st level. This gives you access to orc and half-orc ancestry feats in addition to human ancestry feats, from which you can select ancestry feats at a later level.

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 levels). As a human, you choose from among the following ancestry feats.

ADAPTED SPELL — FEAT 1

Human

Prerequisites You are a spellcaster.

Study of multiple magical traditions reveals how to alter a spell to suit your spellcasting style. Choose one cantrip from a spell list other than your own. If you have a spell repertoire or spellbook, replace one of the cantrips you know or have in your spellbook with the chosen spell. If you prepare spells without a spellbook (if you're a cleric or druid, for example), one of your cantrips must always be the chosen spell, and you prepare the rest normally.

If you swap or retrain this cantrip later, you can choose its replacement from the same alternate list or a different one. For more about magic and spells, see page 192.

CLEVER IMPROVISER — FEAT 1

Human

You've learned how to handle situations when you're out of your depth. You gain a +1 circumstance bonus to skill checks in which you're untrained.

COOPERATIVE NATURE — FEAT 1

Human

A short human life span lends perspective and has taught you from a young age to set aside differences and work together to achieve greatness. You gain a +2 circumstance bonus to your check when you use the Aid reaction or Assist action (see page 307).

GENERAL TRAINING — FEAT 1

Human

Your adaptability manifests in your mastery of a range of useful abilities. You gain a 1st-level general feat.

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

HALF-ELF — FEAT 1

Heritage Human

Either one of your parents was an elf, or one or both were half-elves. You have pointed ears and other telltale signs of elf heritage. You gain the elf trait. Select two of the following benefits: elven speed (increase your Speed by 5 feet), elven tongue (add Elven to your list of languages), gifted speaker (you are trained in Diplomacy), or low-light vision (you can see in dim light as well as you can in bright light). In addition, you can select elf, half-elf, and human feats whenever you gain an ancestry feat.

Special You can select this feat twice. The second time, it loses the heritage trait and you gain the other two benefits.

HALF-ORC — FEAT 1

Heritage Human

Either one of your parents was an orc, or one or both were half-orcs. You have a green tinge to your skin and other indicators of orc heritage. You gain the orc trait. Select two of the following benefits: intimidating visage

(you are trained in Intimidation), low-light vision (you can see in dim light as well as you can in bright light), orc tongue (add Orcish to your list of languages), or orc toughness (gain 2 Hit Points). You can select orc, half-orc, and human feats whenever you gain an ancestry feat.

Special You can select this feat twice. The second time, it loses the heritage trait and you gain the other two benefits.

HAUGHTY OBSTINACY — FEAT 1

Human

Your powerful ego makes it harder for others to order you around. If you succeed at a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead.

If a creature fails to Coerce you using the Intimidation skill (see page 150), it treats the result as 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, causing you to progress quickly in your chosen field. You gain a 1st-level class feat for your class.

SKILLED — FEAT 1

Human

Your ingenuity allows you to train in a wide variety of skills. You become trained in two skills of your choice. For more about skills, see page 142.

UNCONVENTIONAL WEAPONRY — FEAT 1

Human

You've familiarized yourself with a weapon from another ancestry or culture. You gain access to an uncommon weapon with an ancestry trait of your choice. This doesn't change your proficiency for that weapon. For more about weapons, see page 178.

HALF-ELF AND HALF-ORC ANCESTRY FEATS

A human with elf or orc blood is called a half-elf or half-orc, which is represented by the corresponding heritage feats. If you have the Half-Elf or Half-Orc heritage feat, you can select from additional ancestry feats not available to other humans.

Half-Elf Ancestry Feats

The following feats are available to half-elves.

INSPIRE IMITATION — FEAT 5

Half-Elf

You inspire your allies to great feats through your own actions. Whenever you critically succeed at a skill check, you automatically qualify to take the Aid reaction when attempting to help an ally at the same skill check, even without spending an action to prepare to do so.

SUPERNATURAL CHARM — FEAT 5

Half-Elf

The elven magic in your blood manifests as magic that makes you more appealing or alluring. You can cast 1st-level *charm* as an innate arcane spell once per day. For more about magic and spells, see page 192.

HUMAN ADVENTURERS

Some backgrounds make particularly good choices for humans. You might choose the farmhand background if you have just left home, the gladiator background if you've just earned your freedom, or the sailor background if you've recently returned from the roiling sea. You should look for a background that complements your class, granting you a boost to an ability score that the class values.

When looking for a class, you are open to many class choices. Your character could be a young, bright-faced paladin ready to take on the world or a jaded wizard looking to leave it behind for a larger destiny in the planes of the Great Beyond—or anything in between.

Half-Orc Ancestry Feats

The following feats are available to half-orcs.

ORC FEROCITY — FEAT 1

Orc

Frequency once per day

Trigger You're reduced to 0 Hit Points.

Fierceness in battle runs through your blood, and you refuse to fall from your injuries. When this feat is triggered, you avoid being knocked out and remain at 1 Hit Point.

ORC SIGHT — FEAT 5

Half-Orc

Your orc blood is strong enough to grant you the keen vision of your orc forebears. You gain low-light vision, allowing you to see in dim light just as well as you can in bright light. If you have low-light vision (from the Half-Orc feat), you instead gain darkvision, allowing you to see in darkness and dim light just as well as you can in bright light. Your vision in darkness is in black and white.

ORC WEAPON CARNAGE — FEAT 5

Orc

Prerequisites Orc Weapon Familiarity (see below)

You are brutally efficient with the weapons of your orc ancestors. Whenever you critically hit using a two-handed weapon of the axe or sword group, or with an orc weapon, you apply the weapon's critical specialization effect.

ORC WEAPON FAMILIARITY — FEAT 1

Orc

You favor the brutal weapons of your orc ancestors. You are trained with the greataxe and falchion.

In addition, you gain access to all uncommon orc weapons. For the purpose of proficiencies, you treat martial orc weapons as simple weapons and exotic orc weapons as martial weapons. For more about weapons, see page 178.

SUPERSTITION — FEAT 1

Concentrate Orc

Orcs have a distrust of magic, and you have picked up these misgivings. You seek inner strength from your superstitions, granting you a +1 circumstance bonus to saves against spells and other magical effects until the start of your next turn.

BACKGROUNDS

Backgrounds allow you to customize your character based on her life before adventuring. Your character's background can help you learn or portray more about her personality while suggesting what sorts of things she's likely to know. Each background grants two ability boosts, a bonus skill feat, and training in one Lore skill. A character can have only one background, chosen at 1st level, and it can't be changed.

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 inside you'll always carry the lessons you learned.

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

You gain the Student of the Canon skill feat, and you're trained in the Lore skill corresponding to your deity (such as Desna Lore or Sarenrae Lore).

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 when you learned to put skills to better use.

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

You gain the Steady Balance skill feat, and you're trained in the Circus Lore skill.

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

You gain the Train Animal skill feat, and you're trained in the Animal Lore skill.

BARKEEP BACKGROUND

You have five specialties: hefting barrels, polishing steins, drinking, drinking, and drinking. You ran or worked in a bar, where you learned how to hold your liquor and rowdily socialize.

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

You gain the Hobnobber skill feat, and you're trained in the Alcohol Lore skill.

BLACKSMITH BACKGROUND

You were a blacksmith or a blacksmith's apprentice, and during countless hours toiling at the forge, you learned how to smith armor and weapons. Perhaps you worked hard each day and dreamed of adventure each night, or perhaps the adventuring life was thrust upon you by a pivotal event.

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

You gain the Specialty Crafting skill feat for blacksmithing, and you're trained in the Smithing Lore skill.

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

You gain the Experienced Smuggler skill feat, and you're trained in the Underworld Lore skill.

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 magician, or any other sort of performer.

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

You gain the Fascinating Performance skill feat, and you're trained in the Entertainment Lore skill.

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

You gain the Assurance skill feat with Athletics, and you're trained in the Farming Lore skill.

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

You gain the Fascinating Performance skill feat, and you're trained in the Gladiatorial Lore skill.

HUNTER BACKGROUND

You stalk and take 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 ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You gain the Survey Wildlife skill feat, and you're trained in the Hunting Lore skill.

LABORER BACKGROUND

You have spent years performing arduous physical labor, perhaps against your will. 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 ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You gain the Robust Recovery skill feat, and you're trained in the Labor 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 deal on a suit of armor could save your life.

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

You gain the Bargain Hunter skill feat, and you're trained in the Mercantile Lore skill.

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 thereby better your station, you have traded silks and pageantry for an adventurer's life.

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

You gain the Courtly Graces skill feat, and you're trained in the Nobility Lore skill.

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

You gain the Assurance skill feat with Survival, and you're trained in a Lore skill related to one terrain you traveled in (such as Desert Lore or Swamp Lore).

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 scallywags.

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

You gain the Underwater Marauder skill feat, and you're trained in the Sailing Lore skill.

SCHOLAR BACKGROUND

You have a knack for learning, and from a young age, you sequestered yourself from the outside world to learn all that you could. You've read about so many wondrous places and things in your books, and you've always dreamed about one day seeing the real things. Eventually, that curiosity led you to leave your studies and become an adventurer.

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

Choose Arcana, Nature, Occultism, or Religion; you gain the Assurance skill feat in your chosen skill. You're trained in the Academia Lore skill.

SCOUT BACKGROUND

You called the wilderness home as you hunted game, found trails, and guided travelers. Your wanderlust could have called you to the adventuring life, or perhaps you were serving as a scout for soldiers and found you liked battle.

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

You gain the Forager skill feat, and you're trained in the Scouting Lore skill.

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 folk adventure for the glory, you adventure as a means of survival.

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

You gain the Pickpocket skill feat, and you're trained in the Underworld Lore skill.

WARRIOR BACKGROUND

As a warrior in a tribe or a member of a militia or army, you waded into battle in your younger days. You might have wanted to break out from the regimented structure of these forces, or could have always been as independent a warrior as you are now.

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

You gain the Quick Repair skill feat, and you're trained in the Warfare Lore skill.

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 speaking Taldane, also known as Common, knowing another language is vital in some regions. Being able to speak these tongues can help you in 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 other character choices.

Your character's ancestry section states which languages she speaks at 1st level. Having an Intelligence score of 14 or higher also grants one additional language, which you can choose from the list presented in your character's ancestry entry and from those available from your region or ethnicity.

The languages presented in this section are grouped according to how commonly they are found throughout the Inner Sea region. Languages that are common are regularly found in most places, even among those who aren't native speakers. Languages that are uncommon are most frequently spoken by native speakers, but they are also spoken by certain scholars and others interested in those associated cultures.

Pathfinder also includes Druidic, which is a secret language. Druidic is not available to characters who are not druids, and druids are prohibited from teaching the language to nondruids, as described further on page 81.

It is, of course, possible for your character to learn languages later in her adventuring career. The Multilingual feat (see page 169), for example, grants two new languages that can be chosen from the languages listed in the common and uncommon tables below. Other abilities and effects might grant access to common or uncommon languages as detailed in their descriptions.

TABLE 2–1: COMMON LANGUAGES

Language	Speakers
Common	Humans, dwarves, elves, halflings, and other common ancestries
Draconic	Dragons, reptilian humanoids
Dwarven	Dwarves
Elven	Elves, half-elves
Gnomish	Gnomes
Goblin	Goblins, hobgoblins, bugbears
Halfling	Halflings
Jotun	Giants, ogres, trolls, ettins, cyclopes
Orcish	Orcs, half-orcs
Sylvan	Fey, centaurs, plant creatures
Undercommon	Drow, duergar, morlocks

TABLE 2–2: UNCOMMON LANGUAGES

Language	Speakers
Abyssal	Demons
Aklo	Derros, otherworldly monsters, evil fey
Aquan	Aquatic creatures, water elemental creatures
Auran	Flying creatures, air elemental creatures
Celestial	Angels
Gnoll	Gnolls
Ignan	Fire creatures
Infernal	Devils
Necril	Ghouls, intelligent undead
Shadowtongue	Nidalese, Shadow Plane creatures
Terran	Earth creatures

TABLE 2–3: SECRET LANGUAGE

Language	Speakers
Druidic	Druids (see page 81)

SIGN LANGUAGE

Your character might use sign language instead of spoken language. This is especially common for a character who is deaf or hard of hearing or who can't speak. In this case, your character can communicate using the sign languages associated with the languages she selects, as well as being able to read and write the written forms of those languages.

When you first choose your character's languages, you must decide whether she knows the sign language versions of all of her languages or their spoken versions. If you choose sign language instead of spoken language, your character receives Read Lips (see page 170) as a bonus feat. However, if your character is unable to speak, that feat may not convey the ability to speak. A deaf or hard of hearing character can't use hearing as an imprecise sense (see page 301). Should your character lose or gain her sense of hearing during the game, she can spend downtime retraining her languages from spoken to signed or vice versa. If you're playing a hearing character who would know one or more sign languages as a result of her backstory (for example, a hearing character with a deaf



parent), you may get Sign Language (see page 171) as a bonus feat at the GM's discretion.

Sign languages typically require both hands to convey more than basic concepts, and they require direct visual attention to understand. Since they are quiet, they are ideal for infiltrations in exploration mode, but the required attention makes them extremely difficult to understand in combat. Much as a character can't engage in complex spoken dialogue while swinging a sword, a character can't communicate a hefty amount of information in sign language during combat, but simple concepts such as designating a target, mocking a foe, or signaling an ally to look out can be conveyed through signs as easily as shouted words. Using sign language in some situations, such as areas of low visibility, can be tricky—just as it can be difficult to communicate verbally in a noisy environment.

LANGUAGES IN THE GAME

Learning a new language affords your character opportunities, particularly if you choose a language to fit the adventure, such as learning Undercommon before an adventure in the Darklands. While in most cases you can eventually find an NPC who also speaks Common, knowing the language yourself allows you to hear what the NPCs are saying to each other and appeal to NPCs other than your translator. Your whole party could even learn a little-known language that you use for secret communications!

REGIONAL LANGUAGES

The table below lists the languages of languages of Golarion's Inner Sea and regions where they're widely spoken. Regional languages are uncommon. However, if your character hails from a language's region, she has access to that language. Note that in the Inner Sea region of Golarion, the language mechanically referred to as Common is the same as Taldane, the language that originates from the Empire of Taldor, which formerly controlled much of that area.

TABLE 2–4: REGIONAL LANGUAGES

Language	Regions
Hallit	Irrisen, Mendev, Realm of the Mammoth Lords, Numeria, Sarkoris
Kelish	Absalom, Katapesh, Qadira
Mwangi	Mwangi Expanse, Sargava, the Shackles, the Sodden Lands, Thuvia
Osiriani	Absalom, Geb, Katapesh, Mana Wastes, Nex, Osirion, Rahadoum, Thuvia
Shoanti	Belkzen, Varisia
Skald	Irrisen, Lands of the Linnorm Kings, Ustalav
Tien	Absalom, Lands of the Linnorm Kings, Realm of the Mammoth Lords, Tian Xia
Varisian	Brevoy, Lastwall, Nidal, Nirmathas, Ustalav, Varisia
Vudrani	Jalmeray, Katapesh, Nex

CLASSES

Just as your character's ancestry plays a key role in expressing her identity and worldview, her class indicates the training she has developed and will improve upon as an adventurer. Groups of players often wish to create characters whose skills and abilities synergize mechanically, and in this respect, choosing your character's class is perhaps the most important decision you will make for her.



Although there are a limited number of character classes from which you can choose, there are unlimited character concepts that these rules allow you to bring to life. Perhaps your character is a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps she's a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe your character is a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within her class—such as a cleric's choice of god, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules.

The following entries describe Pathfinder's 12 core classes, containing the information you need to play a character of that class from level 1 to 20. Once you choose your character's class, the game's rules provide optional archetypes that allow you to further customize her abilities, though these rules (described on page 279) are not recommended for beginners. Additionally, the game includes multiclass archetypes that allow her to gain abilities from other classes.

READING CLASS ENTRIES

Each class entry includes information about typical members of the class, as well as suggestions for roleplaying characters of that class and playing such characters in the game's various modes. Each class provides your character with an ability boost in a key ability score, a number of Hit Points she receives at each level, her proficiencies in various abilities and equipment, signature skills in which she can excel, special abilities from her class features, and more. Your character's class entry also provides all of the information needed when she gains levels, so it will be a vital reference to you throughout the course of your campaign.

The elements of each entry are described below.

Playing the Class

This section suggests ways to use abilities and skills that the class provides your character in the game's various modes of play. You aren't obligated to play your character as this section describes, but it is a helpful guideline.

Roleplaying the Class

This section provides background information about the interests and tendencies of typical members of the class, as well as information about how others in the world tend to view such characters. This can help inspire you in how you determine your character's actions and define her personality.

Key Ability

This is the ability score that you'll use to determine the Difficulty Class (DC) associated with your character's class features or feats. This is called your class DC. If your character is of a spellcasting class, this key ability is also used to calculate spell DCs and similar values. Most classes are associated with one key ability score, but some require you to choose from two options.

Additionally, when you choose your character's class, she gains an ability boost in her key ability. For more about ability boosts, see page 43.

Hit Points

This tells you how many Hit Points your character gains from her class at each level. To determine your character's

starting Hit Points, add together the Hit Points she receives from her ancestry, her Constitution modifier, and the number listed in this entry.

Each time your character gains a level, she receives an additional number of Hit Points equal to this number plus her Constitution modifier. For more about calculating your character's Constitution modifier and determining her Hit Points, see page 14.

Proficiencies

This lists the degree to which your character is trained in key aspects of the game's mechanics. This training is called her proficiency rank, and your character's proficiency rank in a mechanic determines her modifier when she makes a roll using that mechanic. Proficiency ranks range from untrained to legendary, and the associated modifiers range from your character's level minus 2 to her level plus 3. For more about proficiency ranks, see page 8.

Each class entry typically specifies your character's proficiency rank in Perception, saving throws, weapons, and armor. If a mechanic isn't listed in your character's class entry, her proficiency rank in that mechanic is considered untrained unless she gains training from another source.

Additionally, this section indicates the number of skills in which your character is trained. When you choose your character's class, you also select a number of skills equal to this number; your character gains the trained proficiency rank in those skills. If your character has a high Intelligence score, she's trained in a higher number of skills.

Spellcasting classes provide proficiency in spells, which is further detailed in each class's entry.

Signature Skills

This entry lists the skills in which members of your character's class are naturally adept. In most cases, it's a good idea to allocate your character's starting skill proficiencies to her signature skills, though doing so is not required. At higher levels, your character can increase her proficiency ranks in these skills to master or legendary. She typically cannot do so in nonsignature skills.

Advancement Table

This table summarizes the abilities, feats, skill increases, ability boosts, and other benefits your character gains as she advances in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when she reaches that level. The 1st-level entry includes a reminder to select your ancestry and background.

Class Features

This section lists all the abilities a class grants your character. Abilities gained at higher levels list the requisite levels next to the features' names. Class features include the sections detailed below.

Class Feats

This section specifies the levels at which your character gains class feats, which are special feats that only members of her 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 a feat with the skill trait, called a skill feat. Skill feats can be found in the Feats chapter beginning on page 160. 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 at least trained in the corresponding skill to take a skill feat.

General Feats

This section specifies the levels at which your character gains a general feat. 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 about feats can be found in the Feats chapter beginning on page 160.

Skill Increases

This section specifies the levels at which your character can increase her 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 this skill increase to either become trained in one skill in which she's untrained or become an expert in one skill in which she's already trained.

If your character is at least 7th level, she can use this skill increase to become a master of a signature skill of which she's already an expert. If she's at least 15th level, she can use this increase to become legendary in a signature skill of which she's already a master.

Ability Boosts

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase her ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 18.

Ancestry Feats

This section serves as a reminder of the ancestry feat your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begin on page 22.



ALCHEMIST

There's no sight more beautiful to you than a strange brew bubbling in your laboratory's beakers, and you consume your various creations with abandon. Perhaps you're fascinated with uncovering the secrets of magic and science, or perhaps you simply like to watch volatile chemical reactions. Regardless, you're constantly experimenting in your lab or on the go with inventive concoctions tweaked for any eventuality. With your fearlessness in the face of risk, your unique path toward greatness is lined with alchemical brews that push your mind and body to their limits.

PLAYING AN ALCHEMIST

Players of alchemist characters might approach gameplay in the following ways:

- During combat, you lob bombs at your foes and harry your enemies while supporting the rest of the party with your potent elixirs. At higher levels, you toughen your body using mutagens.
- During social encounters, you provide knowledge and experience about alchemical items and related secrets, like poisons and diseases.
- In exploration mode, you keep an eye out for trouble with your bombs at the ready while giving advice on all things alchemical and mysterious.
- In downtime mode, you spend time in an alchemical lab brewing elixirs, making bombs, and furthering your alchemical knowledge.

ROLEPLAYING AN ALCHEMIST

Alchemists pursue scientific innovation above all else, combining incredible powers from the natural world through the force of their keen intellect and insatiable curiosity.

IF YOU'RE AN ALCHEMIST, YOU LIKELY...

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

OTHERS PROBABLY...

- Think you're at least a bit strange and don't understand your zeal for alchemy, creativity, and invention.
- Fear that your creations are dangerous or volatile—or both.
- Assume that if you haven't caused a catastrophe with your experimentations, you inevitably will.
- Think that you're some kind of sorcerer or an eccentric wizard and don't understand that you're not a spellcaster; real spellcasters clumsily dabbling in alchemy only heighten this misconception.

CLASS FEATURES

You gain these abilities as an alchemist. Abilities gained at higher levels list the requisite levels next to the features' names.

Advanced Alchemy

You gain the Alchemical Crafting feat (see page 162), even if you don't meet that feat's prerequisites, and you gain the four additional common 1st-level alchemical formulas that feat grants. The list of alchemical items begins on page 360. You can use this feat to create common alchemical items as long as you have their formulas in your formula book, though their power is fleeting. You can create these items in two different ways, as described below. An alchemical item you create this way has the infused trait.

First, during your daily preparations (described on page 332), you can create items for which you have the formulas. Creating items in this way requires spending 1 Resonance Point to create a batch of alchemical items of that type with the infused trait. You select how many items are in the batch, up to half the normal maximum batch size (half a typical batch is two items, but see the Crafting Trained Activities section on page for more information). You don't need to attempt a Crafting check to do this, and you ignore the number of days typically required to create the items and any requirements of alchemical

KEY ABILITY

Intelligence

HIT POINTS

8 plus Constitution Modifier

PROFICIENCIES

Perception

Trained

Saving Throws

Expert in Fortitude
Expert in Reflex
Trained in Will

Skills

Trained in a number of skills equal to 2 plus your Intelligence modifier

Weapons

Trained in simple weapons
Trained in alchemical bombs

Armor

Trained in light armor

SIGNATURE SKILLS

Arcana
Crafting
Medicine

TABLE 3–1: ALCHEMIST ADVANCEMENT

Your Level	Class Features
1	Advanced alchemy, alchemist feat, ancestry feat, background, formula book, initial proficiencies, studied resonance
2	Alchemist feat, skill feat
3	Empower bombs (×2), general feat, skill increase
4	Alchemist feat, skill feat
5	Ability boosts, ancestry feat, mutagen crafting, skill increase
6	Alchemist feat, skill feat
7	Empower bombs (×3), general feat, skill increase
8	Alchemist feat, skill feat
9	Ancestry feat, expanded resonance, skill increase
10	Ability boosts, alchemist feat, skill feat
11	Empower bombs (×4), general feat, skill increase
12	Alchemist feat, skill feat
13	Ancestry feat, double elixir, skill increase
14	Alchemist feat, skill feat
15	Ability boosts, empower bombs (×5), general feat, skill increase
16	Alchemist feat, skill feat
17	Alchemical alacrity, ancestry feat, skill increase
18	Alchemist feat, skill feat
19	Empower bombs (×6), general feat, skill increase
20	Ability boosts, alchemist feat, skill feat

reagents. You can't overspend Resonance Points to create infused items in this way during your daily preparations.

Second, you can create alchemical items with the Quick Alchemy action, described below.

QUICK ALCHEMY

Alchemist **Cost** 1 Resonance Point

Requirements You must have alchemist's tools (see page 184), the formula of the alchemical item you're creating, and a free hand.

You create a single common alchemical item that is of your level or lower without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn. After this period, the item becomes inert and grants no effects. If you overspend Resonance Points to use this ability and fail the flat check (see page 292), you can't use the Quick Alchemy action again until the next time you undertake your daily preparations.

Formula Book

You start with a standard formula book worth 10 sp or less (as detailed on page 186) for free. The formula book contains formulas for your choice of 4 common 1st-level alchemical items. The list of alchemical items begins on page 360.

Each time you gain a new level, you can add formulas for two alchemical items to your formula book. These can be of any level of item you can create. You learn these formulas automatically, but it's also possible to find or buy other formulas, or to invent them with the Inventor feat (see page 167).

Studied Resonance

Knowledge, rather than personality, fuels your interactions with alchemical and magical substances and devices. Your maximum number of Resonance Points is equal to your character level plus your Intelligence modifier (instead of your Charisma modifier).

Alchemist Feats

At 1st level and every even-numbered level thereafter, you gain an alchemist class feat. Alchemist class feats are described beginning on page 48.

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.

Empower Bombs 3rd

When you craft an alchemical item with the bomb and infused traits—hereafter referred to in this entry as a bomb—you can empower it. You can empower only a 1st-level bomb, increasing its level and causing it to deal more damage. This also increases any persistent damage dealt by the bomb, but not its splash damage.

- At 3rd level, you can create 3rd-level bombs that deal double the bomb's base damage as presented in its entry. For instance, if you created a flask of 3rd-level empowered alchemist's fire (see page 360), it would deal 2d6 fire damage, 2 persistent fire damage, and 1 splash damage on a hit.
- At 7th level, you can create 7th-level bombs that deal three times the base damage.
- At 11th level, you can create 11th-level bombs dealing four times the base damage.
- At 15th level, you can create 15th-level bombs that deal five times the base damage, and attack rolls with your empowered bombs gain a +1 item bonus.
- At 19th level, you can create 19th-level bombs that deal six times the base damage, and attack rolls with your empowered bombs gain a +2 item bonus.

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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Mutagen Crafting 5th

You learn the secret of mutagens. When you gain a new level and add new formulas to your book, you can select formulas for uncommon alchemical items with the mutagen trait.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats open to you can be found in your ancestry's entry in Chapter 2.

Expanded Resonance 9th

You gain a number of bonus Resonance Points equal to half your level. You can use these bonus Resonance Points only when using the Quick Alchemy action.

Double Elixir 13th

When using the Quick Alchemy action, instead of spending 1 Resonance Point to create a single item, you can spend up to 2 Resonance Points to make up to two alchemical items as described in that action. These items need not be the same.

Alchemical Alacrity 17th

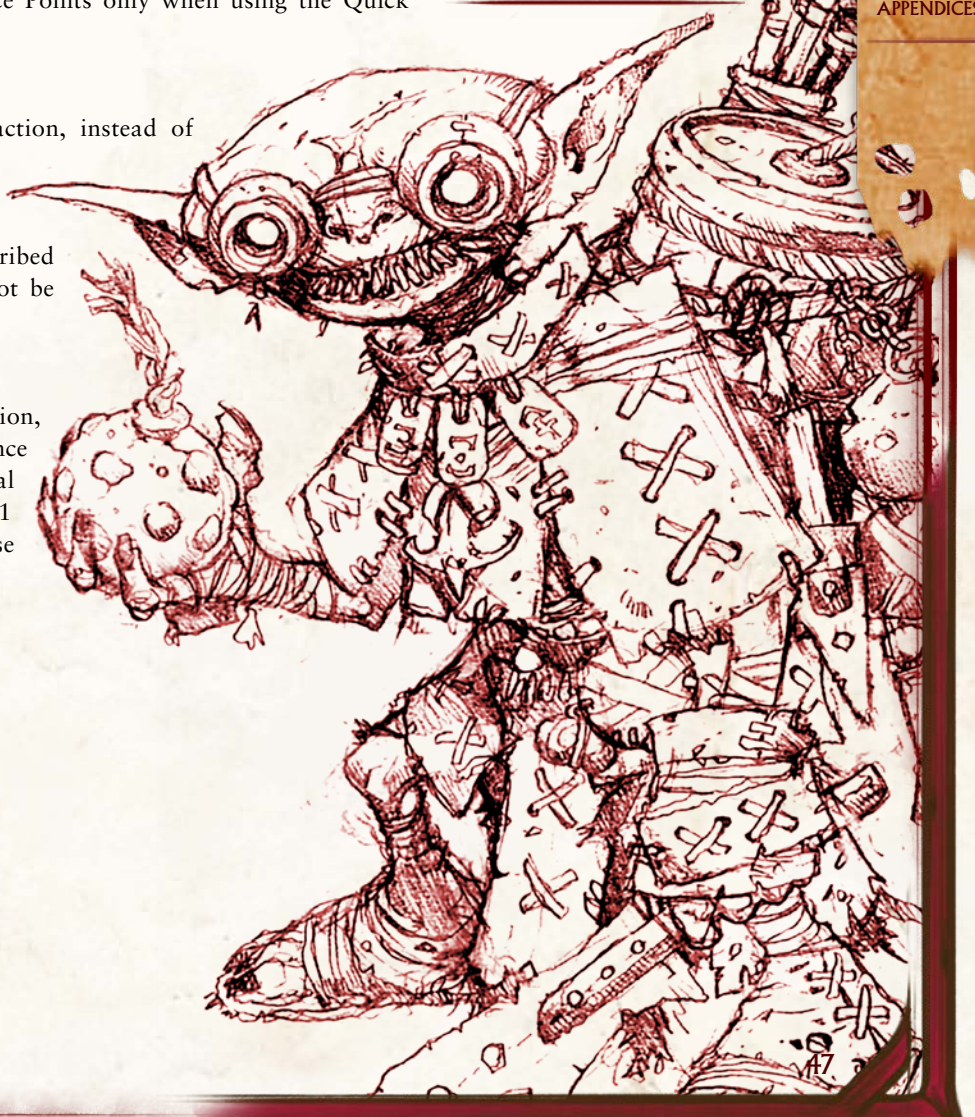
When using the Quick Alchemy action, you can spend up to 3 Resonance Points to make up to three alchemical items as described in that action (1 per Resonance Point spent). These items need not be the same.

KEY TERMS

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

Additive: Feats that allow you to spend actions to add special substances into bombs or elixirs have the additive trait. You can add only one additive to a single alchemical item, and attempting to add another spoils the item. You can typically take actions with the additive trait only when you're creating an infused alchemical item, and some can be used only with the Quick Alchemy action.

Infused: An alchemical item with the infused trait doesn't cost its crafter any Resonance Points to activate (whether using Operate Activation or any other relevant action), though anyone else must spend Resonance Points to activate it normally. An infused item is potent for only 24 hours, after which it becomes inert.



ALCHEMIST FEATS

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

Feat	Level
Alchemical Familiar	1
Alchemical Savant	1
Awakened Intellect	14
Calculated Splash	4
Combine Elixirs	8
Craft Philosopher's Stone	20
Debilitating Bomb	6
Delayed Bomb	6
Double Mutagen	14
Efficient Alchemy	4
Enduring Alchemy	4
Eternal Elixir	16
Expanded Splash	10
Exploitive Bomb	16
Extend Elixir	12
Far Lobber	1
Fast Onset	6
Feral Mutagen	8
Genius Mutagen	16
Glib Mutagen	14
Greater Debilitating Bomb	10
Improbable Elixirs	18
Invincible Mutagen	12
Laboratory Safety	12
Mindblank Mutagen	18
Miracle Worker	18
Perfect Debilitation	18
Perfect Medicine	16
Perfect Mutagen	20
Persistent Mutagen	16
Poison Antidote	6
Poison Panacea	20
Poison Resistance	4
Poison Touch	12
Potent Poisoner	10
Powerful Alchemy	8
Precise Bombs	6
Quick Bomber	1
Revivifying Mutagen	10
Smoke Bomb	1
Stalker Mutagen	10
Sticky Bombs	10
Strong Medicine	8
Tricky Tinker	8
True Debilitating Bomb	14
Uncanny Bombs	12
Universal Empowerment	20

ALCHEMIST FEATS

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

1st Level

ALCHEMICAL FAMILIAR — FEAT 1

Alchemist — You have created life via alchemy, though only a simple creature formed from alchemical materials and a bit of your own blood. This alchemical familiar assists you in your laboratory and adventuring, like any other familiar (see Familiars on page 287 for more information).

ALCHEMICAL SAVANT — FEAT 1

Alchemist — You can identify alchemical items quickly. When trained in the Arcana skill and attempting to use its Identify Magic action (see page 145) on an alchemical item you hold, you can do so as a single action with the concentrate and manipulate traits instead of taking an hour. If you have the formula for the item you are attempting to identify, you gain a +2 circumstance bonus to your check and treat any critical failures as failures instead.

FAR LOBBER — FEAT 1

Alchemist — You've learned techniques to improve your distance throwing. When you throw an alchemical bomb, it has a range increment of 30 feet instead of the usual 20 feet.

QUICK BOMBER — FEAT 1

Alchemist — You place your bombs in easy-to-reach pouches and learn how to draw them almost without thinking. When you use the Interact action (see page 307) to draw an alchemical item with the bomb trait, you can draw two bombs instead. When using Quick Alchemy to create a bomb, you can also draw one other bomb as part of the Quick Alchemy action.

SMOKE BOMB — FEAT 1

Additive Alchemist

Frequency once per round

Trigger You craft an alchemical bomb using the Quick Alchemy action.

You cause the bomb to create a cloud of thick smoke in addition to its normal effects. When thrown, it creates a cloud of smoke in a 10-foot-radius burst. You choose which corner of target's space (or the space in which the bomb lands) the cloud is centered on. All creatures within that area are concealed (see page 302). The smoke lasts for 1 minute or until dissipated with a strong wind.

4th Level

CALCULATED SPLASH — FEAT 4

Alchemist — You can calculate the angle that maximizes the damage of a bomb's splash. When you throw an alchemical item of 3rd level or higher with the bomb and splash traits, you can choose for the bomb's splash damage to deal extra damage equal to your Intelligence modifier (minimum 0) instead of the normal amount.

EFFICIENT ALCHEMY — FEAT 4

Alchemist — Because of the great amount of time you've spent studying and experimenting, you know how to scale up your formulas to larger batches without giving them any additional attention. When spending downtime to Craft alchemical items, you can produce twice the number of alchemical items in a single batch without needing to spend additional preparatory time. For instance, if you are crafting elixirs of life, you can craft up to four elixirs in a single batch using downtime, rather than two. This does not reduce the amount of required alchemical reagents or other ingredients

needed to craft each item, nor does it increase your rate of progress for days past the base downtime spent. This also does not change the number of items you can create in a batch with advanced alchemy.

ENDURING ALCHEMY FEAT 4

Alchemist When using Quick Alchemy to create an alchemical tool or elixir, you can enable that tool or elixir to remain potent until the end of your next turn, instead of losing its potency at the start of your next turn.

POISON RESISTANCE FEAT 4

Alchemist You gain poison resistance equal to half your level, and a +1 conditional bonus to saving throws against poisons.

6TH LEVEL

◇ DEBILITATING BOMB FEAT 6

Additive Alchemist **Frequency** once per round

Trigger You craft an alchemical item that has the elixir trait using the Quick Alchemy action.

You mix a substance into the bomb that can cause one of the following conditions: dazzled, deafened, flat-footed, or hampered 5. If the attack with that bomb hits, the target must succeed at a Fortitude saving throw or gain that condition until the start of your next turn. Use your class DC for this saving throw (even if someone else throws the bomb).

DELAYED BOMB FEAT 6

Alchemist When using Quick Alchemy to craft an alchemical item with the bomb trait, you can build it to explode automatically after a certain amount of time. This delay can be any number of rounds up to your level, chosen when you craft the bomb. When this delayed bomb explodes, it deals damage to a creature within its square as if that creature had been hit by an attack with the bomb (if there are multiple creatures in the square, choose the target randomly). It also deals its splash damage (if any) as if you had thrown the bomb at the target.

Unlike other items crafted with the Quick Alchemy action, the delayed bomb remains potent until it explodes or you defuse it. You can use the Interact action with a delayed bomb you made in order to defuse it. Other creatures can try to Disable a Device to defuse the bomb, using your class DC for the Thievery check.

FAST ONSET FEAT 6

Alchemist When you drink one of your alchemical item that has the elixir and infused traits and an onset time of 1 minute, treat the item's onset as the end of your next turn instead. When you drink one of your infused elixirs with an onset time that's normally the end of your next turn, the elixir instead has no onset time and takes effect immediately.

POISON ANTIDOTE FEAT 6

Alchemist **Prerequisites** Poison Resistance

You can use Quick Alchemy to create a specific antidote to any single specific poison or venom you have identified. When imbibed or injected as an Operate Activation action, this specific antidote attempts to counteract that poison or venom using a counteract level equal to half your level rounded up. If you use the specific antidote on yourself and you have the formula for the poison or venom affecting you, increase the counteract level of the specific antidote by 1. For more about counteracting poisons, see page 319.

PRECISE BOMBS FEAT 6

Alchemist When throwing an alchemical bomb with the splash trait, the splash damage does not affect your allies. You must be able to perceive an ally to exclude that ally from your bomb's splash damage.

8TH LEVEL

◇ COMBINE ELIXIRS FEAT 8

Additive Alchemist **Frequency** once per round

Trigger You craft an alchemical item that has the elixir trait using the Quick Alchemy action.

You've discovered how to mix two elixirs into a single concoction for quicker consumption. You can spend 3 Resonance Points instead of 1 Resonance Point to add a second elixir to the one you're crafting. When this combination elixir is consumed, both the constituent elixirs take effect. For example, you can combine two of the same elixirs to create a combined elixir of life that heals double the amount. If a creature other than you drinks a combined elixir, it must spend 2 Resonance Points to gain the effects instead of only 1 Resonance Point.

FERAL MUTAGEN FEAT 8

Alchemist Your feral mutagen truly brings out the beast lurking within you. Whenever you're affected by a feral mutagen, you gain the mutagen's item bonus to your Intimidation checks. You also gain two new unarmed Strikes: one with your claws and one with your jaws. Your claws and jaws both have the agile weapon trait. Your claws deal slashing damage equal to 1d6 plus your Strength modifier (plus the extra dice from your mutagen), while your jaws deal piercing damage equal to 1d8 plus your Strength modifier (plus the extra dice from your mutagen).

POWERFUL ALCHEMY FEAT 8

Alchemist When you use Quick Alchemy to create an infused alchemical item that allows a saving throw, you can change its DC to your class DC.

STRONG MEDICINE FEAT 8

Alchemist When you use Quick Alchemy to create any type of elixir of life, the creature drinking the elixir gains both its healing effect and any effect the elixir grants against toxins, even if the drinker was not at full Hit Points when consuming the elixir.

TRICKY TINKER FEAT 8

Alchemist Deception and Thievery become signature skills

for you. When you Disable Device, you can use alchemist's tools or a repair kit instead of thieves' tools (see pages 184 and 187).

10th Level

EXPANDED SPLASH — FEAT 10

Alchemist **Prerequisites** Calculated Splash

When you throw an alchemical bomb with the splash trait that you have created, the splash damage is increased to 2 plus your Intelligence modifier, and it damages every creature within 10 feet of the target.

GREATER DEBILITATING BOMB — FEAT 10

Alchemist **Prerequisites** Debilitating Bomb

When you use the Debilitating Bomb free action, add the following conditions to the list you can choose from: enfeebled 1, hampered 10, sluggish 1, or stupefied 1.

POTENT POISONER — FEAT 10

Alchemist **Prerequisites** Powerful Alchemy

When you craft an alchemical item with the poison trait using any means, the DC is increased by 2, to a maximum of your class DC.

REVIVIFYING MUTAGEN — FEAT 10

Alchemist While under the effect of a mutagen, you can metabolize that mutagen's power to heal yourself. This takes an action with the concentrate and manipulate trait. Once the action is complete, you regain 1d6 Hit Points for every 2 item levels of the mutagen, but the mutagen's duration immediately ends, even if you are under the effect of Persistent Mutagen.

STALKER MUTAGEN — FEAT 10

Alchemist Stealth becomes a signature skill for you. When you are under the effects of a quicksilver mutagen (see page 367), you can move up to your Speed when you Sneak.

STICKY BOMB — FEAT 10

Additive Alchemist **Frequency** once per round

Trigger You craft an alchemical elixir using the Quick Alchemy action.

You mix in an additive to make the bomb's contents adhere to the target and continue to deal damage. A creature that takes a direct hit from one of your sticky bombs also takes persistent damage equal to and of the same type as the bomb's splash damage.

12th Level

EXTEND ELIXIR — FEAT 12

Alchemist When you drink an elixir you created that has the infused traits and a duration of 1 minute or longer, the elixir's duration is doubled.

INVINCIBLE MUTAGEN — FEAT 12

Alchemist Whenever you're affected by a juggernaut mutagen (see page 365), you gain resistance to all physical damage equal to the mutagen's item bonus.

LABORATORY SAFETY — FEAT 12

Alchemist **Prerequisites** expert in Fortitude or Reflex saves

Dozens of accidents have given you experience in avoiding the hazards of the laboratory. You gain the proficiency rank of master in either Fortitude or Reflex (you must choose which saving throw will be affected when you take this feat, and you cannot change this decision later). When you succeed at a saving throw of your chosen type, treat the outcome as a critical success. You must have a proficiency rank of at least expert in a saving throw for it to benefit from this feat.

POISON TOUCH — FEAT 12

Prerequisites Potent Poisoner

You can spend 1 Resonance Point to apply a dose of contact or injury potion of your level or lower to your hands. Applying the poison does not poison you, but after the poison is applied, you can make a melee touch attack with your hand or a fist attack to poison your target. On a success, the poison is applied to the target. On a failure, the poison is wasted.

If you don't use the poison before 1 hour after applying it, your body harmlessly absorbs the poison and it is wasted.

UNCANNY BOMBS — FEAT 12

Alchemist **Prerequisites** Far Lobber, Precise Bombs

When you throw an alchemical item with the bomb trait, its range increment increases to 60 feet, you take no penalty for screening (see page 314), and you automatically succeed at the flat check when targeting a concealed creature.

14th Level

AWAKENED INTELLECT — FEAT 14

Alchemist Nature and Religion become signature skills for you, and you gain a +2 circumstance bonus when using Nature or Religion to Recall Knowledge.

DOUBLE MUTAGEN — FEAT 14

Alchemist If you imbibe another mutagen while under the effects of a mutagen you created using the mutagen crafting class feature, you can gain the benefits and the drawbacks of both mutagens at once, despite the fact that they both have the polymorph trait.

If you come under the effects of any further mutagens while benefiting from two mutagens in this way, you lose the benefit of one of the former mutagens of your choice, while retaining the drawbacks of all mutagens. If you are under the effects of multiple mutagens and you come under the effect of a nonmutagen polymorph effect, you lose the benefits of the mutagens while retaining the drawbacks of both.

GLIB MUTAGEN — FEAT 14

Alchemist When affected by a silvertongue mutagen (see page 368), you ignore circumstance penalties to Deception, Diplomacy, Intimidation, and Performance checks, and your words transcend linguistic barriers such that those listening to you speak hear your words as if you were speaking in their own

language (though you do not actually speak that language, nor does this ability allow you understand any additional languages).

TRUE DEBILITATING BOMB FEAT 14

Alchemist **Prerequisites** Greater Debilitating Bomb

When you use the Debilitating Bomb free action, add the following to the list of conditions you can choose from: enfeebled 2, hampered 15, or stupefied 2. If you instead apply one of the conditions listed in Debilitating Bomb, the target avoids the condition only if its save is a critical success.

16th Level

ETERNAL ELIXIR FEAT 16

Alchemist **Prerequisites** Extend Elixir

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

EXPLOITIVE BOMB FEAT 16

Alchemist **Frequency** once per round

Trigger You craft an alchemical bomb using the Quick Alchemy action.

You mix a substance into the bomb to foil resistances. The bomb treats any resistance to its energy type as if it were 15 lower.

GENIUS MUTAGEN FEAT 16

Alchemist When you're affected by a cognitive mutagen (see page 363), you also gain the mutagen's item bonus to Deception, Diplomacy, Intimidation, Medicine, Nature, Performance, Religion, and Survival checks, and you can communicate telepathically with all creatures within 60 feet who share a language with you. The communication is two-way once you establish it, so a creature you contact can also communicate with you.

PERFECT MEDICINE FEAT 16

Alchemist When you use Quick Alchemy to create any type of elixir of life, the creature drinking the elixir does not need to roll the number of Hit Points regained by the elixir. It gains the maximum number of Hit Points possible instead.

PERSISTENT MUTAGEN FEAT 16

Alchemist **Prerequisites** Extend Elixir

Once per day when you drink an alchemical item with the infused and mutagen trait that you have crafted, you can retain its effects until the next time you make your daily preparations instead of its normal duration.

18th Level

IMPROBABLE ELIXIRS FEAT 18

Alchemist Select a number of potions (see page 378) equal to your Intelligence modifier (minimum 1) of 10th level or lower. You gain formulas to Craft these potions as alchemical items with the elixir trait. When Crafting these alchemical elixirs, you can substitute alchemical reagents for an equal value of magical components, and you can use alchemist tools instead of any other required tool kits. Other than that, the formula does not change. Once you've chosen the potion formulas, they can't be changed.

MINDBLANK MUTAGEN FEAT 18

Alchemist When you're affected by a bullheaded mutagen (see page 362), you gain immunity to detection, revelation, and scrying effects of 9th level or lower.

MIRACLE WORKER FEAT 18

Alchemist You can administer a true elixir of life to a creature who has been dead for 1 minute or less. When you do, that creature is immediately returned to life with 1 Hit Point and no Resonance Points.

PERFECT DEBILITATION FEAT 18

Alchemist When you use the Debilitating Bomb free action, your target avoids the condition the bomb imposes only if its saving throw is a critical success.

20th Level

CRAFT PHILOSOPHER'S STONE FEAT 20

Alchemist You gain the formula for the philosopher's stone (see page 367) and can add it to your formula book.

PERFECT MUTAGEN FEAT 20

Alchemist When under the effect of a mutagen you crafted, you do not suffer its drawback.

POISON PANACEA FEAT 20

Alchemist **Prerequisites** Poison Antidote

You direct a potent panacea through your body to wipe out poison within you. You attempt to counteract the lowest-level poison affecting you, with a counteract level of 9.

UNIVERSAL EMPOWERMENT FEAT 20

Alchemist Your connection to alchemy is so strong that you have a connection to all alchemical items, no matter who devised them. Whenever you use any alchemical item with the bomb trait, it responds to you as if it were infused and you were the one who created it. Whenever you use any mutagen, you also treat it as if it were infused and attuned to you.

SAMPLE FORMULA BOOK

You can choose whichever 1st-level common alchemical items you like for your formula book, but this list covers a good selection of starter formulas.

Alchemical Item Formulas: Acid flask, alchemist's fire, antidote (level 1), antiplague (level 1) minor elixir of life, cheetah's elixir, tanglefoot bag, smokestick.



BARBARIAN

Rage consumes you in battle. You delight in carving through your enemies using powerful weapons and wreaking havoc, relying on astonishing durability, without needing complicated techniques or rigid training. You associate your rage with a traditional symbol of affinity known as a totem, which might take the form of an animal, a spirit, or a part of yourself. To many barbarians, brute force is a hammer and every problem looks like a nail, whereas others try to hold back the dark emotions inside them and release them only when it matters most.

PLAYING A BARBARIAN

Players of barbarian characters might approach gameplay in the following ways.

- During combat, you Rage and then rush to the front lines to smash your way through. Offense is the best defense, since you'll need to drop your foes before they can exploit your relatively low defenses. Your anger-fueled fury burns out quickly, so you might spend a round waiting until you can Rage again.
- During social encounters, you use intimidation to get what you need, especially when gentler forms of persuasion can't get the job done.
- In exploration mode, you look out for danger while remaining ready to rush headfirst into battle in an instant. You climb the challenging rock wall and drop a rope for the others to follow, and you wade into the risky currents to reach the hidden switch beneath the water's surface. And if something needs breaking, you're up to the task!
- In downtime mode, you might head to a tavern to carouse, build up the fearsome legend of your mighty deeds, or recruit followers to become a warlord in your own right.

ROLEPLAYING A BARBARIAN

Barbarians are powerful, deeply emotional, and bold.

IF YOU'RE A BARBARIAN, YOU LIKELY...

- Have a deep-seated well of anger, hatred, or frustration.
- Prefer a straightforward approach to one requiring patience and tedium.
- Engage in a regimen of intense physical fitness—and punch anyone who says this conflicts with your distaste for patience and tedium.

OTHERS PROBABLY...

- Think you're an uncivilized savage, or at least a boorish lout unfit for high society.
- Never doubt your courage.
- Believe you have bizarre superstitions and poor education and might be illiterate.
- Expect you to have no restraint or control of your temper, so they walk on eggshells around you and gripe about you behind your back.

CLASS FEATURES

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

Rage

Barbarians can fly into a dangerous battle rage. You gain the Rage action.

◆ RAGE

Barbarian Concentrate Emotion Mental

Requirements You can't be fatigued, raging, or wearing heavy armor.

You begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier and enter a state of pure rage that lasts for 3 rounds. While you are raging, you are affected in these ways:

- Gain a +2 conditional bonus to damage rolls with melee weapons and unarmed Strikes. The bonus is halved if your weapon or unarmed Strike is agile. This bonus increases by 1 at level 3 and every 4 levels thereafter.
- Take a –1 penalty to AC.
- You can't use actions that have the concentrate trait unless they also have the rage trait. The Seek basic action gains the rage trait while you're raging.

After you have stopped raging, you lose any remaining temporary Hit Points from using the Rage action, you can't use Rage again for 1 round, and you are fatigued for 1 round. You can't voluntarily stop raging. If you stop raging before its usual duration expires, you are fatigued and can't Rage again until after the end of your next turn.

Totem

You associate your rage with a traditional symbol called a totem. Your totem

KEY ABILITY

Strength

HIT POINTS

12 plus your Constitution modifier

PROFICIENCIES

Perception

Expert

Saving Throws

Expert in Fortitude
Trained in Reflex
Expert in Will

Skills

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

Weapons

Trained in all simple and martial weapons

Armor

Trained in light and medium armor

SIGNATURE SKILLS

Acrobatics
Athletics
Intimidation

TABLE 3–2: BARBARIAN ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, background, barbarian feat, initial proficiencies, rage, totem
2	Barbarian feat, skill feat
3	Critical brutality, general feat, skill increase
4	Barbarian feat, skill feat
5	Ability boosts, ancestry feat, deny advantage, skill increase
6	Barbarian feat, skill feat
7	General feat, juggernaut, skill increase
8	Barbarian feat, skill feat
9	Ancestry feat, raging resistance, skill increase
10	Ability boosts, barbarian feat, skill feat
11	General feat, mighty rage, skill increase
12	Barbarian feat, skill feat
13	Ancestry feat, improved juggernaut, skill increase, weapon fury
14	Barbarian feat, skill feat
15	Ability boosts, general feat, indomitable will, skill increase
16	Barbarian feat, skill feat
17	Ancestry feat, skill increase, tireless rage
18	Barbarian feat, skill feat
19	Devastating strikes, general feat, skill increase
20	Ability boosts, barbarian feat, skill feat

gives you an ability, requires you to avoid certain behaviors, gives you resistances at higher levels, and allows you to select feats tied to your totem. For more information, see Totems on page 55.

Barbarian Feats

At 1st level and every even-numbered level thereafter, you gain a barbarian class feat. Barbarian class feats are described beginning on page 57.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

Critical Brutality 3rd

While you are raging, you gain access to the critical specialization effect for any melee weapon or unarmed attack you have (see page 183).

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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Deny Advantage 5th

You are not treated as flat-footed by creatures of your level or lower that are flanking you, though such creatures can still provide a flank to their allies. Also, you are no longer flat-footed against attacks from sensed or unseen creatures of your level or lower.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Juggernaut 7th

You become a master at Fortitude saves. When you succeed at a Fortitude save, treat it as a critical success.

Raging Resistance 9th

You gain resistance equal to your Constitution modifier (minimum 0) to two damage types based on your totem.

Mighty Rage 11th

At 11th level, you gain the Mighty Rage free action.

MIGHTY RAGE

Barbarian **Trigger** You use the Rage action.

Use one of your actions that has the rage trait.

Improved Juggernaut 13th

You become legendary at Fortitude saves. When you critically fail a Fortitude save, treat it as a failure. When you fail a Fortitude save against an effect that deals damage, you halve the damage you take.

Weapon Fury 13th

Your proficiency rank for simple weapons, martial weapons, and unarmed attacks increases to expert.

Indomitable Will 15th

Your rage fills your mind and heart with incredible strength, making it incredibly difficult to control you. You

become a master at Will saves. When you succeed at a Will save, treat it as a critical success.

Tireless Rage 17th

You don't become fatigued after you stop raging. It still takes the normal amount of time before you can use Rage again.

Devastating Strikes 19th

Your Strikes are so devastating that you hardly care about wielding the best weapon against each monster. If you succeed at a melee Strike against a creature with resistance against the physical damage type of the weapon or unarmed attack you're using, reduce that resistance by twice your Constitution modifier (minimum 0).

TOTEMS

As a barbarian, you channel the power of your rage through a totem. Traditionally, this is a spiritual or tribal symbol, but you choose what your totem means to you; it might describe a purely internal source or filter of your rage, such as a belief, curse, exotic heritage, or state of mind. Each totem grants you a totem ability, plus more abilities you can gain via totem feats, and it determines what types of damage you resist with the raging resistance class feature.

Each totem lists acts that are anathema to it. Whenever you perform such acts, you lose the totem's power and any totem feats until you spend 1 day of downtime recentering yourself, though you keep all other barbarian abilities.

Animal Totem

The fury of a wild predator fills you when you Rage, granting you uncanny unarmed attacks. Tribes that revere vicious animals (such as apes or bears) give rise to barbarians of this totem. You might also be at war with an uncontrollable, animalistic side of your personality, or you might be a descendant of a werewolf or other lycanthrope. Select an animal from Table 3–3: Animal Totems that best matches your chosen animal totem.

Anathema

Wielding weapons or flagrantly disrespecting any animal of your totem animal's kind are anathema to your totem.

Bestial Rage (Totem Ability)

When you Rage, you gain your chosen animal's unarmed attack (or attacks). The specific attack gained, the damage it deals, and its traits are listed on the Animal Totems table. All of these unarmed attacks are in the brawling group. Your Rage action gains the morph, primal, and transmutation traits.

Raging Resistance

The resistance from your raging resistance class feature applies against piercing and slashing damage.

TABLE 3–3: ANIMAL TOTEMS

Animal	Attack	Damage	Traits
Ape	Fist	1d10 B	Unarmed
Bear	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarmed
Bull	Horn	1d10 P	Unarmed
Cat	Jaws	1d10 P	Unarmed
	Claw	1d8 S	Agile, unarmed
Deer	Antler	1d10 P	Unarmed
Frog	Jaws	1d10 B	Unarmed
Shark	Jaws	1d10 P	Unarmed
Snake	Fangs	1d10 P	Unarmed
Wolf	Jaws	1d10 P	Unarmed

TABLE 3–4: DRAGON TOTEMS

Dragon	Type	Breath Weapon
Black	Chromatic	Line of acid
Blue	Chromatic	Line of electricity
Green	Chromatic	Cone of poison
Red	Chromatic	Cone of fire
White	Chromatic	Cone of cold
Brass	Metallic	Line of fire
Bronze	Metallic	Line of electricity
Copper	Metallic	Line of acid
Gold	Metallic	Cone of fire
Silver	Metallic	Cone of cold

Dragon Totem

You become as wrathful as a mighty dragon and manifest incredible abilities. Perhaps your culture reveres draconic majesty, teaching its warriors techniques that echo draconic fury, or you gained a connection to your totem after drinking or bathing in dragon's blood or after watching your village burn at the wrath of a marauding wyrm. Select a type of true dragon from Table 3–4: Dragon Totems to be your totem's chosen dragon. Chromatic dragons tend to be evil and metallic dragons tend to be good.

Anathema

Defying a dragon of your chosen type or letting a personal insult against you slide is anathema to your totem.

Draconic Rage (Totem Ability)

When you are raging, you can make your conditional bonus to damage deal the type of damage of your chosen dragon's breath weapon, rather than your weapon or unarmed attack's usual damage type, which increases the damage by 1 (after halving for agile weapons, if applicable). If you do this, your Rage action gains the arcane and evocation traits, as well as the trait matching the damage type.

Raging Resistance

The resistance from your raging resistance class feature applies against piercing damage and the damage type of your chosen dragon's breath weapon.

Fury Totem

Your rage comes from a deep well within you, rather than from an external source. You use your rage as you choose.

Anathema and Totem Ability

You don't have an anathema or totem ability. Instead, you gain an additional 1st-level barbarian feat.

Raging Resistance

The resistance from your raging resistance class feature applies against all physical weapon damage.

Giant Totem

Giants are towering, exceptionally strong humanoids, and some tribes aspire to be like them. Your rage gives you the raw power and size of a giant. This doesn't mean you revere giants—you might scoff at them, or even aspire to slay them! It could be that you seem to other people like a giant due to your exceptional strength or larger-than-life emotions and ego.

Anathema

Failing to accept a personal challenge of your strength is anathema to your totem.

Titan Mauler (Totem Ability)

You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You also gain access to your choice of weapon at character creation. When you are wielding such a weapon in combat, double your conditional bonus to damage rolls from raging, but you have the sluggish 1 condition (see page 324) because of the weapon's unwieldy size. You can't remove this sluggish condition or ignore its penalties by any means while you're wielding the weapon.

Raging Resistance

The resistance from your raging resistance class feature applies against bludgeoning damage and your choice of cold, electricity, or fire damage. Choose the damage type when you gain the raging resistance class feature (though you can retrain it later).

Spirit Totem

Whether you are emotionally sensitive to the activity of spirits around you, belong to a shamanic tribe that worships ancestors or apparitions, or are haunted by a specter of an ancestor, relative, friend, or foe, your rage takes the form of a spiritual possession.

Anathema

Disrespecting corpses or spirits that are in your presence is anathema to your totem; however, defending yourself against undead creatures is not.

Spirit Rage (Totem Ability)

When you are raging, you can make your conditional bonus to damage deal negative or positive damage, rather than your weapon or unarmed attack's usual damage type (you choose which type each time you Rage). If you choose to do this, your weapon or unarmed attack affects material and incorporeal creatures and objects equally. This makes your weapon overcome incorporeal creatures' resistance to physical attacks (as the *ghost touch* property rune). If you choose to deal negative or positive damage, your Rage action gains the divine and necromancy traits, plus the negative or positive trait, as appropriate.

Raging Resistance

The resistance from your raging resistance class feature applies against negative damage, as well as all damage dealt by the attacks and abilities of undead creatures, regardless of the damage type.

Superstition Totem

A deep distrust of magic drives you to forgo the metaphysical nonsense of spellcasters. Whether you're a member of a superstitious tribe that distrusts magic, a survivor of a magical accident that left your mind and body with an intense aversion to magic, or a scion of a bloodline known for its magic resistance, your rage is inimical to magic. This makes you an excellent mage hunter but slow to trust practitioners of magical arts. Your extremely restrictive anathema grants you powers beyond those of other totems.

Anathema

Willingly accepting the effects of magic spells (including from scrolls, wands, and the like), even from your allies, is anathema to your totem. You can still drink potions, and you can still invest and activate most magic items you find, though items that cast spells are subject to the same restrictions as all other spells. If an ally insists on using magic on you despite your unwillingness, and you have no reason to believe they will stop, continuing to travel with that ally counts as willingly accepting their spells (as do similar circumstances) and thus is also anathema to your totem.

Superstitious Resistance (Totem Ability)

While raging, you gain a +2 conditional bonus to all saves against magic.

Raging Resistance

Choose two associated magical traditions: arcane and occult, arcane and primal, divine and occult, or divine and primal. The resistance from your raging resistance class feature applies against all damage you take from spells of these two traditions of magic, regardless of the type of damage dealt by the spell.

BARBARIAN FEATS

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

1st Level

ACUTE VISION

FEAT 1

Barbarian

When you are raging, your visual senses improve, granting you low-light vision and darkvision.

RAGING INTIMIDATION

FEAT 1

Barbarian

While you are raging, any Demoralize action you use gains the rage trait. As soon as you meet the appropriate prerequisites of the skill feats Intimidating Glare and Scare to Death, you gain these feats. Scare to Death also gains the rage trait while you Rage.

MOMENT OF CLARITY

FEAT 1

Barbarian Concentrate Rage

You concentrate deeply, pushing back your rage for a moment. Use an action with the concentrate trait of your choice, even if it isn't an action with the rage trait. You can add an additional action to Moment of Clarity to instead use a 2-action activity with the concentrate trait.

SUDDEN CHARGE

FEAT 1

Barbarian

Requirements You are not wearing heavy armor.

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

2nd Level

ACUTE SCENT

FEAT 2

Barbarian

Prerequisites darkvision, low-light vision

When you Rage, your olfactory senses improve. You gain scent (see page 302) with a range of 10 feet.

INTERNAL FORTITUDE

FEAT 2

You bury your disgust to overcome your queasiness. When you attempt a Fortitude save to recover from being sick, you reduce your sick condition by 1 on a failure (but not on a critical failure), 2 on a success, or 3 on a critical success.

NO ESCAPE

FEAT 2

Barbarian Rage

Trigger An adjacent foe attempts to move away from you using an action that has the move trait.

Stride up to your Speed in tandem with the foe, following the foe's path and remaining adjacent to the foe throughout its movement until the foe stops moving or you are out of movement.

RAGING COURAGE

FEAT 2

Barbarian Concentrate Rage

You concentrate on the power of your rage, overcoming your fear. When you Rage, reduce your frightened condition by 1.

4th Level

FAST MOVEMENT

FEAT 4

Barbarian

Requirements You aren't wearing heavy armor.

While you are raging, you are accelerated 10 (see page 320).

KEY TERMS

Many barbarian abilities use these terms.

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

Totem: Totem abilities require a specific totem; you lose access to them when you perform acts anathema to your totem.

BARBARIAN FEATS

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

Feat	Level
Acute Scent	2
Acute Vision	1
Animal Rage	8
Animal Skin	6
Awesome Blow	14
Brutal Critical	18
Cleave	6
Come and Get Me	10
Contagious Rage	20
Dragon Totem Breath	6
Dragon Totem Wings	12
Dragon Transformation	16
Fast Movement	4
Furious Sprint	10
Giant's Lunge	14
Giant's Stature	6
Great Cleave	10
Internal Fortitude	2
Knockback	10
Moment of Clarity	1
No Escape	2
Perfect Clarity	16
Predator's Pounce	12
Quaking Stomp	20
Raging Athlete	4
Raging Courage	2
Raging Intimidation	1
Renewed Vigor	8
Spell Sunder	12
Spirits' Interference	6
Spirits' Wrath	12
Sudden Charge	1
Sudden Leap	8
Sunder Enchantment	14
Swipe	4
Terrifying Howl	10
Titan's Stature	12
Vengeful Strike	14
Vicious Evisceration	18
Whirlwind Strike	16
Witch Hunter	6

RAGING athlete — FEAT 4

Barbarian

Prerequisites expert in Athletics

Requirements You are not wearing heavy armor.

While you are raging, you gain a climb Speed and swim Speed equal to your land Speed.

SWIPE — FEAT 4

Barbarian Rage

You take a mighty swing against two adjacent enemies. Make a melee Strike and compare the attack result to the AC of up to two foes, both 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. If you critically hit one target and not the other, roll the extra critical hit damage separately. A Swipe counts as two attacks for your multiple attack penalty.

6th Level

ANIMAL SKIN — FEAT 6

Barbarian Morph Primal Totem Transmutation

Prerequisites animal totem

Requirements You are not wearing any physical armor, though you can be benefiting from *mage armor* or *bracers of armor*.

When you Rage, your skin transforms into a thick hide resembling the skin of your totem animal. As long as you meet the requirement, while raging you gain a +1 conditional bonus to AC instead of taking a –1 penalty to AC. The thickness of your hide gives you a Dexterity modifier cap of +4.

CLEAVE — FEAT 6

Barbarian Rage

Trigger Your melee Strike kills or knocks a creature unconscious, and another foe is adjacent to them.

Make a melee Strike against the second foe. If you somehow Cleave without taking a multiple attack penalty, take a –2 penalty to your attack roll instead.

DRAGON TOTEM BREATH — FEAT 6

Arcane Barbarian Concentrate Evocation Rage Totem

Prerequisites dragon totem

Frequency once per hour

You breathe in deeply and then exhale powerful energy in either a 30-foot cone or a 60-foot line, dealing 1d6 damage per barbarian level. Each creature in the area must attempt a Reflex save.

Success That target takes half damage.

Critical Success The target is unaffected.

Failure The target takes full damage.

Critical Failure The target takes double damage.

Your breath's area (line or cone) and damage type match your chosen dragon. This ability counts as a spell of half your level rounded up.

GIANT'S STATURE — FEAT 6

Barbarian Polymorph Primal Rage Totem Transmutation

Prerequisites giant totem

Requirements You are Medium or smaller.

You grow to incredible size. You become Large and increase your reach by 5 feet until you stop raging. You have the sluggish 1 condition (see page 324) while your size is increased.

Your equipment grows with you. If you're using the titan mauler ability, your weapon's even larger size causes it to have the same effects as normal for that ability.

SPIRITS' INTERFERENCE — FEAT 6

Barbarian Divine Necromancy Rage Totem

Prerequisites spirit totem

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

WITCH HUNTER — FEAT 6

Barbarian Rage Totem

Prerequisites superstition totem

Trigger A creature within your reach performs a spellcasting action.

Make a melee Strike against the triggering creature at a –2 penalty. If the attack hits, you disrupt that action. This Strike does not take or count toward your multiple attack penalty.

8th Level

ANIMAL RAGE — FEAT 8

Barbarian Concentrate Polymorph Primal Rage Totem Transmutation

Prerequisites animal totem

When you Rage, you transform into a Medium form of your totem animal, gaining the animal trait in addition to your normal traits. All your gear is absorbed into your form; all constant abilities of your gear still function, but you can't activate any item abilities. When you transform, you gain the following:

- Ignore your armor's check penalty and Speed reduction.
- You gain the same number of temporary Hit Points that you normally gain when you are raging
- You gain low-light vision

Your animal form prevents you from casting spells, speaking, and taking most actions with the manipulate trait that require your hands. (The GM determines which manipulate actions you can use if there's doubt.) You can dismiss this effect by spending an action (this action has the rage and concentrate traits).

While in animal form, you gain the attacks, movement types, and special abilities listed for your chosen animal, and you retain the attack or attacks from bestial rage (see Table 3–3: Animal Totems on page 55). You choose the specific type of animal you turn into within the broader category (such as a lion or snow leopard for cat). This has no effect on your animal form's size or statistics.

Ape Speed of 25 feet, climb Speed of 20 feet; scent.

Bear Speed of 25 feet; scent.

Bull Speed of 30 feet; scent.

Cat Speed of 40 feet; scent.

Deer Speed of 45 feet; scent.

Frog tongue (reach 15 feet), **Damage** 1d4 bludgeoning; Speed of 25 feet, swim Speed of 25 feet; scent.

Shark swim Speed of 35 feet; scent.

Snake Speed of 20 feet, climb Speed of 20 feet, swim Speed of 20 feet; scent.

Wolf Speed of 40 feet; scent.

RENEWED VIGOR — FEAT 8

Barbarian, Concentrate, Rage

You pause to recover some of your raging vigor. You gain temporary Hit Points equal to half your level plus your Constitution modifier.

SUDDEN LEAP — FEAT 8

Barbarian

Prerequisites Sudden Charge

Requirements You are not wearing heavy armor.

When making a Sudden Charge, instead of Striding, you can Leap. If you succeed at an Athletics check when you make the Leap, you can move the same distance you could with a Long Jump. Even if you're Leaping vertically, you determine the DC for the height you're jumping using the DC of a Long Jump.

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.

10th Level

COME AND GET ME — FEAT 10

Barbarian, Concentrate, Rage

You open yourself to attacks while preparing devastating counterattacks. While you are raging, you are flat-footed, and damage rolls against you gain a +2 circumstance bonus. If a creature hits you, that creature is flat-footed against the next attack you make against it before the end of your next turn. If you hit it before the end of your next turn, you gain temporary Hit Points equal to your Constitution modifier.

FURIOUS SPRINT — FEAT 10

Barbarian, Rage

Stride up to four times your Speed in a straight line. You can add an additional action to Furious Sprint to Stride up to six times your Speed in a straight line instead.

GREAT CLEAVE — FEAT 10

Barbarian, Rage

Prerequisites Cleave

When you Cleave, if your Strike also kills the target or knocks the target unconscious, you can continue to make melee Strikes until you make a Strike that doesn't kill or knock unconscious a creature or until there are no creatures adjacent to the most recent creature you attacked while Cleaving, whichever comes first.

KNOCKBACK — FEAT 10

Barbarian, Rage

Requirements You use this action immediately after you successfully Strike a foe.

You push the foe back 5 feet, as if you had succeeded at an Athletics check to Shove the foe.

TERRIFYING HOWL — FEAT 10

Auditory, Barbarian, Rage

Prerequisites Intimidating Glare

You unleash a terrifying howl. All frightened creatures within 30 feet must succeed at a Will save against your Intimidation DC. Regardless of the result of its saving throw, the creature is bolstered (see page 319) against your Terrifying Howl.

Success The target is unaffected.

Failure The target gains the fleeing condition for 1 round as long as it remains frightened.

Critical Failure The gains the fleeing condition as long as it remains frightened.



12th Level

DRAGON TOTEM WINGS — FEAT 12

Barbarian Morph Primal Rage Totem Transmutation

Prerequisites dragon totem

You sprout dragon wings from your back that are the same color as your chosen dragon. While you are raging, you gain a fly Speed of 40 feet.

PREDATOR'S POUNCE — FEAT 12

Barbarian Rage Totem

Prerequisites animal totem

Requirements You are not wearing heavy armor.

You close the distance to your prey in a blur, pouncing on them before they can react to your sudden appearance. You Stride up to your Speed and make a Strike at the end of your movement. If you were unseen or sensed before you began the action, you remain unseen or sensed until after you Strike.

SPELL SUNDER — FEAT 12

Attack Barbarian Concentrate Rage Totem

Prerequisites superstition totem

You draw upon your superstitious fury to destroy a spell. Make a Strike with a melee weapon or an unarmed attack against a creature, object, or a spell manifestation (such as the wall created by *wall of fire*). Whether or not you succeed at your Strike, the target is bolstered to your Spell Sunder.

Success You attempt to counteract a single spell active on the target. The counteract attempt uses a level equal to half your barbarian level rounded up, if your counteract attempt would require a check, your result is the same as the result of your attack roll, with any necessary adjustments for the difference in counteract level.

SPIRIT'S WRATH — FEAT 12

Attack Barbarian Concentrate Rage Totem

Prerequisites spirit totem

You call forth an ephemeral apparition, typically a ghost of an ancestor or nature spirit, which takes the form of a wisp. The spirit wisp makes a melee slam unarmed Strike against an enemy within 25 feet of you. The wisp uses your attack modifier and deals damage equal to 4d8 plus your Constitution modifier. The damage is your choice of negative or positive damage; don't apply your circumstance or conditional bonuses to the attack or damage. If your wisp critically hits with this Strike, the target gains the frightened 1 condition. This attack takes and counts toward your multiple attack penalty as if you were the one attacking.

TITAN'S STATURE — FEAT 12

Barbarian Polymorph Totem Transmutation

Prerequisites giant totem, Giant's Stature

You grow to even greater size. When using Giant's Stature, you can instead become Huge (increasing your reach by 10 feet if you were Medium or smaller) while you are raging. You have the sluggish 1 condition (see page 324) as long as you are Huge.

14th Level

AWESOME BLOW — FEAT 14

Barbarian Concentrate Rage

Prerequisites Knockback

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

Success You gain the success effect of a Shove followed by the success effect of a Trip against the target.

Critical Success You gain both the critical success effect of a Shove followed by the critical success effect of a Trip against the target.

Failure You gain the normal effect of Knockback.

GIANT'S LUNGE — FEAT 14

Barbarian Concentrate Rage Totem

Prerequisites giant totem

You extend your body and prepare to attack foes outside your normal reach. While you are raging, you have reach 10 feet on all your melee attacks. This doesn't increase the reach of any weapon or unarmed Strike that already has reach.

SUNDER ENCHANTMENT — FEAT 14

Barbarian Totem

Prerequisites superstition totem, Spell Sunder

When you use Spell Sunder, you can instead attempt to counteract either an unattended magic item or one of your target's magic items. If your counteract attempt succeeds, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's quality. As with Spell Sunder, the target is bolstered whether or not you succeed. If you target an artifact or other particularly powerful item, then your counteract attempt automatically fails.

VENGEFUL STRIKE — FEAT 14

Barbarian Rage

Prerequisites Come and Get Me

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

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

When struck by an enemy, you respond in turn. Make a melee Strike against the triggering creature at a –2 penalty. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this strike.

16th Level

DRAGON TRANSFORMATION — FEAT 16

Barbarian Concentrate Polymorph Primal Rage Transmutation Totem

Prerequisites dragon totem, Dragon Totem Wings

You transform into a Large form of a dragon that matches the dragon type of your dragon totem until you stop raging, gaining the dragon trait in addition to your normal traits while in this form. You must have enough space to expand into, or your transformation fails. All your gear is absorbed into your form; the constant abilities of your gear still function,

but you can't activate any item abilities. When you transform, you gain the following.

- Ignore your armor's check penalty and Speed reduction, if any.
- One or more melee unarmed Strikes depending on your dragon form (see page 218), which are the only type of attacks you can use. You're trained with them. When attacking with them, your damage bonus is +6. These are Strength-based attacks (for the purposes of the enfeebled condition, for example).
- Temporary Hit Points equal to the amount you gain when you are raging.
- Resistance 10 against the damage type of your breath weapon.
- Blindsense 60 feet, darkvision.
- Speed 40 feet and fly Speed 100 feet.
- A breath weapon you can activate by spending 2 actions. A creature that succeeds at a DC 24 saving throw takes half damage, no damage on a critical success, and double damage on a critical failure. The saving throw is a Reflex save unless stated otherwise in the special ability description. Once you activate your breath weapon, you can't use it again for 1d4 rounds. Your breath weapon is an arcane evocation effect with the appropriate damage trait. The shape, damage, damage type, and saving throw type depend on your dragon form (see page 218). After you use your breath weapon, you still have to wait the full delay even if your transformation ends and you transform anew.

The special statistics of your dragon form can be adjusted only by penalties, circumstance bonuses, and conditional bonuses (such as those you gain while raging). Your dragon form prevents you from casting spells or taking most actions with the manipulate trait that require your hands. (The GM determines which actions you can use if there's any doubt.) You can dismiss this effect by spending an action (this action has the rage and concentrate traits).

You gain the benefits for your chosen dragon's type listed in the *dragon form* spell (see page 218).

At 18th level, your fly Speed is accelerated 20, your damage bonus increases to +12, your breath weapon DC increases to 30, and you gain a +14 conditional bonus to breath weapon damage.

PERFECT CLARITY — FEAT 16

Barbarian Concentrate Fortune Rage

Trigger You fail or critically fail an attack roll or Will save while you are raging.

You burn out all of your rage to ensure that your attack lands and your mind remains free. Reroll the triggering attack roll or Will save, use the best result, and resolve the effect. You then immediately stop raging.

WHIRLWIND STRIKE — FEAT 16

Barbarian Rage

You attack all foes within your reach. Make melee Strikes against all enemies 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.

18th Level

BRUTAL CRITICAL — FEAT 18

Barbarian

Your critical hits are particularly devastating. On a critical hit, add one extra damage die. This is in addition to any extra dice you already gain if the weapon is deadly or fatal. The target also takes persistent bleed damage equal to one damage die.

VICIOUS EVISCERATION — FEAT 18

Barbarian Concentrate Rage

You make a vicious attack that maims your enemy. Make a melee Strike that gains the following enhancement (see page 294).

Enhancement The target is drained 1.

20th Level

CONTAGIOUS RAGE — FEAT 20

Auditory Barbarian Rage Visual

You stoke an ally's fury. While you are raging, one willing creature within 30 feet gains the same damage bonus and AC penalty that you do while you are raging. If the ally wasn't already raging, she gains the temporary Hit Points from your Rage action as well. The ally can still use actions with the concentrate trait, and she doesn't become fatigued when you stop raging.

QUAKING STOMP — FEAT 20

Barbarian Manipulate Rage

Frequency once per minute

You shake the ground, topple creatures, and shatter structures in a 60-foot aura around you.

- All squares in the area become difficult terrain. Attack rolls and skill checks by creatures on the ground take a –2 circumstance penalty.
- Any creature on the ground within the area must attempt a Reflex save at the start of its turn to keep its footing and avoid falling into fissures that open up in the ground. The fissures are 40 feet deep, so anyone who falls in takes 20 bludgeoning damage. The fissures are permanent, and their walls require a DC 15 Athletics check to Climb. You automatically succeed at your saving throw to avoid any fissures you create.
- Any structure or ceiling in the area has a chance to collapse. The GM makes a flat check for each structure, determining the DC for each (DC 16 for a sturdy structure, DC 14 for an average structure and most natural formations, DC 9 for a shoddy structure, or higher or lower as the GM sees fit). A collapse deals 11d6 bludgeoning damage; any creature caught in a collapse must attempt a Reflex save to escape it.

Success Target takes half collapse damage and falls prone.
Critical Success Target takes half collapse damage.
Failure Target takes full collapse damage and falls prone.
Critical Failure Takes full collapse damage and falls into a fissure.

Your Quaking Stomp might have additional effects in certain types of terrain. For instance, a cliff might collapse, causing creatures atop it to fall, or a lake might drain as the fissures open up below its surface and leave a morass of quicksand. The GM determines these additional effects.



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 a counselor, manipulator, scholar, scoundrel, or virtuoso. While your versatility allows some to consider you a jack-of-all-trades and a beguiling ne'er-do-well who spends too much time in taverns, it's dangerous to dismiss you as a master of none.

PLAYING A BARD

Players of bard characters might approach gameplay in the following ways:

- During combat, you use magical performances to alter the odds in your group's favor. You can alternate between helpful spells, attacks, and healing as needed.
- During social encounters, you persuade, prevaricate, and threaten with ease.
- While exploring, you're a font of knowledge and you perform to assist allies.
- In downtime, you can earn money and prestige with your performances, gaining a name for yourself and acquiring patrons. You might even found a bardic college of your own!

ROLEPLAYING A BARD

Bards know obscure lore, perform skillfully, and have silver tongues.

IF YOU'RE A BARD, YOU LIKELY...

- Have a passion for your art so strong you forge a spiritual connection.
- Take point when tact and nonviolent solutions are required.
- Follow your muse, whether it's a fey creature, a philosophical concept, a psychic force, or a deity of art or music, and you follow it to learn secret lore that few others have.

OTHERS PROBABLY...

- Underestimate you compared to other spellcasters, believing you are little more than a foppish minstrel and overlooking the subtle power of your magic.
- Relish the opportunity to invite you to social events, either as a performer or a guest, but still consider you to be something of a curiosity in their social circles.
- Respond favorably to your social charm and abilities but remain suspicious of your mental magic.

CLASS FEATURES

You gain these abilities as a bard. Abilities gained at higher levels list the requisite levels next to the features' names.

Occult Spellcasting

You have the power to cast occult spells using the Cast a Spell activity, and you gain access to the Material Casting, Somatic Casting, and Verbal Casting actions (see Casting Spells on page 195). Because you're a bard, you can usually play an instrument as part of your Material Casting and Somatic Casting actions, so you usually don't need spell components or another hand free. You can usually also play an instrument for your Verbal Casting actions rather than speaking.

Each day, you can cast up to two 1st-level spells. The number of spells you can cast each day are called your spell slots. You must know spells to cast them, and you learn them via the spell repertoire class feature. As you increase in level as a bard, your number of spells per day and the highest level of spells you can cast from spell slots increases, as shown on the Bard Spells per Day table on page 65.

Some of your spells require you to attempt a spell roll to see how effective they are, or have your enemies roll against your spell DC. Since your key ability is Charisma, your spell rolls and spell DCs use your Charisma modifier. See page 291 for details on calculating your spell rolls and spell DCs.

Heightening Spells

When you get spell slots of 2nd level and higher, you can heighten lower-level spells to higher levels. You must learn them at the new level to do so, as described on page 192. The spontaneous heightening class feature lets you select two spells you can heighten freely.

KEY ABILITY

Charisma

HIT POINTS

8 plus your Constitution modifier

PROFICIENCIES

Perception

Expert

Saving Throws

Trained in Fortitude
Trained in Reflex
Expert in Will

Skills

Trained in a number of skills equal to 7 plus your Intelligence modifier

Weapons

Trained in all simple weapons plus the longsword, rapier, sap, shortsword, shortbow, and whip

Armor

Trained in light armor and in shields

Spells

Trained in occult spell rolls and DCs and in attack rolls for occult spells

SIGNATURE SKILLS

Crafting
Deception
Diplomacy
Intimidation
Occultism
Performance
Society

TABLE 3–5: BARD ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, background, first compositions, initial proficiencies, muse, occult spellcasting, spell repertoire
2	Bard feat, skill feat
3	2nd-level spells, spontaneous heightening, general feat, skill increase
4	Bard feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Bard feat, skill feat
7	4th-level spells, general feat, skill increase
8	Bard feat, skill feat
9	5th-level spells, ancestry feat, skill increase
10	Bard feat, ability boosts, skill feat
11	6th-level spells, general feat, skill increase
12	Expert spellcaster, skill feat
13	7th-level spells, ancestry feat, skill increase
14	Bard feat, skill feat
15	8th-level spells, ability boosts, general feat, skill increase
16	Master spellcaster, skill feat
17	9th-level spells, ancestry feat, skill increase
18	Bard feat, skill feat
19	Legendary spellcaster, general feat, skill increase
20	Bard feat, ability boosts, skill feat

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 the highest level of spell you can cast as a bard. For example, as a 1st-level bard, the highest level of spell you can cast is 1st, so your cantrips are 1st-level spells. As a 5th-level bard, the highest level of spell you can cast is 3rd, so your cantrips are 3rd-level spells.

Spell Repertoire

At 1st level, you learn one 1st-level occult spell of your choice and four occult cantrips of your choice. You choose these from the common spells on the occult spell list in this book (see page 200) 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 level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot from Table 3–6, you add a spell to your spell repertoire of the same level. So when you reach 2nd level, you select another 1st-level spell; at 3rd level, you select two 2nd-level spells, and at 4th level you select a 2nd-level spell.

Though you gain them at the same rate, your spell slots and 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 level up and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip. You can also swap out spells by retraining during downtime (see page 318).

First Compositions

Compositions are a special type of spell that require you to use the Performance skill as a part of their casting. At 1st level, bards gain two types of composition spells: composition cantrips and composition powers (which both have the composition trait). You gain the *inspire courage* composition cantrip (see page 233), which boosts your allies' attacks, damage, and defense against fear. This is in addition to the cantrips you choose from the occult list. Feats can give you more composition cantrips. Unlike other cantrips, you can't swap out compositions gained from bard feats at a later level, unless you swap out the specific feat via retraining (see page 318).

You can also cast a composition power called *counter performance* (see page 212) that protects against auditory and visual effects. You have a pool of Spell Points you can spend to cast this spell. Your maximum number of Spell Points is equal to your key ability modifier (minimum 0). You regain all your Spell Points during your daily preparations. You can cast *counter performance* only by spending 1 Spell Point, not using spell slots. This power is automatically heightened to the highest level of spell you can cast.

Some bard feats let you learn more composition powers, and such feats typically increase your pool of Spell Points.

Muses

As a bard, you have a muse that leads you to great things, which might be a physical creature, a deity, a philosophy, or something more nebulous. While there are nearly as many different muses as there are bards, muses grant a limited number of different abilities to bards based on their theme.

Lore: Your muse drives you to uncover the hidden secrets of the multiverse. You gain the Bardic Lore feat and add *true strike* to your spell repertoire.

Maestro: Your muse inspires you to ever-greater heights of performance. You gain the Lingering Composition feat and add *soothe* to your spell repertoire.

Polymath: Your muse flits about to almost every skill and pursuit. You gain the Versatile Performance feat and add *summon monster* to your spell repertoire.

Bard Feats 2nd

At 2nd level, you gain a bard class feat (see page 66). You gain another at 4th, 6th, 8th, 10th, 14th, 18th, and 20th levels.

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.

Spontaneous Heightening 3rd

You learn to freely heighten some of your spells, even if you know only the base version of the spell. During your daily preparations (see page 192), you can select up to two spells you know. You can cast those spells using any applicable higher-level spell slots you have, heightening the spell to the level of spell slot used, even if you don't ordinarily know the spell at the higher level.

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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Expert Spellcaster 12th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for occult spells increases to expert.

Master Spellcaster 16th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for occult spells increases to master.

Legendary Spellcaster 19th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for occult spells increases to legendary.

TABLE 3–6: BARD SPELLS PER DAY

Your	Spell Level								
Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	–	–	–	–	–	–	–	–
2	3	–	–	–	–	–	–	–	–
3	3	2	–	–	–	–	–	–	–
4	3	3	–	–	–	–	–	–	–
5	3	3	2	–	–	–	–	–	–
6	3	3	3	–	–	–	–	–	–
7	3	3	3	2	–	–	–	–	–
8	3	3	3	3	–	–	–	–	–
9	3	3	3	3	2	–	–	–	–
10	3	3	3	3	3	–	–	–	–
11	3	3	3	3	3	2	–	–	–
12	3	3	3	3	3	3	–	–	–
13	3	3	3	3	3	3	2	–	–
14	3	3	3	3	3	3	3	–	–
15	3	3	3	3	3	3	3	2	–
16	3	3	3	3	3	3	3	3	–
17	3	3	3	3	3	3	3	3	2
18	3	3	3	3	3	3	3	3	3
19	3	3	3	3	3	3	3	3	3
20	3	3	3	3	3	3	3	3	3



KEY TERMS

Many bard abilities use these terms.

Composition: To cast a composition cantrip or power, you use a type of Performance (see page 154). If the spell includes Verbal Casting, you must use an auditory performance, and if it includes Somatic Casting, you must use a visual one. The spell gains all the traits of the performance you used. You can cast no more than one composition spell each turn, and you can have only one active at a time. If you cast a new composition spell, ongoing effects from your previous composition spell end immediately.

Metamagic: Metamagic feats trigger when you begin casting a spell and typically require you to spend an extra spellcasting action to alter the spell's effects. You can't use metamagic feats if adding an action to the spell would make the spell require more actions than you have remaining on your turn. Because most metamagic feats have the same trigger, you usually can use only one metamagic feat per spell.

BARD FEATS

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

Feat	Level
Additional Heightening	8
Allegro	14
Bardic Lore	1
Cantrip Expansion	4
Dirge of Doom	6
Eclectic Skill	8
Esoteric Scholar	2
Fatal Aria	20
Harmonize	6
House of Imaginary Walls	10
Inspire Competence	2
Inspire Heroics	8
Lingering Composition	1
Loremaster's Recall	2
Melodious Spell	8
Mental Prowess	8
Mental Stronghold	14
Soothing Ballad	14
Steady Spellcasting	4
Symphony of the Muse	20
Triple Time	4
Unusual Composition	10
Versatile Performance	1

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

Your eclectic studies inform you on just about any topic. You are trained in Bardic Lore, a special lore skill that can be used only to Recall Knowledge, but can be used to Recall Knowledge on any topic. If you are legendary in Occultism, you become an expert in Bardic Lore, but you can't increase your proficiency rank in Bardic Lore by any other means.

LINGERING COMPOSITION — FEAT 1

Bard

By adding a flourish, you can make your compositions last longer. You learn the *lingering composition* composition power (see page 235), which you can cast at a cost of 1 Spell Point. Increase your Spell Point pool by 2.

VERSATILE PERFORMANCE — FEAT 1

Bard

In social situations, 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.

2nd Level

ESOTERIC SCHOLAR — FEAT 2

Bard

Prerequisites Versatile Performance

You keep a book of occult spells similar to a wizard's spellbook. You add all the spells in your repertoire to this book for free, and you can add additional occult spells to the book by paying the appropriate cost and using your Occultism skill, similarly to how a wizard can Learn Arcane Spells and add those spells to his spellbook.

During your daily preparations, choose any one spell from your spellbook. If the spell you choose is already in your spell repertoire, you can heighten it with spontaneous heightening that day. If it isn't in your repertoire, treat it as though it were in it for that day.

INSPIRE COMPETENCE — FEAT 2

Bard

Prerequisites Lingering Composition

You learn the *inspire competence* composition cantrip (see page 233), which magically aids your allies' skill checks.

LOREMASTER'S RECALL — FEAT 2

Bard Fortune

Prerequisites Bardic Lore

You can magically unlock more memories, making it more likely you can remember something. You learn the *loremaster's recall* power (see page 236), which you can cast at a cost of 1 Spell Point. Increase your Spell Point pool by 1.

4th Level

CANTRIP EXPANSION — FEAT 4

Bard

Add two additional cantrips of your choice from the occult spell list to your spell repertoire.

STEADY SPELLCASTING — FEAT 4

Bard

Your spells are disrupted by reactions (see page 196) only if you take damage equal to or greater than double your character level.

TRIPLE TIME — FEAT 4

Bard

You learn the *triple time* composition cantrip (see page 266), which makes you and your allies move more quickly for a round.

6th Level

DIRGE OF DOOM — FEAT 6

Bard

You learn the *dirge of doom* composition cantrip (see page 216), which frightens your enemies.

HARMONIZE — FEAT 6

Bard Metamagic

Prerequisites Lingering Composition

Magical harmonies maintain your compositions. You learn the *harmonize* power (see page 229), which you can cast at a cost of 1 Spell Point. Increase your Spell Point pool by 1.

8th Level

ADDITIONAL HEIGHTENING — FEAT 8

Bard

You can heighten additional spells. During your daily preparations, when selecting spells for spontaneous heightening, you can select up to four spells, instead of two.

ECLECTIC SKILL — FEAT 8

Bard

Prerequisites Versatile Performance, Master Occultism

You can attempt any skill check that normally requires you to be trained, even if you are untrained. If you are legendary in Occultism, you can also attempt any skill check that normally requires you to be an expert, even if you are untrained or trained.

INSPIRE HEROICS — FEAT 8

Bard Metamagic

Prerequisites Lingering Composition

You learn the *inspire heroics* power (see page 233), which you can cast at a cost of 1 Spell Point. Increase your Spell Point pool by 2.

MELODIOUS SPELL — FEAT 8

Bard Metamagic

Trigger You begin casting a bard spell that has a maximum of 2 spellcasting actions.

Add a Verbal Casting action to the casting of the triggering spell and attempt a Performance check against all observers' Perception DCs. If your Performance check is successful against an observer's Perception DC, that observer doesn't notice that you are casting a spell. This conceals only the spell's spellcasting actions, not any of the spell's physical effects, so an observer might still see a ray streak out from you or see you disappear if you turn invisible.

MENTAL PROWESS — FEAT 8

Bard

Prerequisites Expert in Will saves, Bardic Lore

Your proficiency rank for Will saves increases to master. When you succeed at a Will save, treat it as a critical success instead.

10th Level

HOUSE OF IMAGINARY WALLS — FEAT 10

You learn the *house of imaginary walls* composition cantrip (see page 230).

UNUSUAL COMPOSITION — FEAT 10

Bard Metamagic

Prerequisites Versatile Performance

Trigger You begin casting a composition spell that has a maximum of 2 spellcasting actions.

You use a different kind of performance than usual for the composition in order to change any of its Somatic Casting actions to Verbal Casting actions or vice versa, and adding an additional spellcasting action of the appropriate type. As usual for composition spells, this changes whether the composition is auditory or visual.

14th Level

ALLEGRO — FEAT 14

Bard

You can quicken your allies. You learn the *allegro* composition cantrip (see page 204).

MENTAL STRONGHOLD — FEAT 14

Bard

Prerequisites Master in Will saves, Bardic Lore

Your mind is a fortress. You become legendary at Will saves. When you critically fail a Will save, treat it as a failure instead, and when you fail a Will save against an effect that deals damage, halve the damage you take.

SOOTHING BALLAD — FEAT 14

Bard

You learn the *soothing ballad* composition power (see page 257), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

20th Level

FATAL ARIA — FEAT 20

Bard

You learn the *fatal aria* composition power (see page 223), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

SYMPHONY OF THE MUSE — FEAT 20

Bard

Prerequisites Harmonize

You are able to weave countless performances together into a solo symphony. 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 remain.



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 granted through the grace of your deity, you live the ideals of your faith, adorn yourself with the symbols of your church, and train diligently to wield the weapon favored by your deity. Your spells might protect and heal your allies, or they might punish foes and lay waste to enemies of your faith, as your deity wills. Yours is a life of devotion, spreading the teachings of your faith through both thought and deed.

PLAYING A CLERIC

Players of cleric characters might approach gameplay in the following ways.

- During combat, you trade off between casting spells and attacking with weapons—typically the favored weapon of your deity. Most of your spells can boost, protect, or heal your allies. Your ability to channel energy lets you cast *heal* for your allies or *harm* on your enemies more often, depending on your deity.
- During social encounters, you might make diplomatic overtures or deliver impressive speeches. Because you're wise, you also pick up on falsehoods others tell.
- In exploration mode, 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.
- In downtime, you might perform services at a temple, travel to spread the word of your deity, research scripture, celebrate holy days, or even found a new temple.

ROLEPLAYING A CLERIC

Clerics have an unmatched reputation for devotion to their deities.

IF YOU'RE A CLERIC, YOU LIKELY...

- Have an immediate affinity with other worshipers of your deity.
- Visit the temples and holy places sacred to your faith.
- 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...

- Assume you're a fanatic in all things.
- Expect you to heal their wounds.
- Rely on you to interact with other religious figures.

CLASS FEATURES

You gain these abilities as a cleric. Abilities gained at higher levels list the requisite levels next to the features' names.

Divine Spellcasting

You have the power to cast divine spells using the Cast a Spell activity, and you gain access to the Material Casting, Somatic Casting, and Verbal Casting actions (see Spellcasting on page 195). Because you're a cleric, you can usually hold a divine focus (such as a religious symbol or a religious text) as part of your Material Casting and Somatic Casting actions, so you usually don't need spell components or another hand free. At 1st level, you can prepare two 1st-level spells and four cantrips each morning from the common spells on the divine spell list in this book (see page 200) or from other divine spells to which you gain access. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare are 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 level of spell you can cast, as shown on the Cleric Spells per Day table on page 70.

Some of your spells require you to attempt a spell roll to see how effective they are, or have your enemies roll against your spell DC. Since your key ability is Wisdom, your spell rolls and spell DCs use your Wisdom modifier. See page 291 for details on calculating your spell rolls and spell DCs.

Heightening Spells

When you get spell slots of 2nd level and higher, you can prepare lower-level spells in those slots to strengthen them. This increases the spell's level to match the heightened spell slot. Many spells have specific improvements when they are heightened to certain levels (see page 192).

KEY ABILITY

Wisdom

HIT POINTS

8 plus your Constitution modifier

PROFICIENCIES

Perception

Trained

Saving Throws

Expert in Fortitude
Trained in Reflex
Expert in Will

Skills

Trained in a number of skills equal to 5 plus your Intelligence modifier

Weapons

Trained in all simple weapons and the favored weapon of your deity. If your deity's favored weapon is uncommon, you also gain access to that weapon.

Armor

Trained in light armor, medium armor, and shields

Spells

Trained in divine spell rolls and DCs and in attack rolls for divine spells

SIGNATURE SKILLS

Diplomacy
Medicine
Performance
Religion
One skill determined by your deity

TABLE 3–7: CLERIC ADVANCEMENT

Your Level	Class Features
1	Anathema, ancestry feat, background, channel energy, deity and domain, divine spellcasting, initial proficiencies
2	Cleric feat, skill feat
3	2nd-level spells, general feat, skill increase
4	Cleric feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Cleric feat, skill feat
7	4th-level spells, general feat, skill increase
8	Cleric feat, skill feat
9	5th-level spells, ancestry feat, skill increase
10	Ability boosts, cleric feat, skill feat
11	6th-level spells, general feat, skill increase
12	Expert spellcaster, skill feat
13	7th-level spells, ancestry feat, skill increase
14	Cleric feat, skill feat
15	8th-level spells, ability boosts, general feat, skill increase
16	Master spellcaster, skill feat
17	9th-level spells, ancestry feat, skill increase
18	Cleric feat, skill feat
19	General feat, legendary spellcaster, skill increase
20	Ability boosts, cleric feat, skill feat

TABLE 3–8: CLERIC SPELLS PER DAY

Your Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	–	–	–	–	–	–	–	–
2	3	–	–	–	–	–	–	–	–
3	3	2	–	–	–	–	–	–	–
4	3	3	–	–	–	–	–	–	–
5	3	3	2	–	–	–	–	–	–
6	3	3	3	–	–	–	–	–	–
7	3	3	3	2	–	–	–	–	–
8	3	3	3	3	–	–	–	–	–
9	3	3	3	3	2	–	–	–	–
10	3	3	3	3	3	–	–	–	–
11	3	3	3	3	3	2	–	–	–
12	3	3	3	3	3	3	–	–	–
13	3	3	3	3	3	3	2	–	–
14	3	3	3	3	3	3	3	–	–
15	3	3	3	3	3	3	3	2	–
16	3	3	3	3	3	3	3	3	–
17	3	3	3	3	3	3	3	3	2
18	3	3	3	3	3	3	3	3	3
19	3	3	3	3	3	3	3	3	3
20	3	3	3	3	3	3	3	3	3

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 the highest level of spell you can cast as a cleric. For example, as a 1st-level cleric, the highest level of spell you can cast is 1st, so your cantrips are 1st-level spells. As a 5th-level cleric, the highest level of spell you can cast is 3rd, so your cantrips are 3rd-level spells.

Deity and Domain

Choose one deity you revere above all others. The most common deities in Pathfinder appear on Table 3–9: Deities on pages 72–73. This table lists each deity's name, areas of concern, and alignment, followed by the benefits you get for being a cleric of that deity. Your alignment must be one allowed by your deity, as listed in parentheses after the deity's alignment. Your deity grants you a signature skill and the trained proficiency rank 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. When preparing spells, you can select from these in addition to the spells on the divine list once you can cast that level of spell.

Select one domain—a subject of particular interest to you within the traditions of your religion—from your deity's list of domains. This domain grants you a special kind of spell called a domain power. Each domain's theme and powers appear in Table 3–10: Domains on page 73. By choosing a domain, you gain a pool of Spell Points you can spend to cast domain powers. You can cast domain powers only by spending Spell Points, not by using spell slots. Your maximum number of Spell Points equals your key ability modifier (minimum 0). You regain all your Spell Points when you prepare your spells. You gain the initial power tied to your domain when you select the domain. Your initial domain power costs 1 Spell Point to cast and is automatically heightened to the highest level of spell you can cast. Domain powers are available only to characters who've selected the domain and can't be learned by others.

Some cleric feats grant you more domain powers, and such feats typically increase your pool of Spell Points. You can learn additional powers, called advanced domain powers, by taking the Advanced Domain cleric feat. The Spell Point cost of this advanced domain power is listed in parentheses after its name in Table 3–10: Domains.

Anathema

Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Committing acts, learning or casting spells, and using items that are anathema to your deity take you out of that deity's good graces.

Casting spells with the evil trait is almost always anathema to good deities, and casting good spells is likewise anathema to evil deities; similarly, casting chaotic spells is anathema to lawful deities and casting lawful spells is anathema to chaotic deities. A neutral cleric who worships a neutral deity isn't limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment.

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 enhance your ability to lie would be anathema to Sarenrae, as a goddess of honesty, and casting one to create undead would be anathema to Pharasma, the goddess of death.

For borderline cases, you and your GM determine whether other acts count as anathema. For example, Torag is a god of community, so actions that work to destroy a close-knit community are typically anathema to Torag. However, as god of dwarves, he might permit you to destroy a community of giants that is threatening to wipe out a dwarven settlement.

If you perform enough acts that are anathema to your deity or if your alignment changes to one not allowed by 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 channel energy, domain powers, and divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (see page 275).

Channel Energy

You gain a pool of positive or negative energy, depending on your deity, as shown on Table 3–9: Deities on pages 72–73. Some deities allow you to choose whether to channel negative or positive energy. Once you choose, you can't change the type of energy you channel, short of an ethical shift or divine intervention.

This pool of energy allows you to cast either the *heal* spell (for positive energy) or the *harm* spell (for negative energy) a number of times per day equal to 3 plus your Charisma modifier without needing to prepare the spell in advance. All spells you cast in this way are heightened to the maximum spell level you can cast as a cleric. You can find *heal* on page 229 and *harm* on page 228.

Cleric Feats 2nd

At 2nd level, you gain a cleric class feat (see page 74). You gain another at 4th, 6th, 8th, 10th, 14th, 18th, and 20th levels.

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.

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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Expert Spellcaster 12th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for divine spells increases to expert.

Master Spellcaster 16th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for divine spells increases to master.

Legendary Spellcaster 19th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for divine spells increases to legendary.

KEY TERMS

You'll see the following key terms in many cleric abilities.

Good or Evil: A feat with the good trait requires you to have a good alignment as a prerequisite, and one with the evil trait requires you to be evil.

Metamagic: Feats with the metamagic trait allow you to tweak the properties of your spells. These feats are triggered when you begin casting a spell and typically require you to spend an additional spellcasting action to alter the spell's effects. You can't use metamagic feats if adding an action to the spell would make the spell require more actions than you have remaining on your turn. Because most metamagic feats have the same trigger, you usually can't use more than one metamagic feat per spell.

TABLE 3–9: DEITIES

Deity	Areas of Concern	Alignment	Channel	Skill	Weapon	Domains	Spells
Abadar	Cities, the law, merchants, and wealth	LN (LG, LN, LE)	Negative or positive	Society	Crossbow	Cities, earth, travel, wealth	1st: *lock*, 4th: *creation*, 7th: *magnificent mansion*
Asmodeus	Contracts, pride, slavery, and tyranny	LE (LE)	Negative	Deception	Mace	Confidence, fire, trickery, tyranny	1st: *charm*, 4th: *suggestion*, 6th: *dominate*
Calistria	Lust, revenge, and trickery	CN (CG, CN, CE)	Negative or positive	Deception	Whip	Pain, passion, secrecy, trickery	1st: *charm*, 3rd: *enthrall*, 6th: *mislead*
Cayden Cailean	Ale, freedom, and wine	CG (NG, CG, CN)	Positive	Athletics	Rapier	Cities, freedom, indulgence, might	1st: *fleet step*, 2nd: *touch of idiocy*, 5th: *hallucination*
Desna	Dreams, luck, stars, and travelers	CG (NG, CG, CN)	Positive	Acrobatics	Starknife	Dreams, luck, moon, travel	1st: *sleep*, 3rd: *dream message*, 4th: *fly*
Erastil	Family, farming, hunting, and trade	LG (LG, NG, LN)	Positive	Survival	Longbow	Earth, family, nature, wealth	1st: *true strike*, 3rd: *wall of thorns*, 5th: *tree stride*
Gorum	Battle, strength, and weapons	CN (CN, CE)	Negative or positive	Athletics	Greatsword	Confidence, destruction, might, zeal	1st: *true strike*, 2nd: *enlarge*, 4th: *weapon storm*
Gozreh	Nature, the sea, and weather	N (NG, LN, N, CN, NE)	Positive	Survival	Trident	Air, nature, travel, water	1st: *gust of wind*, 3rd: *lightning bolt*, 5th: *control water*
Iomedae	Honor, justice, rulership, and valor	LG (LG, NG)	Positive	Intimidation	Longsword	Confidence, might, truth, zeal	1st: *true strike*, 2nd: *remove paralysis*, 4th: *fire shield*
Irori	History, knowledge, and self-perfection	LN (LG, LN, LE)	Negative or positive	Athletics	Fist	Knowledge, might, perfection, truth	1st: *jump*, 3rd: *haste*, 4th: *stoneskin*
Lamashtu	Aberrance, monsters, and nightmares	CE (CE)	Negative or positive	Survival	Falchion	Family, might, nightmares, trickery	1st: *magic fang*, 3rd: *animal form*, 4th: *nightmare*
Nethys	Magic, with a dualistic nature of destruction and preservation	N (NG, LN, N, CN, NE)	Negative or positive	Arcana	Staff	Destruction, knowledge, magic, protection	Cantrip: *mage hand*, 1st: *magic missile*, 2nd: *magic mouth,* 3rd: *levitate,* 4th: *blink,* 5th: *prying eye,* 6th: *teleport,* 7th: *spell turning,* 8th: *maze,* 9th: *disjunction*
Norgorber	Greed, murder, poison, and secrets; has four aspects: ally of poisoners Blackfingers, murderous Father Skinsaw, the thieving Gray Master, and the secretive Reaper of Reputation	NE (LE, NE, CE, plus N if following the Reaper of Reputation)	Negative	Stealth	Shortsword	Death, secrecy, trickery, wealth	1st: *illusory disguise*, 3rd: *invisibility*, 4th: *phantasmal killer*
Pharasma	Birth, death, fate, and prophecy	N (NG, LN, N)	Positive	Occultism	Dagger	Death, fate, healing, knowledge	1st: *mindlink*, 3rd: *ghostly weapon*, 9th: *power word kill*
Rovagug	Destruction, disaster, and wrath	CE (NE, CE)	Negative	Athletics	Greataxe	Air, destruction, earth, zeal	1st: *burning hands*, 2nd: *enlarge*, 6th: *disintegrate*

TABLE 3–9: DEITIES (CONTINUED)

Deity	Areas of Concern	Alignment	Channel	Skill	Weapon	Domains	Spells
Sarenrae	Healing, honesty, redemption, and the sun	NG (LG, NG, CG)	Positive	Survival	Scimitar	Fire, healing, light, truth	1st: *burning hands*, 3rd: *fireball*, 4th: *wall of fire*
Shelyn	Art, beauty, love, and music	NG (LG, NG, CG)	Positive	Crafting	Glaive	Creation, family, passion, protection	1st: *color spray*, 3rd: *enthrall*, 4th: *creation*
Torag	The forge, protection, and strategy	LG (LG, LN)	Positive	Crafting	Warhammer	Creation, earth, family, protection	1st: *alarm*, 3rd: *earthbind*, 4th: *creation*
Urgathoa	Disease, gluttony, and undeath	NE (LE, NE, CE)	Negative	Intimidation	Scythe	Indulgence, magic, might, undeath	1st: *goblin pox*, 2nd: *ghoulish cravings*, 7th: *mask of terror*
Zon-Kuthon	Darkness, envy, loss, and pain	LE (LN, LE, NE)	Negative	Intimidation	Spiked chain	Ambition, darkness, destruction, pain	1st: *phantom pain*, 3rd: *wall of thorns*, 5th: *shadow walk*

TABLE 3–10: DOMAINS

Domain	Description	Initial Domain Power	Advanced Domain Power
Ambition	You strive to keep up with and outpace the competition.	*Blind ambition*	*Competitive edge* (2)
Air	You can control winds and the weather.	*Pushing gust*	*Walk on air* (1)
Cities	You have powers over urban environments and denizens.	*Face in the crowd*	*Watching the watchers* (2)
Confidence	You overcome your fear and project pride.	*Veil of confidence*	*Delusional pride* (2)
Creation	You have divine abilities related to crafting and art.	*Fabricate*	*Artistic flourish* (2)
Darkness	You operate in the darkness and take away the light.	*Touch of shadows*	*Darkened eyes* (2)
Death	You have the power to end lives and destroy undead.	*Undead's bane*	*Death's call* (1)
Destruction	You become a conduit for divine devastation.	*Destructive cry*	*Destructive aura* (2)
Dreams	You have the power to enter and manipulate dreams.	*Sweet dreams*	*Dreaming potential* (3)
Earth	You control soil and stone.	*Hurtling stone*	*Localized quake* (2)
Family	You can aid and protect your family and community more effectively.	*Soothing words*	*Unity* (2)
Fate	You see and understand hidden inevitabilities.	*Read fate*	*Tempt fate* (1)
Fire	You control flame.	*Fire ray*	*Flame barrier* (1)
Freedom	You can liberate yourself and others from shackles and constraints.	*Unimpeded stride*	*Word of freedom* (3)
Healing	Your healing magic is particularly potent.	*Healer's blessing*	*Healing font* (2)
Indulgence	You feast mightily and can shake off the effects of overindulging.	*Enhance victuals*	*Take its course* (2)
Knowledge	You receive divine insights.	*Lorekeeper's fortune*	*Know the enemy* (1)
Light	You harness the power of the sun and other light sources and punish undead.	*Undead's bane*	*Dazzling flash* (2)
Luck	You're unnaturally lucky and keep out of harm's way.	*Bit of luck*	*Lucky break* (3)
Magic	You perform the unexpected and inexplicable.	*Divine vessel*	*Mystic beacon* (1)
Might	Your physical power is bolstered by divine strength.	*Athletic exploit*	*Enduring strength* (2)
Moon	You command powers associated with the moon.	*Moonlight glow*	*Moonbeam* (2)
Nature	You hold power over animals and plants.	*Skin of thorns*	*Nature's bounty* (1)
Nightmares	You fill minds with horror and dread.	*Waking nightmare*	*Echoing nightmares* (2)
Pain	You punish those who displease you with the sharp sting of pain.	*Savor the sting*	*Retributive pain* (3)
Passion	You can evoke passion, whether as love or lust.	*Charming touch*	*Captivating adoration* (2)
Perfection	You strive to perfect your mind, body, and spirit.	*Perfected mind*	*Perfected form* (2)
Protection	You hold the power to ward yourself and others.	*Divine ward*	*Protective aura* (2)
Secrecy	You protect secrets and keep them hidden.	*Forced quiet*	*Safeguard secret* (3)
Travel	You have power over movement and journeys.	*Agile feet*	*Wanderer's guide* (3)
Trickery	You delight in deceiving others and causing mischief.	*Sudden shift*	*Master's illusion* (3)
Truth	You can pierce lies and discover the truth.	*Word of truth*	*Glimpse the truth* (3)
Tyranny	You wield power to rule and enslave others.	*Touch of obedience*	*Commanding lash* (2)
Undeath	Your magic carries close ties to the undead.	*Unlife's blessing*	*Touch of undeath* (2)
Water	You control water and bodies of water.	*Tidal surge*	*Downpour* (2)
Wealth	You hold power over wealth, trade, and treasure.	*Acquisitive's fortune*	*Money talks* (1)
Zeal	Your inner fire increases your combat prowess.	*Weapon surge*	*Prepare for battle* (3)

CLERIC FEATS

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

Feat	Level
Advanced Domain	4
Align Armament	8
Cantrip Expansion	4
Cast Down	8
Channel Smite	4
Channeled Succor	8
Command Undead	4
Communal Healing	1
Conical Channel	4
Deadly Simplicity	1
Defensive Recovery	14
Deity's Protection	14
Divine Will	8
Elemental Channel	8
Emblazon Symbol	1
Expanded Domain	1
Fast Channel	14
Healing Hands	1
Heroic Recovery	8
Holy Castigation	1
Improved Command Undead	8
Improved Communal Healing	4
Improved Elemental Channel	14
Irresistible Energy	4
Life Sapping	1
Metamagic Channeler	20
Miraculous Power	20
Necrotic Infusion	4
Reach Spell	1
Selective Energy	4
Steady Spellcasting	4
Turn Undead	1
Warrior Priest	14

CLERIC FEATS

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

1st Level

COMMUNAL HEALING — FEAT 1

Cleric Healing Positive

You're a conduit for positive energy, and as you channel it through you it heals some of your minor injuries. When you cast the *heal* spell to heal a single creature other than yourself, you regain Hit Points equal to the spell level of your *heal* spell.

DEADLY SIMPLICITY — FEAT 1

Cleric

Prerequisites deity with a simple favored weapon, trained with your deity's favored weapon

When you are wielding your deity's favored weapon, increase the damage die of that weapon by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12). If the weapon already has a damage die of d12, you gain no benefit from this feat.

If your deity's favored weapon has the unarmed trait (such as if you worship Irori and have the fist as your favored weapon) and its damage die is lower than d6, this feat increases its damage die to d6.

EMBLAZON SYMBOL — FEAT 1

Cleric

You can emblazon your religious symbol onto an item. You must spend 1 minute drawing or engraving a religious symbol of your deity onto a held item with the Interact action. Symbols are usually emblazoned onto a weapon or a shield.

This turns the item into a divine focus, allowing you to perform Material Casting and Somatic Casting actions without a free hand. The symbol functions only for you, and it functions even if the item is dented or broken (but not if it's destroyed).

EXPANDED DOMAIN — FEAT 1

Cleric

Prerequisites domain

Choose a domain that you don't already have from your deity's list and gain its initial domain power (see page 73). You use this additional domain power at a cost of 1 Spell Point per use. Increase your Spell Point pool by 1.

Special You can select this feat up to two times, each time selecting a domain you don't already have.

HEALING HANDS — FEAT 1

Cleric Metamagic

Trigger You start to cast *heal* to heal a living creature or *harm* to heal an undead creature.

Add a Verbal Casting action to the casting of the triggering spell and increase the number of Hit Points the target regains by 1d8. If you are at least 10th level, you instead increase the number of Hit Points the target regains by 2d8, and at 20th level, you instead increase it by 3d8.

HOLY CASTIGATION — FEAT 1

Cleric Good

You combine holy energy with positive energy to damage demons, devils, and their evil ilk. *Heal* spells you cast can damage fiends as though they were undead.

LIFE SAPPING — FEAT 1

Cleric Healing

You draw the life force out of your enemies to heal your own wounds. When you cast a *harm* spell and damage a single living creature, you regain Hit Points equal to the spell level of your *harm* spell. If you aren't a living creature, you gain no benefit from this feat.

REACH SPELL — FEAT 1

Cleric Metamagic

Trigger You start to cast a spell that has a range. The spell must have a maximum of 2 spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell to increase its range by 30 feet. If the spell normally has a range of touch, you instead extend its range to 30 feet, and if the touch spell normally requires an attack roll or a touch attack roll, it now requires a ranged attack roll or a ranged touch attack roll, as appropriate.

TURN UNDEAD — FEAT 1

Cleric Good

Undead harmed by your positive energy might flee from your holy might, compelled by an innate aversion to this supernatural force that opposes undeath at a fundamental level. When you use a *heal* spell to damage undead, each undead that critically fails its save or that you critically hit with your touch attack gains the fleeing condition for 1 round.

4th Level

ADVANCED DOMAIN — FEAT 4

Cleric

Prerequisites domain

Your studies or prayers have unlocked the deeper secrets of your deity's domain. You gain the advanced domain power from one of your domains (as listed on Table 3–10: Domains on pages 72–73). Increase your Spell Point pool by the number of points this new domain power costs to cast.

Special You can select this feat once per domain for which you have the initial domain power. Each time, you gain an advanced domain power for a different domain.

CANTRIP EXPANSION — FEAT 4

Cleric

You can prepare two additional cantrips each day.

CHANNEL SMITE — FEAT 4

Cleric Divine Necromancy

Prerequisites channel energy

Cost Expend one of your daily *harm* or *heal* spells granted by channel energy.

Instead of casting *harm* or *heal*, you siphon the destructive energies you channel through a melee attack and into your foe. Make a melee Strike. This Strike has one of the following additional effects on a success.

- If you channel positive energy and the target is undead, you deal extra positive damage equal to that of a single-target *heal* spell.
- If you channel negative energy and the target is a living creature, you deal extra negative damage equal to that of a single-target *harm* spell.

If your Strike fails or hits a creature that isn't affected by that energy type, the spell is expended with no effect.

If you channel positive energy, this action has the good and positive traits. If you channel negative energy, it has the evil and negative traits.

CONTROLLING UNDEAD

Controlled undead gain the minion trait. Minions can use 2 actions per turn and can't use reactions. A minion acts on your turn in combat when you spend an action to issue it verbal commands (this action has the concentrate trait). If given no commands, undead minions use no actions except to defend themselves or to escape obvious harm. If left unattended for at least 1 minute, mindless undead minions don't act, whereas intelligent ones act as they please. You can't have more than four undead minions at a time.



COMMAND UNDEAD FEAT 4

Cleric Evil Metamagic

Prerequisites channel energy (negative)

Trigger You begin casting *harm* using channel energy targeting one undead creature with a level equal to or less than your cleric level – 3.

You add a Verbal Casting action to the casting of the triggering spell to change its effects on the target. The *harm* spell gains a duration of 24 hours. Instead of being subject to *harm*'s normal effects, the target attempts a Will saving throw to resist being controlled by you. If the target is already controlled, the current controller also receives a saving throw, and the undead uses the better result.

Success No effect.

Critical Success No effect, and the undead is bolstered.

Failure You control the undead creature for 1 minute. The effect ends if you or an ally attacks the undead.

Critical Failure You control the undead creature for 1 hour. The effect ends if you or an ally attacks the undead.

CONICAL CHANNEL FEAT 4

Cleric

Prerequisites channel energy

You can make energy you channel flash out from you in a single direction, reaching farther and in a more directed fashion. When you cast the 3-action version of *harm* or *heal*, you can make its area a 60-foot cone instead of a 30-foot aura.

IMPROVED COMMUNAL HEALING FEAT 4

Cleric

Prerequisites Communal Healing

You can grant the bonus healing from Communal Healing to any creature within the range of your *heal* spell instead of just yourself. You also get the benefit of Communal Healing when you target only yourself with a *heal* spell, though you must give the bonus healing to someone other than yourself.

IRRESISTIBLE ENERGY FEAT 4

Cleric

You ablate the resistance some creatures have to positive or negative energy. If you cast *heal*, the target reduces any bonus it has on saves against positive energy by 1 for your spell, and it lowers any resistance it has to positive energy by an amount equal to your Charisma modifier for your spell. If you cast *harm*, the target reduces any bonus it has to saves against negative energy by 1 for your spell, and it lowers any resistance it has to negative energy by an amount equal to your Charisma modifier for your spell.

NECROTIC INFUSION FEAT 4

Cleric Evil Metamagic

Prerequisites channel energy (negative)

Trigger You start to cast *harm* to heal a single undead creature.

You pour negative energy into your undead subject to empower its attacks. You add a Verbal Casting action to the casting of the triggering spell to infuse the target with negative energy. The target then deals 1d6 additional negative damage with its melee weapons and unarmed attacks until the end of its next turn.

If the *harm* spell was at least 5th level, this damage increases to 2d6, and if the *harm* spell was at least 9th level, the damage increases to 3d6.

SELECTIVE ENERGY FEAT 4

Cleric

You can prevent enemies and allies from gaining the benefit or facing the wrath of your divine power. When you cast the 3-action version of *harm* or *heal*, you can designate a number of creatures equal to your Charisma modifier (minimum 1) that are not targeted by the spell.

STEADY SPELLCASTING FEAT 4

Cleric

Your spells are disrupted by reactions (see page 196) only if you take damage equal to or greater than double your character level.

8th Level

ALIGN ARMAMENT FEAT 8

Cleric Divine Evocation

Prerequisites deity with a chaotic, evil, good, or lawful alignment

Frequency once per round

When you select this feat, choose chaotic, evil, good, or lawful. Your choice must match one of your deity's alignments. This action has the trait corresponding to the chosen alignment.

You touch a weapon. That weapon deals 1d6 additional damage of the chosen type to creatures of the opposed alignment. For example, if you chose evil when you took this feat, the weapon would deal 1d6 evil damage to good creatures.

Special You can take this feat a second time, choosing one of your deity's other alignments. When you Align an Armament, you can choose either alignment. If you Align the Armament again, the most recently applied alignment overrides the previous one, so you can't use Align Armament to make the same weapon deal both 1d6 evil damage and 1d6 lawful damage simultaneously, for example.

CAST DOWN FEAT 8

Cleric Metamagic

Prerequisites channel energy

Trigger You start to cast *harm* or *heal* to damage a single creature.

You add a Verbal Casting action to the casting of the triggering spell. If the target takes any damage from your *harm* or *heal* spell, it's knocked prone. If you critically hit the target or it critically fails its save, the target is also hampered 10 for 1 minute.

CHANNELED SUCCOR FEAT 8

Cleric

Prerequisites channel energy (positive)

You can channel energy to remove conditions. You can use your channel energy to cast any of the following spells you know (a single use of channel energy casts one spell): *remove curse, remove disease, remove paralysis,* or *restoration*. The spell is heightened to the highest level of spell you can cast.

DIVINE WILL FEAT 8

Cleric

Prerequisites expert in Will saving throws

Your faith grants you mastery of your own will. Your proficiency

rank in Will saves increases to master. When you succeed at a Will save, treat the outcome as a critical success.

ELEMENTAL CHANNEL FEAT 8

Cleric

Prerequisites channel energy; air, earth, fire, or water domain

Your control over an element is great enough that you can focus your channeled energy to heal or damage elementals of that type. When you use your channel energy to cast *harm* or *heal*, you can name one domain you have: air, earth, fire, or water. You forgo the normal effect of the spell, and instead heal or damage elementals with a trait that matches the named domain. You choose whether to harm or heal the elementals regardless of what type of energy you channel. The spell has the positive trait if you choose to heal them or the negative trait if you choose to damage them.

HEROIC RECOVERY FEAT 8

Cleric Good Metamagic

Prerequisites channel energy (positive)

Trigger You start to cast *heal*.

You add a Verbal Casting action to the casting of the triggering spell to make the spell's target accelerated 5 and grant it a +1 conditional bonus to attack rolls and damage rolls until the end of its next turn.

IMPROVED COMMAND UNDEAD FEAT 8

Cleric Evil

Prerequisites channel energy (negative), Command Undead

When you use Command Undead, if the undead succeeds at its save but doesn't critically succeed, you control it for 1 round. If the undead fails its save, you control it for 10 minutes. If it critically fails, you control it for 24 hours.

14th Level

DEFENSIVE RECOVERY FEAT 14

Cleric Metamagic

Prerequisites channel energy

Trigger You start to cast *harm* or *heal* to heal a single creature.

You add a Verbal Casting action to the casting of the triggering spell to grant the target a +1 conditional bonus to AC and saving throws for 1 minute.

DEITY'S PROTECTION FEAT 14

Cleric

Prerequisites channel energy, 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 power, you gain resistance to all damage until the start of your next turn. The amount of resistance is equal to your number of daily uses of channel energy.

FAST CHANNEL FEAT 14

Cleric Metamagic

Prerequisites channel energy

Trigger You start to cast *harm* or *heal* using channel energy.

You can change one of the spellcasting actions of the triggering spell to a reaction instead of an action. The spell still requires a minimum of one Somatic Casting action to cast. For instance, you could target a creature at range by spending a Somatic Casting action and a Verbal Casting reaction. When you use Fast Channel, your *harm* or *heal* is heightened to your second-highest level spell, rather than your highest.

IMPROVED ELEMENTAL CHANNEL FEAT 14

Cleric

Prerequisites Elemental Channel

When you use Elemental Channel, you can name any element, not just ones that match a domain you have. When affecting an area, you can choose one type of elemental to harm and one to heal. The effects are simultaneous.

Elementals you heal with Elemental Channel each gain a +1 conditional bonus to attack and damage rolls until the end of their next turn. Elementals you damage with Elemental Channel become sluggish 1 for 1 minute if they fail their saves (or automatically if you used a touch *harm* or *heal*).

WARRIOR PRIEST FEAT 14

Cleric

Prerequisites trained or better with your deity's favored weapon

You become an expert with your deity's favored weapon. When you critically succeed at an attack roll using that weapon, you apply the weapon's critical specialization effect.

20th Level

METAMAGIC CHANNELER FEAT 20

Cleric

When you apply a metamagic feat to a *harm* or *heal* spell, you don't have to add an action to the spell's casting.

MIRACULOUS POWER FEAT 20

Cleric

Prerequisites legendary in Religion

You gain a single 10th-level spell slot that you can use to cast 10th-level divine spells using your divine spellcasting class feature. When you select this feat, add two 10th-level divine spells of common or uncommon rarity to your list of spells known.



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.



PLAYING A DRUID

Players of druid characters might approach gameplay in the following ways:

- During combat, you call upon the forces of nature to defeat your enemies and protect your allies. You can cast spells drawing upon primal magic to summon deadly animals to fight at your side, grant resilience to you and your friends, or heal their wounds. Depending on your bond to nature, you might also call upon powerful elemental magic or even change shape into a terrifying beast to fight with tooth and claw.
- 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.
- In exploration mode, your skills in nature are invaluable. You can track down enemies, navigate through the wilderness, or use your spells to detect any magical auras around you. You might even ask wild animals to assist your group in your travels with their extraordinary senses and scouting abilities.
- In downtime mode, you might craft magic items or potions. Alternatively, your tie to nature might lead you to tend to an area of the wild, befriending its beasts and healing the wounds caused by civilization. You might even attempt to teach people sustainable techniques that allow them to subsist off the land without harming the natural balance.

ROLEPLAYING A DRUID

Druids are the living embodiment of nature, acting as its agent; you protect the wild places from harm and speak for their interests in more civilized lands.

IF YOU'RE A DRUID, YOU LIKELY...

- Have a deep and meaningful respect for the power of nature.
- Are in constant awe of the natural world, eager to share it with others but cautious of their influence.
- Treat plants and animals as allies in your quest, working with them toward your goals.

OTHERS PROBABLY...

- View you as a representative of nature, and might even assume you can control it.
- Look at you as a recluse who avoids society and cities, preferring to live in the wild.
- Treat you as a mystic, similar to a priest, but answering only to the forces of nature.

CLASS FEATURES

You gain these abilities as a druid. Abilities gained at higher levels list the requisite levels next to the features' names.

Primal Spellcasting

You have the power to cast primal spells using the Cast a Spell activity, and you gain access to the Material Casting, Somatic Casting, and Verbal Casting actions (see Casting Spells on page 195). Because you're a druid, you can usually hold a primal focus (such as holly and mistletoe) as part of your Material Casting and Somatic Casting actions, so you usually don't need spell components or another hand free. At 1st level, you can prepare two 1st-level spells and four cantrips each morning from the common spells on the primal spell list in this book (see page 201), or from other primal spells to which you gain access. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare are 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 level of spell you can cast, as shown on the Druid Spells per Day table on page 81.

KEY ABILITY

Wisdom

HIT POINTS

8 plus your Constitution modifier

PROFICIENCIES

Perception

Trained

Saving Throws

Expert in Fortitude
Trained in Reflex
Expert in Will

Skills

Trained in a number of skills equal to 4 plus your Intelligence modifier.

Weapons

Trained in all simple weapons and the scimitar

Armor

Trained in all light and medium armor not made of metal
Trained in light and heavy shields not made of metal

Spells

Trained in primal spell rolls and DCs and in attack rolls for primal spells

SIGNATURE SKILLS

Crafting
Nature
Survival
One skill determined by your order

TABLE 3–11: DRUID ADVANCEMENT

Your Level	Class Features
1	Anathema, ancestry feat, background, Druidic language, druidic order, initial proficiencies, primal spellcasting, wild empathy
2	Druid feat, skill feat
3	2nd-level spells, general feat, skill increase
4	Druid feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Druid feat, skill feat
7	4th-level spells, general feat, skill increase
8	Druid feat, skill feat
9	5th-level spells, ancestry feat, skill increase
10	Ability boosts, druid feat, skill feat
11	6th-level spells, general feat, skill increase
12	Expert spellcaster, skill feat
13	7th-level spells, ancestry feat, skill increase
14	Druid feat, skill feat
15	8th-level spells, ability boosts, general feat, skill increase
16	Master spellcaster, skill feat
17	9th-level spells, ancestry feat, skill increase
18	Druid feat, skill feat
19	General feat, legendary spellcaster, skill increase
20	Ability boosts, druid feat, skill feat

Some of your spells require you to attempt a spell roll to see how effective they are, or have your enemies roll against your spell DC. Since your key ability is Wisdom, your spell rolls and spell DCs use your Wisdom modifier. See page 291 for details on calculating your spell rolls and spell DCs.

Heightening Spells

When you get spell slots of 2nd level and higher, you can prepare lower-level spells in those slots to strengthen them. This increases the spell's level to match the heightened spell slot. Many spells have specific improvements when they are heightened to certain levels (see page 192).

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 the highest level of spell you can cast as a druid. For example, as a 1st-level druid, the highest level of spell you can cast is 1st, so your cantrips are 1st-level spells. As a 5th-level druid, the highest level of spell you can cast is 3rd, so your cantrips are 3rd-level spells.

Anathema

As stewards of the natural order, druids find affronts to nature anathema. If you perform enough acts that are anathema to nature, you lose your magical abilities that come from the druid class, including your primal spellcasting and the benefits of your order. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (see page 275).

The following acts are anathema to all druids:

- Using metal armor or shields.
- Despoiling natural places.
- Teaching the Druidic language to nondruids.

Each druidic order also has additional anathema acts.

Druidic Order

Upon becoming a druid, you align yourself with a druidic order, which grants you a class feat, an order power (see below), and an additional signature skill tied to your order. Though you can still gain class feats tied to other orders as you advance, you receive additional benefits when using abilities tied to your chosen order.

You gain a pool of Spell Points. Your maximum number of Spell Points is equal to your key ability modifier. You regain all your Spell Points when you prepare your spells (see Daily Preparations on page 192).

You also gain a special spell tied to your order, which is called an order power. You cast this order power by spending 1 Spell Point, not by using spell slots. Your order power is automatically heightened to the highest level of spell you can cast. Some druid feats grant you more order powers and increase your pool of Spell Points.

The druidic orders presented in this book are as follows.

Animal

You have a strong connection to the beasts of the world, and you are allied with a beast companion. You are trained in Athletics, and it becomes a signature skill for you. You also gain the Animal Companion druid feat. Finally, as your order power, you can cast *heal animal* at a cost of 1 Spell Point. Committing wanton cruelty to animals or killing animals unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against animals or killing them cleanly for food.)

Leaf

You revere plants and the bounty of nature, acting as a gardener and warden for the wilderness, teaching sustainable techniques, and helping areas regrow after disasters or negligent humanoid expansion. You are trained in Diplomacy, and it becomes a signature skill for you. You also gain the Leshy Familiar druid feat. Finally, as your order power, you can cast *goodberry* at a cost of 1 Spell Point. Committing wanton cruelty to plants or killing plants unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against plants or harvesting them as necessary for survival.)

Storm

You carry nature's fury within you, channeling it to terrifying effect and riding the winds and storms. You are

trained in Acrobatics, and it becomes a signature skill for you. You also gain the Storm Born druid feat. Finally, as your order power, you can cast *tempest surge* at a cost of 1 Spell Point. Creating unnatural weather patterns that could be damaging to the local environment (such as by using a 9th-level *control weather* ritual) is anathema to your order.

Wild

The savage, uncontrollable call of the natural world infuses you, granting you the ability to change your shape to take on the ferocious form of a wild creature. You are trained in Intimidation, and it becomes a signature skill for you. You also gain the Wild Shape druid feat. Finally, as your order power, you can cast *wild claws* at a cost of 1 Spell Point. Becoming fully domesticated by the temptations of civilization is anathema to your order. (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.)

Druidic Language

You know Druidic, a secret language known only to druids, in addition to any languages you know through your ancestry. Druidic has its own alphabet. If you use sign languages instead of spoken languages, you know the sign language version of Druidic. Teaching the Druidic language to nondruids is anathema (see page 80).

Wild Empathy

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.

Druid Feats 2nd

At 2nd level, you gain a druid class feat (see page 82). You gain another at 4th, 6th, 8th, 10th, 14th, 18th, and 20th levels.

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.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats can be found 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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

TABLE 3–12: DRUID SPELLS PER DAY

Your Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	–	–	–	–	–	–	–	–
2	3	–	–	–	–	–	–	–	–
3	3	2	–	–	–	–	–	–	–
4	3	3	–	–	–	–	–	–	–
5	3	3	2	–	–	–	–	–	–
6	3	3	3	–	–	–	–	–	–
7	3	3	3	2	–	–	–	–	–
8	3	3	3	3	–	–	–	–	–
9	3	3	3	3	2	–	–	–	–
10	3	3	3	3	3	–	–	–	–
11	3	3	3	3	3	2	–	–	–
12	3	3	3	3	3	3	–	–	–
13	3	3	3	3	3	3	2	–	–
14	3	3	3	3	3	3	3	–	–
15	3	3	3	3	3	3	3	2	–
16	3	3	3	3	3	3	3	3	–
17	3	3	3	3	3	3	3	3	2
18	3	3	3	3	3	3	3	3	3
19	3	3	3	3	3	3	3	3	3
20	3	3	3	3	3	3	3	3	3

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Expert Spellcaster 12th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for primal spells increases to expert.

Master Spellcaster 16th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for primal spells increases to master.

Legendary Spellcaster 19th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for primal spells increases to legendary.

KEY TERMS

You'll see the following key term in many druid abilities.

Order Traits: The Animal Order, Leaf Order, Storm Order, and Wild Order traits indicate feats associated with a specific druidic order. Though you do not need to belong to the corresponding order to take a feat that has an order trait, you often gain an additional benefit when taking a feat that matches your order.

Metamagic: Metamagic feats trigger when you begin casting a spell and typically require you to spend an additional spellcasting action to alter the spell's effects. You can't use metamagic feats if adding an action to the spell would make the spell require more actions than you have remaining on your turn. Because most metamagic feats have the same trigger, you usually can't use more than one metamagic feat per spell.

DRUID FEATS

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

Feat	Level
Animal Companion	1
Animal Shape	4
Call of the Wild	2
Dragon Shape	14
Elemental Shape	10
Ferocious Shape	8
Form Control	10
Full-Grown Companion	4
Green Empathy	6
Green Tongue	14
Healing Transformation	10
Hierophant's Power	20
Incredible Companion	8
Insect Shape	6
Invoke Disaster	18
Leshy Familiar	1
Leyline Conduit	20
Nature Sense	10
Poison Resistance	2
Primal Summons	10
Reach Spell	1
Savage Slice	2
Side by Side	10
Soaring Shape	8
Specialized Companion	14
Steady Spellcasting	4

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.

1st Level

ANIMAL COMPANION — FEAT 1

Animal Order, Druid

You gain the service of a young animal companion. This companion travels with you on your adventures, and it obeys any simple commands you give it to the best of its abilities. See the Animal Companion section on page 284 for more information about these creatures.

Special If you are a druid of the animal order, your animal companion increases its Constitution, Wisdom, and Charisma modifiers by 1.

LESHY FAMILIAR — FEAT 1

Druid, Leaf Order

You gain a leshy familiar, a Tiny plant that embodies one of the many spirits of nature. Other than taking the form of a plant instead of an animal, this familiar uses all the same rules as other familiars (see page 287 for more details about familiars).

Special If you are a druid of the leaf order, your familiar has three powers instead of two.

REACH SPELL — FEAT 1

Druid, Metamagic

Trigger You start to cast a spell that has a range. The spell must have a maximum of 2 spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell to increase its range by 30 feet. If the spell normally has a range of touch, you instead extend its range to 30 feet, and if the touch spell normally requires an attack roll or a touch attack roll, it now requires a ranged attack roll or a ranged touch attack roll, as appropriate.

STORM BORN — FEAT 1

Druid, Storm Order

You are at home out in the elements, reveling in the power of nature unleashed. Reduce any circumstance penalties to your ranged attacks or Perception checks caused by weather or weather effects (such as wind) by 1.

Special If you are a druid of the storm order, you do not take circumstance penalties to ranged 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).

WIDEN SPELL — FEAT 1

Druid, Metamagic

Trigger You start to cast a spell that has an area of a burst, cone, or line, and that does not have a duration. The spell must have a maximum of 2 spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell and increase the area of that spell. You add 5 feet to the radius of a burst that normally has a radius of at least 10 feet. You 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.

WILD SHAPE — FEAT 1

Druid, Wild Order

You are one with the wild, always changing and adapting to meet any challenge. You gain a pool of wild energy, called your wild shape pool, with 1 use that you can use to cast a spell to shift your form; if you have at least four wild order feats, increase your pool to 2 uses. You can spend a use of your wild shape pool to cast *pest form*. All spells you cast using Wild Shape function as if heightened to the maximum spell level you can cast, unless stated otherwise.

Special If you are a druid of the wild order, you instead gain a number of uses of Wild Shape equal to your Strength modifier (minimum 1), and an additional use if you have at least four wild order feats.

2nd Level

Call of the Wild — Feat 2

Druid

Your bond with nature allows you to call upon its servants to aid you in times of need. You can cast *summon nature's ally* by spending 1 Spell Point instead of using druid spell slots. This spell can be heightened to any level that you can cast, but if you cast it as the highest-level spell you can cast, it costs you 1 additional Spell Point. Increase your Spell Point pool by 2.

Poison Resistance — Feat 2

Druid

You gain a +1 conditional bonus to saving throws against poison, and poison resistance equal to half your level.

Savage Slice — Feat 2

Druid

Requirements Your last action was a weapon Strike that dealt slashing damage.

Make another Strike against the same target using the same weapon. If it hits, add an additional die of damage.

4th Level

Animal Shape — Feat 4

Druid
Wild Order

Prerequisites Wild Shape

You can cast *animal form* by spending a use of your wild shape pool. You can do so at 4th level even though a 3rd-level spell is higher than the highest-level spell you can otherwise cast.

Full-Grown Companion — Feat 4

Animal Order
Druid

Prerequisites Animal Companion

Your animal companion grows up, becoming a full-grown animal companion, which grants it additional capabilities. See the animal companion rules on page 284 for more information.

Special If you are a druid of the animal order, your animal companion is more controlled than most. 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.

Steady Spellcasting — Feat 4

Druid

Your spells are disrupted by reactions (see page 196) only if you take damage equal to or greater than double your character level.

Thousand Faces — Feat 4

Druid

Your form is as mutable as the weather, changing to meet your whim. You can cast *humanoid transformation* by spending 1 Spell Point. The spell can target only you. Increase your Spell Point pool by 1.

Woodland Stride — Feat 1

Druid
Leaf Order

You ignore any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Plants that have been manipulated by magic (such as the spell *entangle*) still impede your progress, although you receive a +2 conditional bonus to any saves or skill checks allowed against such effects.

Special If you are a druid of the leaf order, even plants manipulated by magic don't impede your progress.

6th Level

Green Empathy — Feat 6

Druid
Leaf Order

You can communicate with plants on a rudimentary level and make very simple requests of them. Non-creature plants typically can't fulfill most requests you might ask of them unless you have access to other magic such as *speak with plants*.

Special If you are a druid of the leaf order, you gain a +2 circumstance bonus on your check to make a Request of a plant using Green Empathy.

Insect Shape — Feat 6

Druid
Wild Order

Prerequisites Wild Shape

You can cast *insect form* by spending a use of your wild shape pool.

Storm Retribution — Feat 6

Druid
Storm Order

Prerequisites Storm Born

Trigger An opponent adjacent to you critically hits you with a melee weapon.

You cast *tempest surge* on the triggering opponent. You must spend 2 Spell Points to use this ability instead of the usual 1; if you aren't a druid of the storm order, this doesn't grant you the ability to cast *tempest surge* without using Storm Retribution.

Special If you are a druid of the storm order, the triggering foe is also pushed back 5 feet if it fails its Reflex save, or 10 feet if it critically fails.

Special If you are a druid of the storm order, your *tempest surge* damage dice become d12s instead of d10s, whether or not you are using Storm Retribution.

8th Level

Ferocious Shape — Feat 8

Druid
Wild Order

Prerequisites Animal Shape, Wild Shape

You can cast *dinosaur form* by spending a use of your wild shape pool.

Incredible Companion — Feat 8

Animal Order
Druid

Prerequisites Full-Grown Companion

Your animal companion continues to grow in power, becoming a nimble or savage animal companion (your choice), and gaining additional capabilities determined by the type of companion. See the animal companion rules on page 284 for more information.

Soaring Shape — Feat 8

Druid
Wild Order

Prerequisites Animal Shape or Insect Shape, Wild Shape

You can cast *aerial form* by spending a use of your wild shape

pool. If you have Animal Shape, you can turn into a bat or a bird. If you have Insect Shape, you can turn into a wasp. If you have Ferocious Shape, you can turn into a pterosaur.

WIND CALLER FEAT 8

Druid Storm Order

Prerequisites Storm Born

You can cast *thunder shield* by spending 1 Spell Point. You can also cast *stormwind flight* by spending 2 Spell Points.

Special If you are a druid of the storm order, increase your Spell Point pool by 2.

10th Level

ELEMENTAL SHAPE FEAT 10

Druid Wild Order

Prerequisites Wild Shape

You can cast *elemental form* by spending a use of your wild shape pool.

FORM CONTROL FEAT 10

Druid Metamagic

Prerequisites Wild Shape

Trigger Using Wild Shape, you cast a polymorph spell with a duration of 1 minute or longer that would ordinarily be heightened at least 1 level above its lowest spell level.

You add a Somatic Casting action to the casting of the triggering spell and spend an additional use of your wild shape pool. The spell is heightened to 1 level less than your maximum spell level, instead of to your maximum spell level, but you can remain transformed for up to 1 hour or the listed duration (whichever is longer). You can still dismiss the form at any time, as permitted by the spell.

HEALING TRANSFORMATION FEAT 10

Druid Metamagic

Trigger You cast a non-cantrip polymorph spell that targets only one creature.

Add a Somatic Casting action to the casting of the triggering spell to restore 1d6 Hit Points per level of the triggering spell to the target.

NATURE SENSE FEAT 10

Detection Divination Druid

You can sense magic affecting plants and animals. You are constantly under the effects of a 1st-level *detect magic* spell that senses only magic affecting a plant or animal. This detects magic in your field of vision only, and only if that magic is affecting plants or animals. When you Seek, you gain the effects of a 3rd-level *detect magic* spell on such magic on things you see (in addition to the normal benefits of Seeking), and you might gain an indication if a plant or animal has been shaped or changed from its natural form by magic, at the GM's discretion. You can turn this sense off and on with a free action triggered at the start or the end of your turn.

PRIMAL SUMMONS FEAT 10

Druid

Prerequisites Call of the Wild

Whenever you summon an ally, you can imbue it with elemental power. Upon casting *summon nature's ally*, you can enhance the spell as a free action by spending 1 Spell Point and picking air, earth, fire, or water. This affects the creatures summoned by giving them the corresponding ability or abilities:

- **Air** fly Speed of 80 feet
- **Earth** burrow Speed of 20 feet, reduce land Speed by 10 feet (minimum 5 feet), resistance 5 to physical damage
- **Fire** attacks deal 1d6 extra fire damage, resistance 10 to fire, weakness 5 to cold and water
- **Water** swim Speed of 60 feet, can spend 1 action after a melee attack to attempt a Shove (ignoring multiple attack penalty), resistance 5 to fire

SIDE BY SIDE FEAT 10

Animal Order Druid

Prerequisites Animal Companion

You and your companion fight as one. Whenever you and your animal companion are both adjacent to the same foe, you both count as if you were flanking that foe, regardless of your actual position.

14th Level

DRAGON SHAPE FEAT 14

Druid Wild Order

Prerequisites Soaring Shape, Wild Shape

You can cast *dragon form* by spending a use of your wild shape pool.

GREEN TONGUE FEAT 14

Druid Leaf Order

Prerequisites Green Empathy

You (and your leshy familiar if you have one) are constantly under the effects of *speak with plants*.

Special If you are a druid of the leaf order, most non-creature plants recognize you as a druid of the leaf order and are friendly to you.

SPECIALIZED COMPANION FEAT 14

Animal Order Druid

Prerequisites Incredible Companion

Your animal companion continues to grow in power and ability, and it is now cunning enough to become specialized. Select one specialization from those found in the animal companion rules on page 284 and apply it to your companion.

Special If you are a druid of the animal order, you can select this feat more than once. Each time, add a different specialization to your companion.

18th Level

INVOKE DISASTER FEAT 18

Druid Storm Order

Prerequisites Wind Caller

You can cast *storm lord* by spending 1 Spell Point instead of using your druid spell slots. You can also cast *earthquake* by spending 2 Spell Points. You can cast *stormwind flight* for 1 Spell Point instead of 2.

Special If you are a druid of the storm order, increase your Spell Point pool by 2.

VERDANT METAMORPHOSIS FEAT 18

Druid Leaf Order

You transform into a plant version of yourself. You gain the plant trait and lose any trait that's inappropriate for your new form (typically humanoid). You can

change from a form that looks mostly like your old self into a tree or any other non-creature plant as an action (this action has the concentrate trait). Perception checks don't reveal your true form, but a creature can attempt a Nature or Survival check against your class DC to determine that the plant is new to the surrounding area. While in this form, you can observe everything around you, but you can't act other than to spend an action (this action has the concentrate trait) to change back, which ends your turn. In this form, your AC is 30, your TAC is 20, only conditional bonuses, conditional penalties, and circumstance bonuses and penalties can affect you, and you treat all successes and critical successes on Reflex saves as failures.

Special If you are a druid of the leaf order, if you transform into a non-creature plant and take your daily rest during daylight hours, the rest restores you to maximum Hit Points and removes all non-permanent drained, enfeebled, sluggish, and stupefied conditions.

20th Level

HIEROPHANT'S POWER — FEAT 20

Druid

Prerequisites legendary in Nature

You gain a single 10th-level spell slot, which you can use to cast 10th-level spells using your druid spellcasting. When you select this feat, add two 10th-level primal spells of common or uncommon rarity to your list of spells known.

LEYLINE CONDUIT — FEAT 20

Frequency once per minute

Trigger You start to cast a spell of 5th level or lower that has no duration and a maximum of 2 spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell, and you don't expend the prepared spell as you cast it.

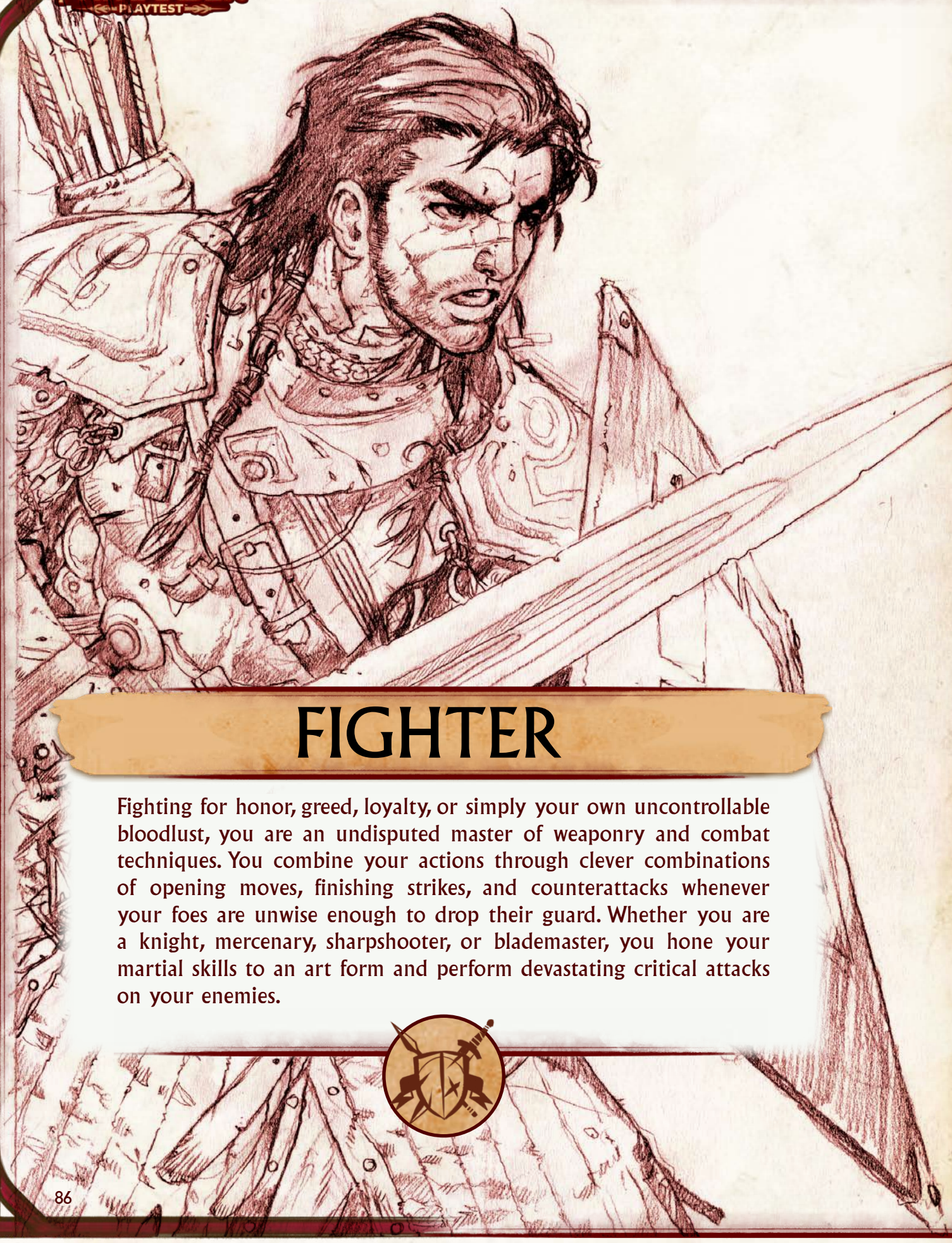
TRUE SHAPESHIFTER — FEAT 20

Druid
Wild Order

Prerequisites Dragon Shape, Wild Shape

You can cast *shapechange* by spending a use of your wild shape pool.





FIGHTER

Fighting for honor, greed, loyalty, or simply your own uncontrollable bloodlust, 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 blademaster, you hone your martial skills to an art form and perform devastating critical attacks on your enemies.

PLAYING A FIGHTER

Players of fighter characters might approach gameplay in the following ways.

- During combat, you stand between allies and enemies if you're a melee fighter. You draw fire and deal out major damage with unmatched accuracy. Your ability to attack foes who move away lets you punish those who try to get past you. If you're a ranged fighter, you deliver precise shots from a distance. It's likely you'll benefit from spells from spellcasting allies to make you tougher, faster, or better at attacking.
- During social encounters, you can be an intimidating presence. This can be good when negotiating with enemies but is sometimes a liability in more genteel interactions.
- In exploration mode, you keep up your defenses in preparation for combat or keep an eye out for hidden threats. Physical challenges in your way fall to your prowess as you break down doors, lift obstacles, climb adeptly, or leap across pits.
- In downtime mode, you might work for a living doing manual labor. You could also learn a craft, repairing your gear and creating new armaments. If you know old techniques you no longer favor, you might train yourself in new ones. If you've established your reputation, you might even build an organization or a stronghold of your own.

ROLEPLAYING A FIGHTER

Fighters master martial combat and the weapons and armor needed to go toe-to-toe with deadly monsters.

IF YOU'RE A FIGHTER, YOU LIKELY...

- Know the purpose and quality of every weapon and piece of armor you own.
- Have your friends' backs no matter the situation.
- 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.
- Think you're all brawn and no brains.
- Expect you to be a mercenary or a soldier and to have no authority of your own.

CLASS FEATURES

You gain these abilities as a fighter. Abilities gained at higher levels list the requisite levels next to the features' names.

Attack of Opportunity

You gain the Attack of Opportunity reaction.

ATTACK OF OPPORTUNITY

Fighter **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.

Make a melee Strike against the triggering creature at a –2 penalty. If the attack hits 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 it.

Fighter Feats

At 1st level and every even-numbered level thereafter, you gain a fighter class feat. Fighter class feats are described beginning on page 89.

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.

KEY ABILITY

Strength or Dexterity

HIT POINTS

10 plus your Constitution modifier

PROFICIENCIES

Perception

Expert

Saving Throws

Expert in Fortitude
Expert in Reflex
Trained in Will

Skills

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

Weapons

Expert in all simple and martial weapons
Trained in all exotic weapons

Armor

Trained in all armor and shields

SIGNATURE SKILLS

Acrobatics
Athletics
Crafting

TABLE 3–13: FIGHTER ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, attack of opportunity, background, fighter feat, initial proficiencies
2	Fighter feat, skill feat
3	General feat, skill increase, weapon mastery
4	Fighter feat, skill feat
5	Ability boosts, bravery, ancestry feat, skill increase
6	Fighter feat, skill feat
7	Battlefield surveyor, general feat, skill increase
8	Fighter feat, skill feat
9	Ancestry feat, combat flexibility, skill increase
10	Ability boosts, fighter feat, skill feat
11	General feat, heavy armor expertise, skill increase
12	Fighter feat, skill feat
13	Ancestry feat, skill increase, weapon specialization
14	Fighter feat, skill feat
15	Ability boosts, general feat, improved flexibility, skill increase
16	Fighter feat, skill feat
17	Ancestry feat, armor mastery, skill increase
18	Fighter feat, skill feat
19	General feat, skill increase, weapon legend
20	Ability boosts, fighter feat, skill feat

Weapon Mastery 3rd

Choose one weapon group. Your proficiency rank increases to master with the simple and martial weapons in that group and to expert with the exotic weapons in that group. You gain access to the critical specialization effects of all simple and martial weapons in that group (see page 183).

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.

If you're at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you're at least 15th level, you can use it to become legendary in a signature skill in which you're already a master.

Bravery 5th

When you succeed at a Will save against a fear effect, treat it as a critical success instead. If you critically succeed at a save against a fear effect, you gain a +2 circumstance bonus to saves against fear effects for 1 minute.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Battlefield Surveyor 7th

You become a master in Perception. In addition, you add a +1 circumstance bonus to Perception checks for initiative, making you faster to react during combat.

Combat Flexibility 9th

When you make your daily preparations, you gain one fighter feat of 8th level or lower that you don't have. You can use that feat until your next daily preparations. You must meet all its other prerequisites.

Heavy Armor Expertise 11th

Your proficiency rank for heavy armor and all shields increases to expert.

Weapon Specialization 13th

Your proficiency rank for all simple and martial weapons increases to master, and you gain access to the critical specialization effects of all weapon groups (see page 183). Your proficiency rank for all exotic weapons increases to expert.

You can choose one weapon group and increase your proficiency rank to legendary for all simple and martial weapons in that weapon group, and to master for all exotic weapons in that weapon group. You gain the critical specialization effects of all weapons in that weapon group.

Improved Flexibility 15th

When you use combat flexibility, you can gain two fighter feats instead of one. The second feat must be of 14th level of lower and can be one that has the first feat as a prerequisite. You must meet all their other prerequisites.

Armor Mastery 17th

Your proficiency rank for heavy armor and shields increases to master. Reduce your Speed penalty for wearing heavy armor from 10 feet to 5 feet. Your proficiency rank for medium armor increases to expert.

Weapon Legend 19th

Your proficiency rank for all simple and martial weapons and unarmed attacks increases to legendary, and your proficiency rank for all exotic weapons increases to master. You gain access to the critical specialization effects of all weapon groups.

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 GRAB — FEAT 1

Attack Fighter Press

Requirements You are wielding a one-handed melee weapon and have one hand free.

Make a Strike (see page 308). It gains the following enhancement and failure effects.

Enhancement Until the end of your next turn, as long as the target is within your reach, it's flat-footed. If it leaves your reach, this effect ends.

Failure Until the start of your next turn, as long as the target is within your reach, it's flat-footed. If it leaves your reach, this effect ends.

DOUBLE SLICE — FEAT 1

Fighter

Requirements You are wielding two melee weapons, each in a different hand.

Make one Strike (see page 308) with each of your two melee weapons, each at your current multiple attack penalty. The second Strike takes a –2 circumstance penalty if it's made with a weapon that doesn't have the agile trait (see page 182). If both attacks hit, combine the attacks' damage, and then add any other applicable enhancements from both weapons. For purposes of resistances and weaknesses, this is considered a single Strike. This counts as two attacks when calculating your multiple attack penalty (see page 305).

FURIOUS FOCUS — FEAT 1

Attack Fighter Press

Requirements You are wielding a melee weapon without the agile trait.

Make a Strike. The Strike gains the following failure effect.

Failure This attack does not count toward your multiple attack penalty.

POINT-BLANK SHOT — FEAT 1

Fighter Open Stance

Requirements You are wielding a ranged weapon.

You take aim and hold your weapon to pick off nearby enemies quickly. When using a ranged volley weapon while in this stance, you don't take the circumstance penalty to your attack rolls within the weapon's volley range. When using a ranged weapon without the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks made within the weapon's first range increment.

POWER ATTACK — FEAT 1

Fighter Open

Make a melee Strike. It gains the following enhancement.

Enhancement You deal an extra weapon damage die. If you're at least a 10th-level fighter, you deal two extra weapon damage dice. This counts as two attacks when calculating your multiple attack penalty.

REACTIVE SHIELD — FEAT 1

Fighter

Trigger An enemy succeeds or critically succeeds against you with a melee Strike.

You use the Raise a Shield action and gain your shield's bonuses to AC immediately. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

SUDDEN CHARGE — FEAT 1

Attack Fighter Move Open

With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move 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.

KEY TERMS

You'll see the following key terms in many fighter abilities.

Enhancements: Enhancements are additional effects applied to a Strike. If your Strike doesn't deal damage, any enhancements do not apply. Some enhancements also require that you critically succeed at your attack in order to apply the enhancement.

Open: Actions with this trait allow you to prepare your next Strike or to enter a stance, or sometimes to do both. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

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. Some actions with the press trait also grant an effect on a failure. Effects on a failure can be gained only if the action took a –4 multiple attack penalty or worse. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds or critically succeeds, but it deals no damage and causes no other effects (typically due to resistance), you can choose to apply the failure effect instead.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait. You can enter a stance only in encounter mode. A stance lasts until you get knocked out, until its requirements (if any) are violated, or until you enter a new stance, whichever comes first.

FIGHTER FEATS

Fighter feats are organized by their level prerequisites. If you need to look one up by name, use this table for reference.

Feat	Level
Aggressive Shield	2
Agile Grace	10
Assisting Shot	2
Blind-Fight	10
Brutal Finish	12
Brutish Shove	2
Certain Strike	10
Combat Grab	1
Combat Reflexes	10
Debilitating Shot	10
Desperate Finisher	12
Determination	14
Disruptive	10
Double Shot	4
Double Slice	1
Dual-Handed Assault	4
Dueling Dance	12
Dueling Parry	2
Dueling Riposte	8
Exotic Weapon Training	6
Felling Strike	8
Furious Focus	1
Graceful Poise	16
Guiding Finish	14
Guiding Riposte	14
Impossible Volley	18
Improved Bravery	6
Improved Brutish Shove	4
Improved Combat Grab	2
Improved Dueling Riposte	12
Improved Reflexive Shield	16
Improved Twin Riposte	14
Incredible Aim	8
Incredible Follow-Up	12
Intimidating Strike	2
Knockdown	14
Mirror Shield	10
Multishot Paragon	16
Point-Blank Shot	1
Positioning Assault	8
Power Attack	1
Quick Reversal	4
Quick Shield Block	8
Reactionary	20
Reactive Shield	1
Reeling Blow	12
Reflexive Shield	14
Revealing Stab	6

2nd Level

AGGRESSIVE SHIELD — FEAT 2

Fighter

Trigger You use a Shield Block reaction with a heavy shield, and the opponent who triggered that reaction is adjacent to you and your size or smaller.

You push the triggering creature, either automatically Shoving it 5 feet or causing it to become flat-footed until the start of your next turn. The triggering creature chooses whether to be moved or flat-footed. If it chooses to be moved, you choose the direction. If that would cause it to hit a solid object or enter a square of difficult terrain, it must become flat-footed instead of being moved. You can't Shove it into another creature's space.

ASSISTING SHOT — FEAT 2

Attack Fighter

You can use the Assist action with a ranged weapon you wield. Instead of being within reach of the target, you must be within maximum range of the target. An Assisting Shot uses ammunition and incurs penalties just like any other attack.

BRUTISH SHOVE — FEAT 2

Attack Fighter Press

Requirements You are wielding a two-handed melee weapon.

Make a Strike with the required weapon. It gains the following enhancement and failure effect.

Enhancement You can push the target, either automatically Shoving the target 5 feet away from you or causing the target to become flat-footed until the start of your next turn. The target chooses whether to be moved or become flat-footed. If it chooses to be moved, you choose the direction. If that would cause the target to hit a solid piece of terrain or enter a square of difficult terrain, it isn't moved, but instead becomes flat-footed until the start of your next turn. You can't Shove it into another creature's space.

Failure The target becomes flat-footed until the start of your next turn.

DUELING PARRY — FEAT 2

Fighter

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

You can parry attacks against you with your 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 requirement.

IMPROVED COMBAT GRAB — FEAT 2

Fighter

Prerequisites Combat Grab

Your grab roots an enemy in place. When you use Combat Grab, you can gain the following enhancement instead of its normal enhancement.

Enhancement Until the end of your next turn, your opponent is grabbed and must break free with the Break Grapple action if it wants to move away. Even if it successfully breaks the grapple, it remains flat-footed until it is out of your melee reach.

INTIMIDATING STRIKE — FEAT 2

Attack Fear Fighter Emotion Mental

Your strike not only wounds creatures, but also shatters their confidence. Make a melee Strike. It gains the following enhancement.

Enhancement The target is frightened 1 and becomes flat-footed until the end of your turn.

4th Level

DOUBLE SHOT — FEAT 4

Attack Fighter Open

Requirements You are wielding a ranged weapon with reload 0.

Make two Strikes, each against a separate target and at a –2 penalty. Apply the multiple attack penalty to attacks only after the second Strike.

DUAL-HANDED ASSAULT — FEAT 4

Fighter Open

Requirements You are wielding a one-handed melee weapon and have a free hand.

Strike with the required weapon. You quickly switch your grip during the Strike to make the attack with two hands. If the weapon doesn't normally have the two-hand trait, increase its die by one step for this attack (see the Increasing Weapon Damage Dice sidebar). If it has the two-hand trait, you gain the benefit of that trait and a +2 circumstance bonus to damage. 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.

IMPROVED BRUTISH SHOVE — FEAT 4

Fighter

Prerequisites Brutish Shove

When you use Brutish Shove, you can use it against a creature up to one size larger than you, and you get to choose whether the target is pushed or becomes flat-footed.

QUICK REVERSAL — FEAT 4

Attack Fighter Press

Requirements You are flanked by at least two enemies.

You turn your foes' flanking against them with a quick attack and reverse. Make a melee weapon Strike against one of the flanking enemies; it has the following failure effect.

Failure Make a second Strike with the same weapon against a different enemy who 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.

SWIPE — FEAT 4

Fighter Open

Make a melee Strike and compare the attack roll 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. If you critically hit one target and not the other, roll the extra critical hit damage separately. A Swipe counts as two attacks for your multiple attack penalty.

TWIN PARRY — FEAT 4

Fighter

Requirements You are wielding two melee weapons, one in each hand.

You use your two weapons to parry attacks. If neither weapon is agile or if either weapon has the parry trait, you gain a +2 circumstance bonus to AC until the start of your next turn. Otherwise, you gain a +1 circumstance bonus to AC until the start of your next turn instead. You lose the circumstance bonus if you no longer meet the requirement.

6th Level

EXOTIC WEAPON TRAINING — FEAT 6

Fighter

Choose an exotic weapon when you gain this feat. You gain trained proficiency with that exotic weapon and access to its critical specialization effects as if it were a martial weapon in its weapon group.

IMPROVED BRAVERY — FEAT 6

Fighter

Trigger Your turn ends.

Reduce your frightened condition by 2, rather than 1.

REVEALING STAB — FEAT 6

Fighter

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

You drive your piercing weapon into an imperceptible foe, revealing its location to your allies. Make a Strike with the required melee weapon. You don't have to attempt a flat check to hit a concealed creature, and you have to succeed at only a DC 5 flat check to hit a sensed creature. The attack also gains the following enhancement.

Feat	Level
Savage Critical	18
Shatter Defenses	6
Shield Paragon	12
Shield Warden	6
Shielded Stride	6
Slippery Shooter	8
Spring Attack	12
Stance Savant	14
Sudden Charge	1
Sudden Leap	8
Swipe	4
Triple Shot	6
Twin Paragon	16
Twin Parry	4
Twin Riposte	10
Two-Weapon Flurry	14
Unyielding Fortitude	10
Weapon Supremacy	20
Whirlwind Strike	14

INCREASING WEAPON DAMAGE DICE

When an effect calls on you to increase your weapon damage dice, instead of using its normal weapon damage dice, you use the next larger die (so if you were using a d4, you'd use a d6, and so on). If you are already using a d12, you continue to use a d12 and gain a +2 circumstance bonus to damage rolls instead. You can never increase your weapon damage dice more than once. The following is the progression for increasing weapon damage dice.

1d4 –> 1d6 –> 1d8 –> 1d10 –> 1d12 –> +2 circumstance bonus to damage rolls

Enhancement You can choose to drive the required weapon into a corporeal target, revealing its current position. Once the weapon successfully Strikes the target, it lodges into the target. You cease wielding the weapon, and as long as the weapon is lodged into the target, the target is immobilized. If the target is concealed, other creatures don't need to succeed at a flat check to hit it. If the target is sensed, other creatures have to succeed at only a DC 5 flat check to hit the target. If the target is unseen, other creatures can still attempt to hit it by attacking the space where they see your weapon and succeeding at a DC 11 flat check.

The effect of this enhancement lasts until the weapon is removed from the creature. An adjacent creature or the target can remove the weapon with an Interact action.

SHATTER DEFENSES — FEAT 6

Attack Fighter Press

Requirements The target is frightened and you are wielding a melee weapon.

When you attack a foe afflicted by fear, your blow knocks the foe off-balance. Make a Strike with the required weapon against the required target. That Strike gains the following enhancement and failure effect.

Enhancement The foe becomes flat-footed until the end of your next turn. If the target is already flat-footed, it instead becomes sluggish 1 until the end of your next turn as long as it remains flat-footed.

Failure The foe becomes flat-footed until the start of your next turn. If the target is already flat-footed, it instead becomes sluggish 1 until the start of your next turn as long as it remains flat-footed.

SHIELD WARDEN — FEAT 6

Fighter

You use your shield to protect your allies as well as yourself. When you are using a shield and you have that shield raised, you can trigger your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents the ally from taking damage instead of protecting you. Apart from these alterations, this follows the normal rules for a Shield Block.

SHIELDED STRIDE — FEAT 6

Fighter

If your shield is raised, your enemies can't touch you. When you have your shield raised (due to the Raise a Shield action), you can Stride to move half your Speed without triggering Attacks of Opportunity or other reactions triggered by your movement. You can use Shielded Stride while Flying or Swimming instead of Striding if you have the corresponding movement type.

TRIPLE SHOT — FEAT 6

Fighter

Prerequisites Double Shot

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, each attack takes a –4 penalty; apply the usual multiple attack penalty only after the third Strike.

8th Level

DUELING RIPOSTE — FEAT 8

Fighter

Prerequisites Dueling Parry

Requirements You are benefiting from Dueling Parry.

Trigger An opponent within your reach critically fails a Strike against you.

You riposte against your flailing enemy. Make a melee Strike or Disarm action against the triggering opponent.

FELLING STRIKE — FEAT 8

Fighter

Requirements The target is flying and you are wielding a two-handed melee weapon.

Make a Strike with the following enhancement.

Enhancement 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, jump, levitate, or otherwise leave the ground until the end of your next turn.

INCREDIBLE AIM — FEAT 8

Concentrate Fighter

Requirements You are wielding a ranged weapon.

Make a Strike with the required weapon. You ignore the concealed condition and the screened condition with this attack and reduce the target's bonus to AC from cover by 2. If the target is not benefiting from any of those effects, you gain a +2 circumstance bonus to the attack roll instead.

POSITIONING ASSAULT — FEAT 8

Attack Fighter Press

Requirements You are wielding a two-handed melee weapon, and you are adjacent to your target.

With punishing blows, you nudge your opponent into position. Make a Strike. It gains the following enhancement and failure effect.

Enhancement Choose a square that is adjacent to both you and your target. Your target either must move so that its space is in that square and still adjacent to you or take additional damage equal to your Strength modifier. The target chooses between these effects.

Failure The target is flat-footed until the start of your next turn.

QUICK SHIELD BLOCK — FEAT 8

Fighter

Prerequisites Reactive Shield

At the start of each of your turns, you gain an additional reaction that you can use only to Shield Block.

SLIPPERY SHOOTER — FEAT 8

Fighter Open Stance

Your shots are nimble and deadly. While you're in this stance, your ranged Strikes don't trigger Attacks of Opportunity or other reactions that are triggered by a ranged attack. Furthermore, you can use Attacks of Opportunity with a loaded ranged weapon you're wielding, treating it as having a range of 5 feet when you do.

SUDDEN LEAP — FEAT 8

Fighter

Prerequisites Sudden Charge

When making a Sudden Charge, instead of Striding, you can Leap. If you succeed at an Athletics check when you Leap, you can move the same distance you could with a Long Jump. Even if you're Leaping vertically, you determine the DC for the height you're jumping using the DC of a Long Jump.

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.

If you have Felling Strike and meet its requirements, you can add an extra action to the Sudden Charge activity to add Felling Strike's enhancement to the Strike made after your Leap.

10th Level

AGILE GRACE FEAT 10

Fighter

Your graceful moves with agile weapons are almost superhuman. Your multiple attack penalty with agile weapons and agile unarmed attacks becomes –3 after the first attack and –6 after the second, rather than –4 and –8, respectively.

BLIND-FIGHT FEAT 10

Fighter

Prerequisites Master Perception

You are more aware of concealed and invisible enemies. If you are adjacent to an unseen creature of your level or lower, you treat it as sensed. When you are adjacent to a sensed creature, you treat it as concealed. When adjacent to a concealed creature, you treat it as though it weren't concealed.

CERTAIN STRIKE FEAT 10

Attack Fighter Press

Even when you don't hit squarely, but you likely still score a glancing blow. Make a melee Strike. It gains the following failure effect.

Failure Your attack deals its minimum damage. (Treat this as though you had rolled a 1 on every damage die.)

COMBAT REFLEXES FEAT 10

Fighter

At the start of each turn, you gain an additional reaction that can be used only to make an Attack of Opportunity.

DEBILITATING SHOT FEAT 10

Attack Fighter Press

Requirements You are wielding a ranged weapon.

Your follow-up shots can slow down a foe. Make a ranged Strike with the required weapon. It gains the following enhancement and failure effect.

Enhancement The target is slowed 1 until the start of your next turn.

Failure The target is flat-footed until the start of your next turn.

DISRUPTIVE FEAT 10

Fighter Open Stance

The slightest distraction can provoke your wrath. As long as you are in this stance, you don't take the normal –2 penalty when you make an Attack of Opportunity. Your Attack of Opportunity is triggered when a creature within your reach uses an action that has the concentrate trait.

MIRROR SHIELD FEAT 10

Fighter

Requirements You have a shield raised.

Trigger An opponent critically fails a ranged touch attack against you.

You reflect the attack back against the triggering opponent. Make a ranged touch attack against the triggering creature. Regardless of your normal proficiency, you are untrained with this attack. If your attack succeeds, your opponent takes the normal damage for a success (though any saving throws or other defenses apply). If your ranged touch attack is a critical hit, that target is critically hit by the attack.



TWIN RIPOSTE FEAT 10

Fighter

Requirements You are benefiting from the Twin Parry action.

Trigger An opponent within your reach critically fails at a Strike against you.

Your 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.

UNYIELDING FORTITUDE FEAT 10

Fighter

Prerequisites Expert Fortitude

You become a master at Fortitude saves. When you succeed at a Fortitude save, treat it as a critical success.

12th Level

BRUTAL FINISH FEAT 12

Attack Fighter Press

Prerequisites master proficiency with a two-handed melee weapon

Requirements You are wielding a two-handed weapon with which you have master proficiency rank.

Make a Strike with the required weapon. It gains the following enhancement and failure effect. After the Strike, your turn ends.

Enhancement You deal an extra die of damage.

Failure You deal damage equal to your Strength modifier.

DESPERATE FINISHER FEAT 12

Fighter

Requirement You have not used a reaction during your turn, and you are able to use an action with the press trait.

Trigger You complete the last action on your turn.

You throw everything into one last press. You forgo the ability to use reactions until the start of your next turn and use one action that you know with the press trait as part of Desperate Finisher.

DUELING DANCE FEAT 12

Fighter Open Stance

Prerequisites Dueling Parry

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

Using your free hand as pivot and balance, you both attack and defend with your weapon. While in this stance, you constantly gain the benefits of Dueling Parry as long as you meet its requirements.

IMPROVED DUELING RIPOSTE FEAT 12

Fighter

At the start of each of your turns, you gain an additional reaction that you can use only with Dueling Riposte. If you are not benefiting from Dueling Parry, you can use your normal reaction in addition to this Dueling Riposte reaction.

INCREDIBLE FOLLOW-UP FEAT 12

Concentrate Fighter Press

Prerequisites Incredible Aim

Requirements You are wielding a ranged weapon.

Make a Strike with the required weapon. You ignore the concealed condition, the screened condition, and the target's cover.

REELING BLOW FEAT 12

Attack Fighter Press

Requirements You are wielding a two-handed melee weapon.

With a follow-up clobber, you knock your opponent silly. Make a Strike with the required weapon. It gains the following enhancement and failure effect.

Enhancement Your target is pushed up to 10 feet away from you and is flat-footed until the start of your next turn.

Failure The target is flat-footed until the start of your next turn.

SHIELD PARAGON FEAT 12

Fighter Open Stance

Requirements You are wielding a shield.

Your shield is always ready. While in this stance, you constantly have your shield raised, as if you'd used the Raise a Shield action, as long as you meet its requirements.

SPRING ATTACK FEAT 12

Attack Fighter Move 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. When that movement is over, make a melee Strike against an enemy now within reach. You can use Spring Attack while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

14th Level

DETERMINATION FEAT 14

Concentrate Fighter

Frequency A number of times per day equal to your Charisma modifier (minimum 1).

Your training allows you to shrug off your foe's spells and conditions when the need is dire. Choose a single nonpermanent spell or basic condition that is affecting you. If you chose a basic condition, its effect on you ends. If you chose a spell, attempt to counteract the spell (the counteract level is equal to half your level rounded up, and a bonus on the check equal to your level plus your key ability modifier). If your counteract attempt is successful, the direct effect on you ends.

This doesn't prevent any Hit Point damage normally dealt by the effect or prevent the spell or debilitating effect from affecting other allies or the environment around you, nor does it remove an ongoing affliction or prevent it from inflicting conditions on you later. If the effect comes from a creature, hazard, or item whose level is 20th or higher, Determination can't remove its effect on you.

GUIDING FINISH FEAT 14

Attack Fighter Press

Requirements You are wielding a one-handed weapon and have the other hand free.

By shifting your weight and angling your weapon, you guide your opponent right where you want them. Make a Strike with the required weapon. That Strike gains the following enhancement and failure effect.

Enhancement Move the target up to 10 feet, but it must end its movement within melee reach of you.

Failure Move the target up to 5 feet, but it must end the move within melee reach of you.

GUIDING RIPOSTE — FEAT 14

Fighter — **Prerequisites** Improved Dueling Riposte

By shifting your weight and angling your weapon, you guide your opponents to right where you want them. When you use Dueling Riposte to make a Strike, it gains the following enhancement.

Enhancement You can move the triggering opponent up to 10 feet, but the move must end within melee reach of you.

IMPROVED TWIN RIPOSTE — FEAT 14

Fighter — At the start of each of your turns, you gain an additional reaction that you can use only to perform a Twin Riposte. If you aren't benefiting from Twin Parry, you can use your normal reaction in addition to this Twin Riposte reaction.

KNOCKDOWN — FEAT 14

Fighter — Make a melee Strike. It gains the following enhancement.

Enhancement As long as the target is no more than one size larger than you, it is knocked prone. If you are using a two-handed weapon, the target can be up to two size categories larger than you and be knocked prone.

REFLEXIVE SHIELD — FEAT 14

Fighter — When you raise your shield, you gain your shield's circumstance bonus to Reflex saves, and damage you take as a result of a Reflex save can trigger your Shield Block, even if it isn't physical damage.

STANCE SAVANT — FEAT 14

Fighter — **Trigger** You roll initiative.

You enter a stance without a thought. You use an action with the stance trait.

TWO-WEAPON FLURRY — FEAT 14

Attack Fighter Press — **Requirements** You are wielding two weapons, each in a different hand. Your multiple attack penalty with both weapons is –8 or worse.

Strike twice, once with each weapon. These do not count toward the multiple attack penalty until the second Strike.

WHIRLWIND STRIKE — FEAT 14

Attack Fighter Open — You attack all adversaries who are near. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but 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 in this stance, if you make your second Strike from Double Slice with an agile weapon or agile unarmed attack, it doesn't count toward your multiple attack penalty for the turn.

IMPROVED REFLEXIVE SHIELD — FEAT 16

Fighter — **Prerequisites** Reflexive Shield

Your shield can help save nearby allies. When you use Reflexive Shield, adjacent allies who have to attempt the triggering Reflex save also gain its effect.

MULTISHOT PARAGON — FEAT 16

Fighter Open Stance — **Prerequisites** Triple Shot
Requirements You are wielding a ranged weapon with 0 reload.

While in this stance, your penalty for Double Shot is reduced to –1, or –2 if you add the extra action to make three Strikes. If you move from your position, this stance ends.

TWIN PARAGON — FEAT 16

Fighter Open 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 in this stance, you constantly gain the benefits of the Twin Parry action.

18th Level

IMPOSSIBLE VOLLEY — FEAT 18

Fighter — **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 a Strike with a –5 penalty against all enemies within a 10-foot-radius burst; this burst must be centered at or beyond your weapon's volley range.

SAVAGE CRITICAL — FEAT 18

Fighter — The wounds you inflict are more grievous. When you Strike with a weapon or unarmed attack for which you have a proficiency rank of legendary, you critically succeed with an attack roll of 19 or 20, as long as the attack would hit on that result. This doesn't make a natural 19 automatically hit.

20th Level

REACTIONARY — FEAT 20

Fighter — With a sixth sense for the flow of combat, you can reaction to any situation as needed. You can use any of the additional reactions you've gained from fighter feats to use any reaction you've gained from a fighter class feature or feat, instead of just the reaction specified in the class feature or feat.

WEAPON SUPREMACY — FEAT 20

Fighter — Your skill with weapons lets you attack swiftly at all times. You're permanently quick. You can use your extra action only to Strike with a weapon.



MONK

The strength of the fist flows from the power of mind and spirit. You seek to attain perfection—to hone your body into a flawless instrument and your mind into an orderly bastion of wisdom. You are a fierce combatant renowned for your martial arts skills and your ability to enter stances to achieve different outcomes during a fight. While the challenges of mastering fighting styles and conquering powerful foes drive you to greater and greater heights, you also enjoy meditating on philosophical questions and discovering new ways to obtain peace and enlightenment.

PLAYING A MONK

Players of monk characters might approach gameplay in the following ways:

- During combat, you speed into the fray, dodging or leaping past obstacles with acrobatic maneuvers. You strike opponents in a rapid flurry of attacks, using bare fists or wielding specialized weapons that you mastered during your monastic training. Stances let you change up your combat style for different situations, and ki abilities allow you to heal yourself or soar through the air.
- During social encounters, your perceptiveness lets you see through falsehoods, and your philosophical training provides insight into any situation.
- In exploration mode, you climb up walls, dodge traps, overcome obstacles, and leap over pits. You usually stay toward the outside of the group to protect more vulnerable members, and you're suited to looking for danger or moving stealthily.
- In downtime mode, you diligently exercise, eat healthy foods, meditate, and study philosophies. You might also take up a craft that you strive to perfect.

ROLEPLAYING A MONK

Seldom seen outside their monasteries, monks have a reputation as powerful but taciturn warriors.

IF YOU'RE A MONK, YOU LIKELY...

- Maintain a regimen of physical training and meditation.
- Face adversity with a calm and measured approach, never panicking or succumbing to despair.
- Look to the future for ways you can improve while remaining at peace with your present self.

OTHERS PROBABLY...

- Think you're more than a bit uptight, with your vows and rules.
- Marvel at your feats of physical prowess.
- Come to you for philosophical instruction.

CLASS FEATURES

You gain these abilities as a monk. Abilities gained at higher levels list the requisite levels next to the features' names.

Flurry of Blows

You can attack rapidly with your fists. You gain the Flurry of Blows action.

FLURRY OF BLOWS

Monk **Frequency** Once per round.

Make two unarmed Strikes. If both hit the same creature, combine their damage and enhancements for the purpose of resistances and weaknesses.

Graceful Expertise

Your unarmored defense proficiency rank is expert.

Powerful Fist

When striking with your fist, you deal 1d6 damage instead of 1d4. You use your normal proficiency when making a lethal attack with a nonlethal unarmed attack.

Monk Feats

At 1st level and every even-numbered level thereafter, you gain a monk class feat (see page 99).

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats are listed

KEY ABILITY

Dexterity or Strength

HIT POINTS

10 plus your Constitution modifier

PROFICIENCIES

Perception

Trained in Perception

Saving Throws

Expert in Fortitude, Reflex, and Will

Skills

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

Weapons

Trained in all unarmed attacks

Armor

Untrained in all armor

SIGNATURE SKILLS

Acrobatics
Athletics
Religion

TABLE 3–14: MONK ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, background, flurry of blows, graceful expertise, initial proficiencies, monk feat, powerful fist
2	Monk feat, skill feat
3	General feat, incredible movement 10 feet, magic strikes, skill increase
4	Monk feat, skill feat
5	Ability boosts, ancestry feat, metal strikes, skill increase
6	Incredible movement 15 feet, monk feat, skill feat
7	General feat, path to perfection, skill increase
8	Monk feat, skill feat
9	Ancestry feat, fierce flurry, incredible movement 20 feet, skill increase
10	Ability boosts, monk feat, skill feat
11	General feat, second path to perfection, skill increase
12	Incredible movement 25 feet, monk feat, skill feat
13	Ancestry feat, graceful mastery, skill increase, unarmed mastery
14	Monk feat, skill feat
15	Ability boosts, general feat, incredible movement 30 feet, skill increase, third path to perfection
16	Monk feat, skill feat
17	Adamantine strikes, ancestry feat, graceful legend, skill increase
18	Incredible movement 35 feet, monk feat, skill feat
19	General feat, perfected form, skill increase
20	Ability boosts, monk feat, skill feat

in Chapter 5 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.

Incredible Movement 3rd

You gain a +10-foot conditional bonus to your Speed whenever you're not wearing armor. The bonus increases by 5 feet for every 3 monk levels you have beyond 3rd.

Magic Strikes 3rd

Your proficiency rank for unarmed attacks increases to expert. Your unarmed attacks become magical, allowing them to bypass resistances accordingly. You still need an item such as *handwraps of mighty fists* to gain a bonus to attack rolls or increase your attacks' weapon damage dice.

Skill Increases 3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or to become an expert in one skill in which you're already trained.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Metal Strikes 5th

Your unarmed attacks are treated as cold iron and silver.

Path to Perfection 7th

Choose your Fortitude, Reflex, or Will saving throw. Your proficiency rank in the chosen saving throw increases to master.

Fierce Flurry 9th

If you hit with both Strikes in a Flurry of Blows, increase the weapon damage dice of each attack by one step.

Second Path to Perfection 11th

If you succeed at a saving throw in which your proficiency rank is master, you instead critically succeed.

Graceful Mastery 13th

Your unarmored defense proficiency rank becomes master.

Unarmed Mastery 13th

Your unarmed attack proficiency rank becomes master.

Third Path to Perfection 15th

Choose your Fortitude, Reflex, or Will saving throw. If your proficiency rank for the chosen type of save is master, it increases to legendary; otherwise, it increases to master.

Adamantine Strikes 17th

Your unarmed attacks are treated as adamantine.

Graceful Legend 17th

Your unarmored defense proficiency becomes legendary.

Perfected Form 19th

When you make an unarmed Strike, you can treat any dice whose roll was lower than 10 as if you had rolled a 10. If you do, your Strike gains the fortune trait.

MONK FEATS

Every level at which you gain a monk feat, select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

CRANE STANCE — FEAT 1

Monk, Open, Stance

Requirement You are unarmored.

You enter the stance of a crane, standing on one leg while folding your arms in an imitation of a crane's wings. You gain a +1 circumstance bonus to AC, but the only Strikes you can make are crane wing attacks. These deal 1d6 bludgeoning damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.

While in Crane Stance, you gain a +4 conditional bonus on Athletics checks to jump, and when you Leap, you can move an additional 5 feet horizontally or 2 feet vertically.

DRAGON STANCE — FEAT 1

Monk, Open, Stance

Requirement You are unarmored.

You enter the stance of a dragon and make powerful leg strikes like a lashing dragon's tail. You can make dragon tail attacks. These deal 1d10 bludgeoning damage; are in the brawling group; and have the backswing, nonlethal, and unarmed traits.

While in Dragon Stance, you gain a +1 conditional bonus to saving throws against paralysis and sleep, and you can ignore difficult terrain while Striding.

KI STRIKE — FEAT 1

Monk

By tapping into a supernatural inner reserve called ki, you can make your unarmed Strikes more powerful. You gain a pool of Spell Points with a capacity equal to your Wisdom modifier. You gain the *ki strike* ki power (see page 234). This power is a type of special spell you can cast by spending Spell Points. Powers are explained on pages 193–194.

Other feats can give you other ki powers you can cast by spending Spell Points. You're trained in spell rolls and spell DCs for your ki powers, and your spell rolls and spell DCs use your Wisdom modifier. When you use Ki Strike, choose whether your ki powers are divine spells or occult spells.

MONASTIC WEAPONRY — FEAT 1

Monk

You gain access to uncommon weapons with the monk trait, and become proficient in simple and martial monk weapons. Your proficiency rank for these weapons matches your proficiency rank for unarmed attacks, and you can use melee monk weapons with any of your monk feats or monk abilities that normally require unarmed attacks, though you can't use these weapons if a monk feat or ability requires you to use a single specific attack, such as Crane Stance.

STUNNING FIST — FEAT 1

Concentrate, Monk

Make an unarmed Strike. It gains the following enhancement.

Enhancement The target must attempt a Fortitude save against your class DC. If the target fails, it's flat-footed for 1 round. On a critical failure, it's also stupefied 2 for 1 round. If your attack was a critical success, one of the following outcomes occurs: If the target succeeded at its save, it instead fails its save. If the target failed its save, it instead critically fails its save. If the target critically failed its save, it is instead stunned for 1 round.

TIGER STANCE — FEAT 1

Monk, Open, Stance

Requirement You are unarmored.

You enter the stance of a tiger, using your hands like claws. You can make tiger claw attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits. They gain the following enhancement.

Enhancement On a critical success, the target takes 1d4 persistent bleed damage.

While in Tiger Stance, you can Step 10 feet as long as your Speed is at least 10 feet.

KEY TERMS

You'll see the following key terms in many monk abilities.

Enhancements: Enhancements are additional effects applied to a Strike. If your Strike doesn't deal damage, any enhancements do not apply. Some enhancements also require that you critically succeed against your opponent in order to apply the enhancement.

Open: Actions with this trait allow you to prepare your next Strike or have you enter a stance, and sometimes do both. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait. You can enter a stance only in encounter mode. A stance lasts until you get knocked out, until its requirements (if any) are violated, or until you enter a new stance, whichever comes first.

MONK FEATS

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

Feat	Level
Abundant Step	6
Arrow Snatching	8
Brawling Focus	4
Crane Flutter	6
Crane Stance	1
Crushing Grab	4
Dancing Leaf	4
Deflect Arrow	4
Diamond Fists	18
Diamond Soul	12
Disrupt Ki	12
Dragon Roar	6
Dragon Stance	1
Empty Body	18
Enduring Quickness	20
Enlightened Presence	16
Flying Kick	4
Ghost Strike	6
Guarded Movement	4
Impossible Technique	20
Improved Knockback	12
Ki Blast	6
Ki Strike	1
Knockback Strike	10
Master of Many Styles	16
Monastic Weaponry	1
Monk's Evasion	8
Mountain Root Quake	14
Mountain Root Stance	8
Quivering Palm	16
Shattering Strike	16
Sleeper Hold	10
Stance Savant	12
Stunning Fist	1
Swift River	18
Tangled Forest Rake	14
Tangled Forest Stance	8
Tiger Slash	6
Tiger Stance	1
Timeless Body	14
Tongue of Sun and Moon	14
Wall Run	8
Whirling Throw	6
Wholeness of Body	4
Wild Winds Gust	14
Wild Winds Stance	8
Wind Jump	10
Wind Step	6
Winding Path	10
Wolf Drag	6
Wolf Stance	1

TABLE 3–15: MONK ATTACKS

Unarmed Attack	Damage	Group	Traits
Crane wing	1d6 B	Brawling	Agile, finesse, nonlethal, unarmed
Dragon tail	1d10 B	Brawling	Backswing, nonlethal, unarmed
Tiger claw	1d8 S	Brawling	Agile, finesse, nonlethal, unarmed
Wolf jaw	1d8 P	Brawling	Agile, finesse, nonlethal, unarmed
Wind crash (see *wild winds stance*, page 272)	1d4 S	Brawling	Agile, nonlethal, propulsive, unarmed
Falling stone	1d8 B	Brawling	Forceful, nonlethal, unarmed
Lashing branch	1d8 S	Brawling	Agile, finesse, nonlethal, unarmed

WOLF STANCE — FEAT 1

Monk, Open, Stance

Requirement You are unarmored.

You enter the stance of a wolf, low to the ground with your hands held like fanged teeth. You can make wolf jaw unarmed attacks. These deal 1d8 piercing damage, are in the brawling group, and are agile, finesse, nonlethal, and unarmed.

While in Wolf Stance, your wolf jaw unarmed attacks also gain the forceful trait if you're flanking the target.

4TH LEVEL

BRAWLING FOCUS — FEAT 4

Monk

You gain access to the critical specialization effects of weapons of the brawling group.

CRUSHING GRAB — FEAT 4

Monk

When you successfully Grapple a creature, you can deal bludgeoning damage to that creature equal to your Strength modifier. You can choose whether to treat this attack as nonlethal.

DANCING LEAF — FEAT 4

Monk

When you Leap or succeed at a High Jump or Long Jump, increase the distance you jump by 5 feet. When you fall, don't count any distance fallen while you are adjacent to a wall when calculating the damage from the fall.

DEFLECT ARROW — FEAT 4

Monk

Trigger A ranged weapon attack hits you, but doesn't critically hit you.

Requirements You're aware of the attack but not flat-footed against it, and have a hand free.

You gain a +4 circumstance bonus to AC against the triggering attack. If this would cause the attack to be a failure, you deflect the arrow and the attack misses you.

FLYING KICK — FEAT 4

Monk

Frequency Once per round.

Make a Leap or attempt a Long Jump. At the end of the jump, if you're adjacent to a foe, you can immediately Strike that foe.

GUARDED MOVEMENT — FEAT 4

Monk

Prerequisites Monk 4

You gain a +2 circumstance bonus to AC against reactions triggered by or during actions with the move trait that you use.

WHOLENESS OF BODY — FEAT 4

Monk

Prerequisites Ki Strike

Tapping into your ki, you restore your own health. You gain the *wholeness of body* ki

power (see page 272), which you can cast by spending 2 Spell Points. Increase your Spell Point pool by 2.

6th Level

Abundant Step — Feat 6

Monk **Prerequisites** Ki Strike

You can teleport yourself a short distance. You gain the *dimensional steps* ki power (see page 215), which you can cast by spending 1 Spell Point. Increase your Spell Point pool by 2.

Crane Flutter — Feat 6

Monk **Prerequisites** Crane Stance

Requirements You are in Crane Stance.

Trigger You are targeted with a melee attack by an attacker you see.

You gain a +2 circumstance bonus to AC against the triggering attack. If it misses you, you can immediately make a crane wing Strike against the attacker at a –4 penalty, even if the attacker isn't in your reach. This Strike does not incur a multiple attack penalty.

Dragon Roar — Feat 6

Monk **Prerequisites** Dragon Stance

Requirements You are in Dragon Stance.

You bellow, instilling fear in your enemies. Enemies that you're aware of within a 15-foot aura must succeed at a Will save against your Intimidation DC or be frightened 1. A creature that critically fails is also fleeing for 1 round. A creature frightened in this way can't reduce its frightened value below 1 on any turn it begins adjacent to you. All creature are bolstered.

Your first attack that hits a frightened creature after you roar gains a +4 circumstance bonus to damage. This extra damage must be triggered before the end of your next turn or it's lost.

After you use this action, you can't use it again for 1d4 rounds. All its effects end immediately if you leave Dragon Stance.

Ghost Strike — Feat 6

Monk Make an unarmed Strike against the target's TAC.

Ki Blast — Feat 6

Monk **Prerequisites** Ki Strike

You can unleash an impactful cone of force by channeling your ki. You gain the *ki blast* ki power (see page 234), which you can cast by spending 2 Spell Points. Increase your Spell Point pool by 2.

Tiger Slash — Feat 6

Monk **Prerequisites** Tiger Stance

Requirements You are in Tiger Stance.

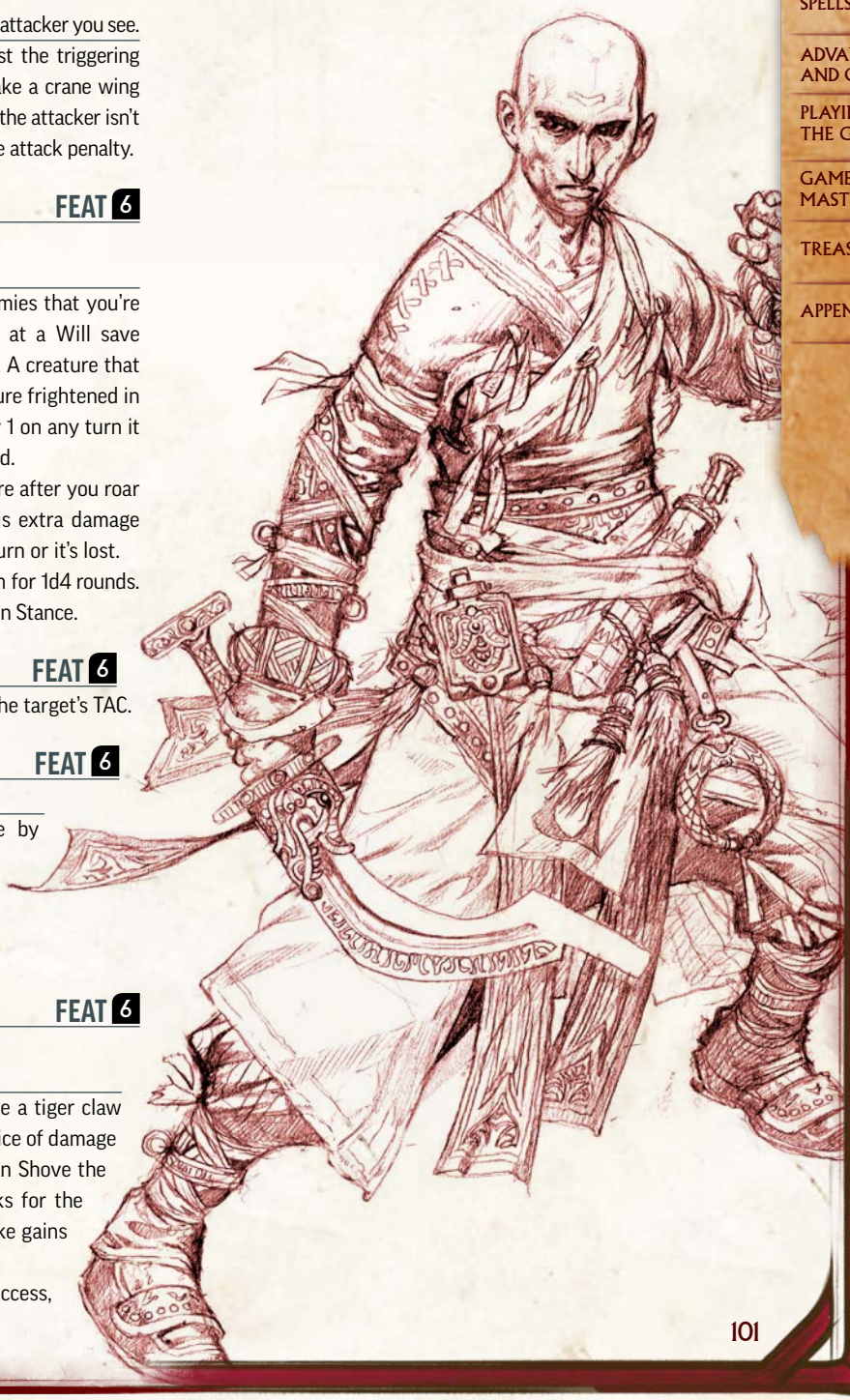
You make a fierce swipe with both hands. Make a tiger claw Strike. It deals 2 extra dice of damage (3 extra dice of damage if you're at least a 14th-level monk) and you can Shove the target 5 feet. This Strike counts as two attacks for the purpose of the multiple attack penalty. The Strike gains the following enhancement.

Enhancement If the attack was a critical success, add your Strength modifier to the persistent bleed damage from tiger claw.

Whirling Throw — Feat 6

Monk **Requirements** You have a creature grabbed or restrained.

You propel your grabbed or restrained foe a great distance. Choose a distance in feet of up to 10 + 5 × your Strength modifier that you want to throw the creature. Attempt an Athletics check with a DC of 5 plus the total distance in feet you're trying to throw the creature. You take a –2 circumstance penalty to your check for every size the target is larger than you or a +2



circumstance bonus to your check for every size the target is smaller than you.

If you throw the creature, it takes bludgeoning damage equal to your Strength modifier plus 1d6 per 10 feet you threw it.

Success You throw the creature up to 10 feet.

Critical Success You throw the creature the desired distance.

Failure You don't throw the creature.

Critical Failure You don't throw the creature, and it's no longer grabbed or restrained by you.

WIND STEP FEAT 6

Monk

You can Stride across liquid and surfaces that can't support your weight. This benefit lasts only during your movement. If you end your movement on the surface, you fall in or it collapses as normal.

WOLF DRAG FEAT 6

Monk

Prerequisites Wolf Stance

Requirements You are in Wolf Stance.

You rip your enemy off their feet. Make a wolf jaw Strike. Your wolf jaw is fatal d12 for this Strike, and if the attack succeeds or critically succeeds, you knock the target prone.

8th Level

ARROW SNATCHING FEAT 8

Attack Monk

Prerequisite Deflect Arrow

When you successfully Deflect an Arrow, as part of that reaction you can immediately make a ranged Strike against the attacker using the projectile you deflected. This is a thrown weapon with the same range increment as the triggering attack.

MONK'S EVASION FEAT 8

Monk

Prerequisites Master Reflex

When you succeed at a Reflex save, treat it as a critical success. If you're 11th level or higher, when you fail at a Reflex save against an effect that deals damage, you halve the damage you take.

MOUNTAIN ROOT STANCE FEAT 8

Monk Open Stance

Trigger You are unarmored.

You enter the stance of an implacable mountain, striking with the weight of an avalanche. You can make falling stone unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the forceful, nonlethal, and unarmed traits.

While in Mountain Root Stance, you gain resistance 2 to all damage and get a +2 conditional bonus to any defenses against being Shoved or Tripped. At 14th level, the resistance increases to 3.

TANGLED FOREST STANCE FEAT 8

Monk Open Stance

Trigger You are unarmored.

You extend your arms like gnarled branches to interfere with your foes' movements. You can make lashing branch unarmed attacks. These deal 1d8 slashing damage, are in the brawling group, and have the agile, finesse, nonlethal, and unarmed traits.

While you're in Tangled Forest Stance and can act, every enemy in your reach that tries to move away from you must succeed at an Acrobatics or Athletics check against your class DC or be immobile for that action, free action, or reaction with the move trait (attempting this check is a free action).

WALL RUN FEAT 8

Monk

Stride up to your Speed. You must start your movement on a horizontal surface. During this movement, you can run up vertical surfaces like walls at your full Speed. If you end the Stride off the ground, you fall (though you can Grab an Edge if applicable). If you have Wind Step or a similar ability, Wall Run lets you run along vertical liquids or flimsy solids (such as a waterfall).

WILD WINDS STANCE FEAT 8

Monk

Prerequisites Ki Strike

You can enter a stance that lets you attack from a distance. You gain the *wild winds stance* ki power (see page 272), which you can use by spending 1 Spell Point. Increase your Spell Point pool by 1.

10th Level

KNOCKBACK STRIKE FEAT 10

Concentrate Monk

Make an unarmed Strike. If you hit, make an Athletics check to Shove the target. This attack uses the same multiple attack penalty as your Strike, and doesn't count toward your multiple attack penalty.

SLEEPER HOLD FEAT 10

Attack Monk

Requirements You have a creature grabbed or restrained.

Attempt an Athletics check to Grapple the creature.

Success The target is sluggish 1 through its next turn.

Critical Success The target falls asleep for 1 minute, though it remains standing and doesn't drop what it holds.

WIND JUMP FEAT 10

Monk

Prerequisites Ki Strike

You gather the wind beneath you, allowing you to fly as you jump. You gain the *wind jump* ki power (see page 272), which you can cast by spending 2 Spell Points. Increase your Spell Point pool by 2.

WINDING PATH FEAT 10

Monk

Frequency once per round

You use two of the following actions in any order: Stand, Step, and Stride. You can't use the same action twice.

12th Level

DIAMOND SOUL FEAT 12

Monk

You gain a +1 conditional bonus to saving throws against magic.

DISRUPT KI FEAT 12

Monk Negative

Make an unarmed Strike with the following enhancement.

Enhancement If the target is a living creature, you block its inner life force. It takes 2d4 persistent negative damage and is enfeebled 1 until the persistent damage ends. If you're 18th level or higher, this deals 3d4 persistent negative damage instead.

IMPROVED KNOCKBACK — FEAT 12

Monk — When you successfully Shove a creature, increase the distance you push the creature and the distance you can move by 5 feet on a success or 10 feet on a critical success. If you push the target into an obstacle, it takes bludgeoning damage equal to your Strength modifier.

STANCE SAVANT — FEAT 12

Monk — **Trigger** You roll initiative.

You enter a stance without a thought. You use an action with the stance trait.

14th Level

MOUNTAIN ROOT QUAKE — FEAT 14

Monk — **Prerequisites** Mountain Root Stance

Requirements You are in Mountain Root Stance and standing on the ground.

You stomp, shaking the earth beneath you. Creatures on the ground within a 20-foot aura must succeed at a Reflex save against your Athletics DC or take damage equal to your Strength modifier (minimum 0) and fall prone. A creature that critically fails takes double damage; one that succeeds takes half damage and doesn't fall prone, and one that critically succeeds is unaffected.

After you use this action, you can't use it again for 1d4 rounds.

TANGLED FOREST RAKE — FEAT 14

Monk — **Prerequisites** Tangled Forest Stance

Requirements You are in Tangled Forest Stance.

You move your foe as though it were traveling and lost in the woods, unable to escape. Make a lashing branch Strike with the following enhancement.

Enhancement You move the target up to 5 feet into a different square within your reach. If the target started on the ground, you can't move it off a cliff or into another place where it wouldn't be able to stand.

TIMELESS BODY — FEAT 14

Monk — You cease aging. In addition, you gain a +2 conditional bonus to saves against toxins and resistance 5 to poison damage.

TONGUE OF SUN AND MOON — FEAT 14

Monk — You can understand and speak all languages.

WILD WINDS GUST — FEAT 14

Monk — **Prerequisites** Ki Strike

You can cause swirling winds to buffet your enemies in all directions. You gain the *wild winds gust* ki power (see page 272), which you can cast by spending 2 Spell Points. Increase your Spell Point pool by 2.

16th Level

ENLIGHTENED PRESENCE — FEAT 16

Emotion Mental Monk — You and allies within 15 feet of you get a +1 conditional bonus to Will saving throws.

MASTER OF MANY STYLES — FEAT 16

Monk — **Prerequisites** Stance Savant

Trigger Your turn begins.

You use an action with the stance trait.

QUIVERING PALM — FEAT 16

Monk — **Prerequisites** Ki Strike

Your strikes can kill foes. You gain the *quivering palm* ki power (see page 249), which you can cast by spending 2 Spell Points. Increase your Spell Point pool by 2.

SHATTERING STRIKE — FEAT 16

Monk — Make an unarmed Strike. It bypasses the target's resistances. If the target has Hardness, you deal 2 Dents instead of one if you exceed its Hardness.

18th Level

DIAMOND FISTS — FEAT 18

Monk — Your unarmed attacks become forceful. Any that were already forceful gain a +3 circumstance bonus to damage on the second attack on the same turn and a +5 circumstance bonus to damage on the third attack and further attacks.

EMPTY BODY — FEAT 18

Monk — **Prerequisites** Ki Strike

You transmute your body into an ethereal form. You gain the *empty body* ki power (see page 221), which you can cast by spending 2 Spell Points. Increase your Spell Point pool by 2.

SWIFT RIVER — FEAT 18

Monk — **Trigger** Your turn ends and you are hampered or slowed.

You remove the hampered or slowed condition.

20th Level

ENDURING QUICKNESS — FEAT 20

Monk — You're permanently quick. You can use your extra action to Stride or Leap, or to attempt a High Jump or Long Jump.

IMPOSSIBLE TECHNIQUE — FEAT 20

Monk — **Requirements** You are not armored or fatigued.

Trigger An enemy's attack hits you or you fail a saving throw against an enemy's ability.

If the triggering effect was the enemy's attack hitting you, decrease the enemy's degree of success by one step. If the triggering effect was you failing a saving throw, increase your degree of success by one step.



PALADIN

You are a champion of justice, a holy servant of a good and lawful deity who takes up the mantle of a restrictive code to provide certainty and hope to the innocent. You have powerful defenses that you share freely with your allies and innocent bystanders, but when the time comes to punish the wicked, you use your holy power to end the threat of evil. Your devotion also attracts the attention of holy spirits who aid you on your journey. Others can count on you to adhere to your code of conduct, and they trust you at your word.

PLAYING A PALADIN

Players of paladin characters might approach gameplay in the following ways:

- During combat, you get into the enemy's face while carefully positioning yourself to protect your allies.
- During social encounters, you are a voice of hope, striving to reach a peaceful solution that strengthens bonds and yields good results for all.
- In exploration mode, you overcome barriers both physical and spiritual, providing inspiration to your allies through your actions and guidance when requested, rather than sanctimoniously preaching about their shortcomings.
- In downtime mode, you spend much of your time on charity work and fulfilling the tenets of your code, but that doesn't mean there isn't time to take up a craft or hobby.

ROLEPLAYING A PALADIN

Paladins are champions of justice, acting as agents against the forces of evil.

IF YOU'RE A PALADIN, YOU LIKELY...

- Believe there is always hope for good to triumph over evil, no matter how grim the odds.
- Know the ends don't justify the means, since evil acts increase the power of evil.
- Have a strong sense of justice and are incredibly frustrated when political corruption leads to a miscarriage of justice.

OTHERS PROBABLY...

- Believe you an inflexible martinet devoted to every rule and unwilling to compromise.
- Worry you secretly despise them for not living up to your impossible standard.
- Assume you are forced to perform any favor free of charge in the name of charity.
- See you as a symbol of hope, especially in a time of great need.
- Know that you've sworn an oath not to lie and that they can take you at your word.

CLASS FEATURES

You gain these abilities as a paladin. Abilities gained at higher levels list the requisite levels next to the features' names.

Code of Conduct

Paladins are divine champions of a deity. You must be lawful good and worship a deity that allows lawful good clerics. See the list of deities on page 72.

Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith. A few examples of acts that would be considered anathema appear in each deity's entry. You and your GM will determine whether other acts count as anathema.

In addition, you must follow the paladin's code below. Deities often add additional strictures for their own paladins (for instance, Shelyn's paladins never attack first except to protect an innocent, and they choose and perfect an art form).

If you stray from lawful good, perform acts anathema to your deity, or violate your code of conduct, you lose your Spell Point pool and righteous ally until you demonstrate your repentance by conducting an *atone* ritual (see page 275), but keep any other paladin abilities that don't require those class features.

The Paladin's Code

The following is the fundamental code all paladins follow. The tenets are listed in order of importance, starting with the most important. If a situation places two tenets in conflict, you aren't in a no-win situation; instead, follow the most important tenet. For instance, if an evil king asked you if innocent lawbreakers were hiding in your church so he could execute them, you could lie to him, since the tenet forbidding you to lie is less important than the tenet prohibiting the harm of an innocent. An attempt to subvert the paladin code by engineering a situation allowing you to use a higher tenet to ignore a lower tenet (telling someone that

KEY ABILITY

Strength

HIT POINTS

10 plus your Constitution modifier

PROFICIENCIES

Perception

Trained

Saving Throws

Expert in Fortitude
Trained in Reflex
Expert in Will

Skills

Trained in a number of skills equal to 4 plus your Intelligence modifier

Weapons

Trained in all simple and martial weapons

Armor

Trained in all armor and shields

SIGNATURE SKILLS

Athletics
Crafting
Diplomacy
Religion

TABLE 3–16: PALADIN ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, background, champion powers, code of conduct, deific weapon, initial proficiencies, paladin feat, retributive strike
2	Paladin feat, skill feat
3	General feat, righteous ally, skill increase
4	Paladin feat, skill feat
5	Ability boosts, ancestry feat, skill increase, weapon expertise
6	Paladin feat, skill feat
7	Armored fortitude, general feat, skill increase
8	Paladin feat, skill feat
9	Ancestry feat, holy smite, skill increase
10	Ability boosts, paladin feat, skill feat
11	Aura of justice, general feat, skill increase
12	Paladin feat, skill feat
13	Ancestry feat, armor mastery, skill increase
14	Paladin feat, skill feat
15	Ability boosts, general feat, skill increase, weapon mastery
16	Paladin feat, skill feat
17	Ancestry feat, legendary armor, skill increase
18	Paladin feat, skill feat
19	General feat, hero's defiance, skill increase
20	Ability boosts, paladin feat, skill feat

you won't respect lawful authorities so that the tenet of not lying supersedes the tenet of respecting lawful authorities, for example) is a violation of the paladin code.

- You must never willingly commit an evil act, such as murder, torture, or the casting an evil spell.
- You must not use actions that you know will harm an innocent, or through inaction cause an innocent immediate harm when you knew your action could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents or to sacrifice your life and potential to attempt to protect an innocent.
- You must act with honor, never cheating, lying, or taking advantage of others.
- You must respect the lawful authority of the legitimate ruler or leadership in whichever land you may be, following their laws unless they violate a higher tenet.

Deific Weapon

If your deity's favored weapon (see page 72) is uncommon, you gain access to it. If the weapon is simple, increase the damage die by one step when you wield it (d4 to d6, d6 to d8, d8 to d10, d10 to d12).

Retributive Strike

As a paladin, you are a stalwart protector of those under your charge. You gain the Retributive Strike reaction.

RETRIBUTIVE STRIKE

Paladin **Trigger** A creature within your reach hits an ally or friendly creature.

Make a melee Strike against the triggering creature at a –2 penalty before the opponent rolls the damage for the triggering hit. If your attack hits, the target is enfeebled 1 for the remainder of its turn, or enfeebled 2 for the remainder of its turn if your Strike was a critical hit. The enfeebled condition ends immediately if the creature makes a Strike against you. If Retributive Strike incapacitates or kills the triggering creature, the triggering hit deals no damage.

Champion Powers

Divine power flows through you, and you have learned to channel it to heal others. This grants you special spells called champion powers. You gain a pool of Spell Points you can spend to cast champion powers. Your maximum number of Spell Points is equal to your Charisma modifier (minimum 0). You regain all your Spell Points when you prepare each day. Your key spellcasting ability score is Charisma, and you're trained in spell rolls and spell DCs for your champion powers. Your champion powers are divine spells.

Champion powers are available only to paladins, and they can't be learned by other characters. They appear in the Spells chapter (page 192). Some paladin feats grant you additional champion powers, and such feats typically increase your pool of Spell Points. The spell level of each of your champion powers is equal to half your character level, rounded down, and produces heightened effects (see page 192) for those champion powers that have heightened entries.

You gain the ability to cast the *lay on hands* champion power by spending 1 Spell Point.

Paladin Feats

At 1st level and every even-numbered level thereafter, you gain a paladin class feat. Paladin class feats are described beginning on page 108.

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.

Righteous Ally 3rd

Your devotion to the cause of good attracts the attention of a holy spirit to aid you on your journey. This spirit can take many forms, each granting you abilities and advantages. Once you have chosen the ally's form, it cannot be changed.

The following are righteous allies:

- **Blade Ally:** A spirit of valor inhabits your weapon, granting it additional power. Select one weapon each morning when you make your daily preparations. In your hands, the weapon gains your choice of the *disrupting*, *ghost touch*, *returning*, or *shifting* property (see page 370), without it counting against the weapon's maximum number of properties. In addition, you gain access to the weapon's critical specialization effect.

- **Shield Ally:** A spirit of dedication inhabits your shield, granting it additional benefits. In your hands, the shield increases its Hardness by 2 and gains the ability to take 2 additional Dents before becoming broken. This stacks with any extra Dents the shield can normally take.
- **Steed Ally:** You gain the service of a trained mount, which is treated as a young animal companion (see page 284). Normally you can select only an animal companion with the mount special ability, such as a horse. At the GM's discretion, you can select a different type of animal companion appropriate to your ancestry and culture, but it doesn't gain the mount special ability.

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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Weapon Expertise 5th

Select a specific weapon group. Your proficiency rank for simple and martial weapons in that group increases to expert.

Armored Fortitude 7th

Your proficiency rank for heavy armor and shields increases to expert, and your proficiency rank for Fortitude saves increases to master. While wearing heavy armor, when you succeed at a Fortitude save, treat your result as a critical success instead.

Holy Smite 9th

Your Retributive Strike surrounds evil targets in a righteous aura that punishes their transgressions. The target of a successful Retributive Strike takes persistent good damage equal to your Charisma modifier.

KEY TERMS

You'll see the following key terms in many paladin abilities.

Litany: Some paladin feats grant special champion powers called litanies, which have the litany trait. These powers usually require only a single action to cast, but most bolster their target against all of your powers that have the litany trait.

Metamagic: Feats with the metamagic trait allow you to tweak the properties of your spells. These feats are triggered when you begin casting a spell, and typically require you to spend an additional spellcasting action to alter the spell's effects. You can't use metamagic feats if adding an action to the spell would make the spell require more actions than you have remaining on your turn. Because most metamagic feats have the same trigger, you usually can't use more than one metamagic feat per spell.

Oath: Feats with the oath trait always add an additional tenet to the paladin's code, and a paladin can usually have only one such feat.

Aura of Justice 11th

When you use the Retributive Strike reaction, you can increase the penalty on your attack to –5. If you do so, whether or not your attack is a success, all allies within 10 feet of you who can reach the target can also spend a reaction to make a normal Retributive Strike against the target. These additional attacks do not cause the target to become enfeebled.

Armor Mastery 13th

Your proficiency rank for heavy armor and shields increases to master, and your proficiency rank for light and medium armor increases to expert. Reduce the penalty to movement due to heavy armor from 10 feet to 5 feet.

Weapon Mastery 15th

Your proficiency rank for simple and martial weapons in your chosen weapon group increases to master, and your proficiency rank for all other simple and martial weapons increases to expert.

Legendary Armor 17th

Your proficiency rank for heavy armor and shields increases to legendary, and your proficiency rank for light and medium armor increases to master. Reduce the check penalty from armor and shields by 1.

Hero's Defiance 19th

You gain the power to defy fate and continue fighting as long as you have divine energy. You gain the *hero's defiance* champion power, which you can cast by spending 2 Spell Points. Increase your Spell Point pool by 2.

PALADIN FEATS

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

Feat	Level
Advanced Domain	8
Affliction Mercy	12
Anchoring Aura	14
Angelic Form	18
Attack of Opportunity	6
Aura of Courage	4
Aura of Faith	12
Aura of Life	14
Aura of Righteousness	14
Aura of Vengeance	14
Auspicious Mount	16
Blade of Justice	6
Celestial Mount	20
Channel Life	4
Deity's Domain	1
Divine Grace	2
Divine Health	4
Divine Will	10
Dragonslayer Oath	2
Fiendsbane Oath	2
Greater Mercy	8
Heal Mount	8
Holy Wall	12
Hospice Knight	1
Imposing Destrier	10
Instrument of Zeal	16
Lasting Reprisal	6
Litany against Sloth	10
Litany against Wrath	6
Litany of Righteousness	14
Loyal Warhorse	6
Mercy	4
Paladin's Sacrifice	12
Radiant Blade Master	20
Radiant Blade Spirit	10
Second Ally	8
Sense Evil	8
Shield Champion	20
Shield of Grace	16
Shield of Reckoning	10
Shield Warden	6
Shining Oath	2
Ultimate Mercy	18
Vengeful Oath	2
Warded Touch	1
Warding Aura	14

PALADIN FEATS

Every level at which you gain a paladin feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

DEITY'S DOMAIN — FEAT 1

Paladin

You embody an aspect of your deity. Choose one of your deity's domains (see the Deity table on page 72). You gain the ability to cast the domain's initial domain power as a champion power by spending 1 Spell Point. Increase your Spell Point pool by 1.

HOSPICE KNIGHT — FEAT 1

Paladin

Your long hours in the hospice have taught you additional techniques for treating wounds. Your proficiency rank in Medicine increases to trained, and Medicine is a signature skill for you. Increase the healing from *lay on hands* from d4s to d6s.

WARDED TOUCH — FEAT 1

Paladin

Prerequisites champion power (*lay on hands*)

You cast *lay on hands* in a simple motion without any complicated gestures. The Somatic Spellcasting action for *lay on hands* loses the manipulate trait.

2nd Level

DIVINE GRACE — FEAT 2

Paladin

Trigger You are targeted by a spell that allows a saving throw.

You call upon your deity's grace to protect you from harm. You gain a +2 circumstance bonus to the saving throw.

DRAGONSLAYER OATH — FEAT 2

Oath
Paladin

You've sworn an oath to slay evil dragons. Add the following tenet to your paladin's code after the other tenets: "You must slay evil dragons you come across as long as you have a reasonable chance of success."

Whenever an evil dragon within your reach hits an ally or friendly creature and you use that action as a trigger for your Retributive Strike reaction, your Retrributive Strike does not take the –2 penalty. You don't ever consider evil dragons to be legitimate authorities, even in nations ruled by evil dragons.

FIENDSBANE OATH — FEAT 2

Oath
Paladin

You've sworn an oath to banish the corruption of fiends to the dark planes they call home. Add the following tenet to your paladin's code after the other tenets: "You must banish or slay fiends you come across as long as you have a reasonable chance of success; in the incredibly unlikely event you find a good fiend, you don't have to banish or kill it."

Whenever a fiend within your reach hits an ally or friendly creature and you use that action as a trigger for your Retributive Strike reaction, your Retrributive Strike does not take the –2 penalty. You don't ever consider fiends to be legitimate authorities, even in nations ruled by fiends.

SHINING OATH — FEAT 2

Oath
Paladin

You've sworn an oath to end the plague of undead. Add the following tenet to your paladin's code after the other tenets: "You must end the existence of undead you come across as long as you have a reasonable chance of success; in the unlikely event you find a good undead, you can try to work out a more peaceful way to help it recover from its undead state rather than destroying it in combat, such as helping it complete its unfinished business."

Whenever an undead within your reach hits an ally or friendly creature and you use

that action as a trigger for your Retributive Strike reaction, your Retrributive Strike does not take the –2 penalty. You don't ever consider undead to be legitimate authorities, even in nations ruled by undead.

VENGEFUL OATH — FEAT 2

Oath Paladin

You've sworn an oath to hunt down the most heinous evildoers and bring them to celestial judgment, no matter where they hide. Add the following tenet to your paladin's code after the other tenets: "You must hunt down and exterminate evil creatures that have committed heinous atrocities as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

You can use *lay on hands* to damage an evil creature as if it were undead; in this case, it deals good damage instead of positive damage and gains the good trait. This doesn't prevent you from healing an evil creature with *lay on hands*, and you can't use it to determine a creature's alignment if you aren't sure.

4th Level

AURA OF COURAGE — FEAT 4

Paladin

Whenever you become frightened, reduce the condition value by 1 (to a minimum of 0). At the end of your turn when you would reduce your frightened condition value by 1, you also reduce the value by 1 for all allies within 10 feet.

CHANNEL LIFE — FEAT 4

Paladin

Prerequisites champion power (*lay on hands*)

You can cast *heal* heightened to the same level as your champion powers by spending 1 Spell Point. Increase your Spell Point pool by 1.

DIVINE HEALTH — FEAT 4

Paladin

Your faith makes you resistant to disease, allowing you to treat and offer succor to the ill. You gain a +1 conditional bonus to saving throws against diseases. In addition, if you succeed at a saving throw against a disease, you treat the result as if it were a critical success.

MERCY — FEAT 4

Metamagic Paladin

Prerequisites champion power (*lay on hands*)

Trigger You start to cast *lay on hands* to restore Hit Points to a creature.

Add a Verbal Casting action and increase the Spell Point cost by 1. You can attempt to counteract a fear or paralysis effect on the target creature of your *lay on hands*.

6th Level

ATTACK OF OPPORTUNITY — FEAT 6

Paladin

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.

Make a melee Strike against the triggering creature at a –2 penalty. If the attack hits 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.

BLADE OF JUSTICE — FEAT 6

Open Paladin

Prerequisites righteous ally (blade)

Your righteous weapon becomes a powerful tool against evildoers. Select one foe that you can see, calling that enemy to face judgment. Until the start of your next turn, your damage rolls with your righteous weapon against that foe gain a conditional bonus equal to the number of weapon damage dice. This damage applies only if the foe is evil. This bonus damage is good damage.

LASTING REPRISAL — FEAT 6

Paladin

Prerequisites retributive strike

Your Retributive Strike causes the target to become enfeebled 2. Critically hitting with a Retributive Strike causes the target to become enfeebled 3. This condition value is reduced by 1 each time the target attempts an attack action against you, and by 1 at the end of its turn (instead of ending automatically).

LITANY AGAINST WRATH — FEAT 6

Paladin

You can cast the *litany against wrath* champion power by spending 1 Spell Point. Increase your Spell Point pool by 1.

LOYAL WARHORSE — FEAT 6

Paladin

Prerequisites retributive strike, righteous ally (steed)

You and your mount have grown closer, and your loyalty to each other is unbreakable. The mount you gained through the righteous ally class feature is now treated as a full-grown animal companion (see page 284). In addition, your mount never attacks you, even if it is magically compelled to do so. Finally, you can make a Retributive Strike against anyone who hits your mount with a Strike, even if the attack was not a critical hit.

SHIELD WARDEN — FEAT 6

Paladin

Prerequisites righteous ally (shield)

You use your shield to protect your allies as well as yourself. When you are using a shield and you have it raised, you can trigger your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents the ally from taking damage instead of you. Apart from these alterations, this follows the normal rules for a Shield Block.

8th Level

ADVANCED DOMAIN — FEAT 8

Paladin

Prerequisites Deity's Domain

You gain an advanced domain power from one of your domains. Increase your Spell Point pool by the number of Spell Points this new domain power costs to cast.

GREATER MERCY — FEAT 8

Paladin

Prerequisites Mercy

The depths of your mercy enhance your ability to remove conditions. When you use Mercy, you can also attempt to counteract the blinded, deafened, sickened, or slowed conditions.

HEAL MOUNT — FEAT 8

Paladin **Prerequisites** righteous ally (steed)

When you cast *lay on hands* on your mount, you can choose to restore Hit Points equal to 8 × the spell level instead of the usual amount.

SECOND ALLY — FEAT 8

Paladin You draw holy spirits to you like moths to a flame. Choose a second type of righteous ally and gain its benefits.

SENSE EVIL — FEAT 8

Paladin When in the presence of an aura of evil that is powerful or stronger (see page 214), you detect the aura, though you might not do so instantly and you can't pinpoint the location. An evil creature using a disguise or otherwise trying to hide its presence must attempt a Deception check against your Perception DC or you eventually feel its aura as well. If the creature's Deception check is a success, it is bolstered against your Sense Evil.

10th Level

DIVINE WILL — FEAT 10

Paladin **Prerequisites** expert in Will saving throws

Your faith grants you mastery of your own will. Your proficiency rank in Will saves increases to master. When you succeed at a Will save, treat your result as a critical success.

IMPOSING DESTRIER — FEAT 10

Paladin **Prerequisites** righteous ally (steed), Loyal Warhorse

The mount you gained through the righteous ally class feature is now a nimble or savage animal companion (see page 284). During an encounter, even if you don't use the Command an Animal action, your mount can still spend an action that round on your turn to Stride or Strike.

LITANY AGAINST SLOTH — FEAT 10

Paladin You can cast the *litany against sloth* champion power by spending 1 Spell Point. Increase your Spell Point pool by 1.

RADIANT BLADE SPIRIT — FEAT 10

Paladin **Prerequisites** righteous ally (blade)

Your righteous ally's radiance enhances your chosen weapon. When you choose the weapon for your blade righteous ally during your daily preparations, add the following properties to the list of those you can choose from: *axiomatic*, *flaming*, and *holy*.

SHIELD OF RECKONING — FEAT 10

Paladin **Prerequisites** retributive strike, righteous ally (shield), Shield Warden

When you use the Shield Block reaction to prevent damage to an ally, you can also use a Retributive Strike reaction against the foe that attacked your ally, assuming the foe's attack that triggered Shield Block also qualifies as a trigger for Retributive Strike.

12th Level

AFFLICTION MERCY — FEAT 12

Paladin **Prerequisites** Mercy

When you use Mercy, you can also attempt to counteract a curse, disease, or poison.

AURA OF FAITH — FEAT 12

Paladin You radiate an aura of pure belief that imbues your attacks and those of nearby allies with holy power. Your Strikes deal 1 additional good damage against evil creatures. Good-aligned allies within 10 feet also gain this benefit on the first Strike that hits a given creature each round.

HOLY WALL — FEAT 12

Paladin **Requirements** You are wielding a shield.

You use your shield to harry your enemies, preventing them from stepping away from or around you. All spaces adjacent to you count as difficult terrain for your enemies.

PALADIN'S SACRIFICE — FEAT 12

Paladin You can cast the *paladin's sacrifice* champion power by spending 1 Spell Point. Increase your Spell Point pool by 1.

14th Level

ANCHORING AURA — FEAT 14

Paladin **Requirements** Fiendsbane Oath

Your aura hampers fiends' teleportation. Your aura attempts to dispel all teleportation spells cast by fiends within 10 feet of you. This dispel attempt uses the spell level of your champion powers.

AURA OF LIFE — FEAT 14

Paladin **Requirements** Shining Oath

Your aura protects against necromantic effects. You and all allies within 10 feet gain resistance 5 to negative energy and a +1 conditional bonus to saves against necromancy.

AURA OF RIGHTEOUSNESS — FEAT 14

Paladin Your righteous aura dampens evil's might. You and all allies within 10 feet gain evil resistance 5.

AURA OF VENGEANCE — FEAT 14

Paladin **Requirements** aura of justice, Vengeful Oath

When you use aura of justice, you don't take a penalty on your attack roll.

LITANY OF RIGHTEOUSNESS — FEAT 14

Paladin You call upon righteousness to expose an evil foe's weakness. You can cast the *litany of righteousness* champion power by spending 1 Spell Point. Increase your Spell Point pool by 1.

WARDING AURA — FEAT 14

Paladin **Requirements** Dragonslayer Oath

Your aura protects against destructive energies and dragon breath. You and all allies within 10 feet gain resistance 2 to acid, cold,

electricity, fire, and poison. If the source of one of these types of damage is a dragon's breath, increase the resistance to 5.

16th Level

AUSPICIOUS MOUNT — FEAT 16

Paladin **Prerequisites** righteous ally (steed), Imposing Destrier

The mount you gained through the righteous ally class feature is now a specialized animal companion (see page 284). You can select one of the usual specializations or the auspice specialization. Auspices gain the following benefits: Your companion is marked by your deity's religious symbol as a sacred creature. Its proficiency rank in Religion increases to expert, it can speak Celestial, and it increases its Intelligence modifier by 2 and Wisdom modifier by 1.

INSTRUMENT OF ZEAL — FEAT 16

Paladin **Prerequisites** righteous ally (blade)

Your righteous blade becomes an instrument of divine zeal. Whenever you critically hit a foe with Blade of Justice or a Retributive Strike, your attack adds an extra damage die, and the target is slowed 1 on its next turn.

SHIELD OF GRACE — FEAT 16

Paladin **Prerequisites** righteous ally (shield), Shield Warden

Whenever you use the Shield Block reaction to prevent damage to an ally, you can evenly split the remaining damage after the Shield Block between yourself and the ally.

18th Level

ANGELIC FORM — FEAT 18

Paladin You take on an angelic countenance, with a halo and feathery wings that grant you a fly Speed equal to your Speed. You gain darkvision and low-light vision if you don't already have them, and you gain the angel and celestial traits.

ULTIMATE MERCY — FEAT 18

Paladin **Prerequisites** Mercy

Your mercy transcends the boundary of life and death. When you use Mercy, you can use *lay on hands* on a creature that died since your last turn to return it to life. The target loses the dead condition and instead gains dying 3 (reducing its current dying condition value if necessary), and it gains a +2 conditional bonus to its next recovery saving throw. You can't use Ultimate Mercy if the triggering effect was *disintegrate* or a death effect.

20th Level

CELESTIAL MOUNT — FEAT 20

Paladin **Prerequisites** righteous ally (steed)

Your steed gains incredible celestial powers granted by your deity. It gains darkvision and resistance 10 to acid and cold. Additionally, it grows feathery wings, granting it a fly Speed equal to its Speed.

RADIANT BLADE MASTER — FEAT 20

Paladin **Prerequisites** righteous ally (blade), Radiant Blade Spirit

Your righteous ally is a paragon of the chosen weapon. When you choose the weapon for your blade righteous ally during daily preparations, add the following properties to the list of those you can choose from: *dancing*, *greater disrupting*, and *keen*.

SHIELD CHAMPION — FEAT 20

Paladin **Prerequisites** righteous ally (shield)

When wielding your chosen shield, it always counts as raised, even without using the Raise a Shield action. If your shield would be destroyed, it vanishes to the celestial realms instead, where your righteous ally repairs it. During your next daily preparations, the shield returns to you fully repaired.





RANGER

For some rangers, civilization is so corrupt it wears down the soul, yet so beneficial it needs protecting from wild things that stalk the hinterlands. For others, nature needs to be protected from the greedy hands of civilized people wishing to tame its beauty and plunder its treasures. You could champion either goal, or straddle the line of both. You might be a scout, tracker, or hunter of fugitives or beasts, haunting the edge of civilization or exploring the wilds. Living off the land, you are skilled at spotting and taking down both opportune prey and hated enemies.

PLAYING A RANGER

Players of ranger characters might approach gameplay in the following ways:

- During combat, you target and brutalize your chosen foe with either a bow or melee weapons, while supporting your allies with your skills.
- During social encounters, you keep an eye out for trouble, constantly alert for danger even when it's not overt.
- In exploration mode, you guide your allies through the wilderness.
- In downtime mode, you might craft weapons and snares to improve your chances.

ROLEPLAYING A RANGER

Rangers are often seen as loners, standing apart from society.

IF YOU'RE A RANGER, YOU LIKELY...

- Enjoy the thrill of the hunt.
- Respect the raw power of nature and understand how to make the best of its bounty.
- Scout out ahead of the party, reconnoitering dangers before combat begins.

OTHERS PROBABLY...

- Expect you to be quiet and maybe taciturn.
- Think there is something dangerous and wild about you.
- Call upon you to protect them from the wilds or the encroachment of civilization.

CLASS FEATURES

You gain these abilities as a ranger. Abilities gained at higher levels list the requisite levels next to the features' names.

Hunt Target

You gain the Hunt Target action, granting you an advantage against a foe.

❖ HUNT TARGET

Ranger **Requirements** You can see or hear the target.

You designate a single creature within 100 feet as your target and focus your attacks against that creature. While hunting that creature, you gain benefits for focusing your attacks. As long as all your attacks in a round are against target you're hunting, the multiple attack penalty you take on the second attack is –4 (–3 with an agile weapon) instead of –5, and –8 (–6 with an agile weapon) instead of –10 on the third and any further attacks in the round. You also ignore the penalty for making ranged attacks against the target you're hunting within your second range increment. You also gain a +2 circumstance bonus to Perception checks when you Seek your target and a +2 circumstance bonus to Survival checks when you Track your target.

You can have only one creature designated as the target of your hunt at a time. If you use Hunt Target against a creature when you already have a creature designated, the prior creature loses the designation and the new target gains the designation. In any case, this designation lasts until your next daily preparation (see page 332).

Ranger Feats

At 1st level and every even-numbered level, you gain a ranger class feat.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats are found in Chapter 5 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.

KEY ABILITY

Dexterity

HIT POINTS

10 plus your Constitution modifier

PROFICIENCIES

Perception

Expert

Saving Throws

Expert in Fortitude
Expert in Reflex
Expert in Will

Skills

Trained in a number of skills equal to 6 plus your Intelligence modifier.

Weapons

Trained in all simple and martial weapons

Armor

Trained in light armor and medium armor

SIGNATURE SKILLS

Acrobatics
Athletics
Crafting
Nature
Stealth
Survival

TABLE 3–17: RANGER ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, background, hunt target, initial proficiencies, ranger feat
2	Ranger feat, skill feat
3	General feat, skill increase, weapon expertise
4	Ranger feat, skill feat
5	Ability boosts, ancestry feat, skill increase, trackless step
6	Ranger feat, skill feat
7	Evasion, general feat, skill increase
8	Ranger feat, skill feat
9	Ancestry feat, nature's edge, skill increase
10	Ability boosts, ranger feat, skill feat
11	General feat, skill increase, wild stride
12	Ranger feat, skill feat
13	Ancestry feat, skill increase, weapon mastery
14	Ranger feat, skill feat
15	Ability boosts, general feat, improved evasion, skill increase
16	Ranger feat, skill feat
17	Ancestry feat, masterful hunter, skill increase
18	Ranger feat, skill feat
19	General feat, skill increase, swift target
20	Ability boosts, ranger feat, skill feat

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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Weapon Expertise 3rd

Choose a single weapon group. Your proficiency rank increases to expert for the simple and martial weapons of that group. You gain access to the critical specialization effects of all simple and martial weapons in that group.

Ability Boosts 5th

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

Trackless Step 5th

When you move through natural terrains, you are difficult to track. You always gain the benefits of the Cover Tracks action in such terrains, without moving at half your Speed.

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.

Evasion 7th

Your senses and reflexes are honed to a razor's edge, allowing you to leap out harm's way. You gain master proficiency in Reflex saves and Perception. When you succeed at a Reflex save, treat the outcome as a critical success instead.

Nature's Edge 9th

You treat enemies in areas of natural difficult terrain, or in difficult terrain resulting from a snare, as flat-footed.

Wild Stride 11th

You can ignore the effects of nonmagical difficult terrain and reduce the effects of nonmagical greater difficult terrain, treating it as if it were difficult terrain instead. Difficult terrain or greater difficult terrain effects of hazardous terrain affect you normally.

Weapon Mastery 13th

Your proficiency rank for simple and martial weapons in your chosen weapon group increases to master, and your proficiency rank for all other simple and martial weapons increases to expert. You gain access to the critical specialization effects of all simple and martial weapons.

Improved Evasion 15th

You become legendary at Reflex saves and Perception. When you critically fail a Reflex save, treat the outcome as a failure instead. When you fail a Reflex save against an effect that deals damage, you take only half damage.

Masterful Hunter 17th

You can blend your weapon mastery with skillful targeting to make a series of accurate attacks. If you are a master with your weapon, as long as all your weapon attacks in a round are against the target you're hunting, the multiple attack penalty you take on the second attack is –3 (–2 with an agile weapon) instead of –5, and –6 (–4 with an agile weapon) instead of –10 on the third and any further attacks.

If you are a master with your weapon, you can ignore the penalty against the target of your hunt for attacking within its second and third range increments.

If you're a master in Perception, you gain a +4 circumstance bonus to Perception checks when you Seek your target, and if you're a master in Survival, you gain a +4 circumstance bonus to Survival checks when you Track your target.

Swift Target 19th

You can use Hunt Target as a free action triggered before you make your first Strike each round.

RANGER FEATS

At every level that you gain a ranger feat, you can select one of the following. 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 to the best of its abilities. See Animal Companions on page 284.

CROSSBOW ACE — FEAT 1

Ranger — When you use Hunt Target or when you use Interact to reload your crossbow, if your next Strike with that crossbow before the end of your next turn is against your hunted target, add half your Wisdom modifier to your damage roll; if you are firing a simple crossbow on a qualifying attack, also increase the damage dice on that attack by one size (see page 91).

DOUBLE SLICE — FEAT 1

Ranger — **Requirements** You are wielding two melee weapons, each in a different hand.

Make one Strike with each of the required weapons, both at your current multiple attack penalty. The second Strike takes a –2 circumstance penalty if the weapon doesn't have the agile trait. If both attacks hit, combine the damage and add any applicable enhancements from both weapons. For purposes of resistances and weaknesses, this is considered to be a single Strike. This counts as two attacks when calculating your multiple attack penalty.

MONSTER HUNTER — FEAT 1

Ranger — When you critically succeed to identify a target you're hunting with Recall Knowledge, you (and your allies, if you tell them) gain a +1 circumstance bonus to your next attack roll against it, but not other creatures of that species. The creature is bolstered.

2nd Level

FAVORED AIM — FEAT 2

Concentrate, Ranger — Attempt a ranged weapon Strike against your hunted target. Ignore concealed and screened, and reduce the target's bonus to AC from cover by 2. If the target isn't benefiting from any of those, you gain a +2 circumstance bonus to the attack roll.

MONSTER WARDEN — FEAT 2

Ranger — **Prerequisites** Monster Hunter

When you use Monster Hunter, you and your allies also gain a +1 circumstance bonus to your next saving throw against that particular creature.

QUICK DRAW — FEAT 2

Ranger — You Interact to draw a weapon, then Strike with the weapon you just drew.

STALKER'S SHOT — FEAT 2

Ranger — **Trigger** The target you're hunting fails or critically fails to Seek you.

Requirements You are unseen to the target you're hunting.

Make a ranged weapon Strike against that target with a –2 circumstance penalty. You then become seen to all who witnessed the Strike (or sensed, if you are invisible or the like).

4th Level

COMPANION'S BOND — FEAT 4

Ranger — **Prerequisites** Animal Companion

When you designate a Hunt Target, your animal companion gains the action's base benefits, but not the benefits of any abilities you have that improve Hunt Target.

RANGER FEATS

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

Feat	Level
Animal Companion	1
Camouflage	10
Companion's Bond	4
Crossbow Ace	1
Distracting Shot	12
Double Slice	1
Double Target	12
Favored Aim	2
Full-Grown Companion	6
Greater Distracting Shot	16
Hazard Finder	8
Hunting Companion	8
Impossible Volley	18
Improvised Snare	18
Incredible Companion	12
Master Monster Hunter	10
Monster Hunter	1
Monster Warden	2
Powerful Snares	16
Quick Draw	2
Quick Snares	8
Running Reload	4
Scout's Warning	4
Sense the Unseen	14
Shadow Hunter	20
Shared Target	14
Side by Side	10
Skirmish Strike	6
Snare Savant	4
Specialized Companion	16
Stalker's Shot	2
Stealthy Companion	14
Swift Tracker	6
Triple Threat	20
Twin Parry	4
Twin Riposte	10
Warden's Boon	8
Warden's Guidance	14
Wild Empathy	6

RUNNING RELOAD FEAT 4

Ranger

You Stride, Step, or Sneak, then Interact to reload.

SCOUT'S WARNING FEAT 4

Ranger

Trigger You are about to roll Perception for initiative.

You audibly or visually warn your allies of danger, granting them a +1 circumstance bonus to their initiative rolls.

SNARE SAVANT FEAT 4

Ranger

Prerequisites expert in Crafting, Snare Crafting feat

You gain the formulas for three common or uncommon snares (see page 357). Each time your proficiency rank in Crafting improves, you gain three more common or uncommon snare formulas.

TWIN PARRY FEAT 4

Ranger

Requirements You are wielding two melee weapons, one in each hand.

You use your two weapons to parry attacks. If neither weapon is agile or if either weapon has the parry trait, you gain a +2 circumstance bonus to AC until the start of your next turn. Otherwise, you gain a +1 circumstance bonus to AC until the start of your next turn instead. You lose the circumstance bonus if you no longer meet the requirement.

6th Level

FULL-GROWN COMPANION FEAT 6

Ranger

Prerequisites Animal Companion

Your animal companion grows up, becoming a full-grown animal companion, and gaining additional capabilities (see page 284).

SKIRMISH STRIKE FEAT 6

Attack Move Ranger

Either Step and then Strike, or Strike and then Step. You take a –1 penalty to the Strike's attack roll.

SWIFT TRACKER FEAT 6

Ranger

Prerequisites expert in Survival, Experienced Tracker

You don't take the penalty to Track at your full Speed. If you're a master in Survival, you don't need to roll a new Survival check every hour. If you're legendary in Survival, you can take another exploration strategy while Tracking.

WILD EMPATHY FEAT 6

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.

8th Level

HAZARD FINDER FEAT 8

Ranger

You have an intuitive hazard sense. 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. Thievery becomes a signature skill for you.

HUNTING COMPANION FEAT 8

Ranger

Prerequisites Full-Grown Companion

Your animal companion gains accelerated 10 when taking move actions to approach a target that you're hunting.

QUICK SNARES FEAT 8

Ranger

Prerequisites expert Crafting, Snare Savant

You craft snares that normally take 1 minute with 3 Interact actions.

WARDEN'S BOON FEAT 8

Ranger

You grant your base Hunt Target benefits to an ally until the end of the ally's next turn. The ally doesn't gain the benefits of any abilities you have that improved Hunt Target.

10th Level

CAMOUFLAGE FEAT 10

Ranger

Prerequisites master in Stealth

In natural terrain, you can Sneak even if you're observed.

MASTER MONSTER HUNTER FEAT 10

Ranger

Prerequisites master in Nature, Monster Hunter

You can use Nature to Recall Knowledge to identify any creature. You gain the benefits of Monster Hunter (and Monster Warden, if you have it) on a success as well as a critical success.

SIDE BY SIDE FEAT 10

Ranger

Prerequisites Animal Companion

Whenever you and your animal companion are both adjacent to the same foe, you both count as if you were flanking that foe, regardless of your actual position.

TWIN RIPOSTE FEAT 10

Ranger

Requirements You are benefiting from the Twin Parry action.

Trigger An opponent within your reach critically fails at a Strike against you.

Your 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.

12th Level

DISTRACTING SHOT FEAT 12

Ranger

If you critically hit the target you're hunting with a ranged weapon or hit it at least twice on the same turn with a ranged weapon, it's flat-footed until the start of your next turn.

DOUBLE TARGET FEAT 12

Ranger

When using Hunt Target, you can pick two targets.

INCREDIBLE COMPANION FEAT 12

Ranger

Prerequisites Full-Grown Companion

Your animal companion becomes a nimble or savage animal companion (your choice), gaining additional capabilities determined by the type of companion (see page 284).

14th Level

SENSE THE UNSEEN — FEAT 14

Ranger **Trigger** You use the Seek action.

You automatically sense any unseen creatures in the area.

SHARED TARGET — FEAT 14

Ranger **Prerequisites** Double Target, Warden's Boon

When you use Hunt Target, you can select only one target and grant your base Hunt Target benefits to an ally, without the benefits of any abilities that improve Hunt Target.

STEALTHY COMPANION — FEAT 14

Ranger **Prerequisites** Camouflage

Your animal companion gains the benefit of Camouflage. If your companion is a specialized ambusher, it becomes a master in Stealth (or legendary if it was already a master).

WARDEN'S GUIDANCE — FEAT 14

Ranger As long as you can see the target of your hunt, all allies automatically succeed when Seeking it.

16th Level

GREATER DISTRACTING SHOT — FEAT 16

Ranger If you hit a target you're hunting with a ranged weapon, it's flat-footed until the start of your next turn. If instead you critically hit your target or hit it twice on the same turn with a ranged weapon, it's flat-footed until the end of your next turn.

POWERFUL SNARES — FEAT 16

Ranger **Prerequisites** master in Crafting, Snare Crafting, Snare Savant

When you set a snare, any saving throw DC becomes your class DC if that's better than its normal DC.

SPECIALIZED COMPANION — FEAT 16

Ranger **Prerequisites** Animal Companion, Full-Grown Companion, Incredible Companion

Your animal companion is now cunning enough to become specialized. Select one specialization from those found in the Animal Companion section and apply it to your companion.

18th Level

IMPOSSIBLE VOLLEY — FEAT 18

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 a Strike with a –5 penalty against all enemies within a 10-foot-radius burst centered at or beyond your weapon's volley range.

IMPROVISED SNARE — FEAT 18

Ranger **Prerequisites** Snare Crafting, Snare Savant

You can craft a snare without needing to have any required materials, but when you do, the DC of any saves decreases by 2 and you can't use Powerful Snares to increase the DC.

20th Level

SHADOW HUNTER — FEAT 20

Ranger **Prerequisites** Camouflage

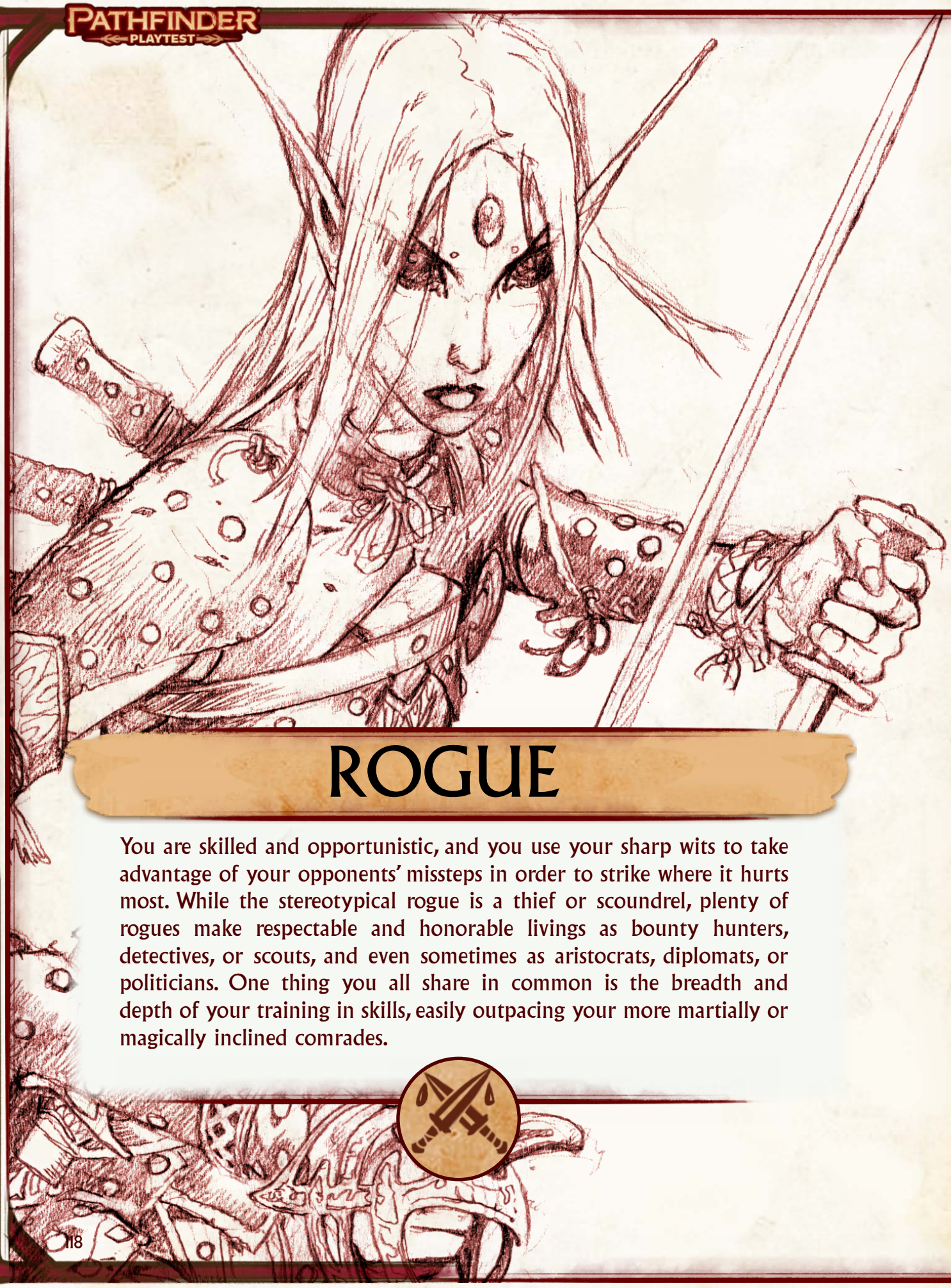
Creatures other than the target you're hunting always treat you as concealed in natural terrain.

TRIPLE THREAT — FEAT 20

Ranger **Prerequisites** Double Target, Shared Target, Warden's Boon

When you use Hunt Target, you can designate three targets, designate two targets and grant the effect to one ally, or designate one target and grant the effect to two allies. Whichever you choose, you gain the full benefits. If you have additional abilities that improve Hunt Target, your allies don't gain those benefits.





ROGUE

You are skilled and opportunistic, and you use your sharp wits to take advantage of your opponents' missteps in order to strike where it hurts most. While the stereotypical rogue is a thief or scoundrel, plenty of rogues make respectable and honorable livings as bounty hunters, detectives, or scouts, and even sometimes as aristocrats, diplomats, or politicians. One thing you all share in common is the breadth and depth of your training in skills, easily outpacing your more martially or magically inclined comrades.

PLAYING A ROGUE

Players of rogue characters might approach gameplay in the following ways:

- During combat, you move about stealthily so you can catch foes unawares. You're a precision instrument, better used 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 a con and ferreting information are second nature.
- In exploration mode, you sneak to get the drop on foes or look for danger or traps. You're a great asset since you can disable traps, solve puzzles, and anticipate dangers.
- In downtime mode, 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.

ROLEPLAYING A ROGUE

Rogues are known for being swift, stealthy, and skilled.

IF YOU'RE A ROGUE, YOU LIKELY...

- 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...

- Think you're motivated only by greed.
- Find you charming or fascinating, even if they think they know better than to trust you.
- Come to you when they need someone willing to take risks and break the law.

CLASS FEATURES

You gain these abilities. Abilities gained at higher levels list the requisite levels.

Finesse Striker

When you attack with an agile or finesse one-handed melee weapon, you can add your Dexterity modifier to damage instead of your Strength modifier.

Sneak Attack

You deal additional damage to flat-footed creatures (see page 322). If you Strike a flat-footed creature with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged attack, you deal 1d6 extra precision damage. For a ranged attack with a thrown weapon, that weapon must also be agile or finesse.

As your rogue levels increase, so does the number of damage dice of your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

Surprise Attack

On the first round of combat, creatures that haven't acted are flat-footed to you.

Rogue Feats

At 1st level and every even-numbered level, you gain a rogue class feat.

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 5 and have the skill trait.

Skill Increases 2nd

You gain extra skill increases. 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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you

KEY ABILITY

Dexterity

HIT POINTS

8 plus your Constitution modifier

PROFICIENCIES

Perception

Expert

Saving Throws

Trained in Fortitude
Expert in Reflex
Expert in Will

Skills

Trained in a number of skills equal to 10 plus your Intelligence modifier.

Weapons

Trained in all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and shortsword

Armor

Trained in light armor

SIGNATURE SKILLS

Acrobatics
Athletics
Crafting
Deception
Diplomacy
Intimidation
Performance
Society
Stealth
Thievery

TABLE 3–18: ROGUE ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, background, finesse striker, initial proficiencies, rogue feat, skill feat, sneak attack 1d6, surprise attack
2	Rogue feat, skill feat, skill increase
3	Deny advantage, general feat, skill feat, skill increase
4	Rogue feat, skill feat, skill increase
5	Ability boosts, ancestry feat, skill feat, skill increase, sneak attack 2d6
6	Rogue feat, skill feat, skill increase
7	Evasion, general feat, skill feat, skill increase
8	Rogue feat, skill feat, skill increase
9	Ancestry feat, debilitating strike, skill feat, skill increase
10	Ability boosts, rogue feat, skill feat, skill increase
11	General feat, skill feat, skill increase, sneak attack 3d6
12	Rogue feat, skill feat, skill increase
13	Ancestry feat, improved evasion, skill feat, skill increase, weapon tricks
14	Rogue feat, skill feat, skill increase
15	Ability boosts, double debilitation, general feat, 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, master strike, skill feat, skill increase
20	Ability boosts, rogue feat, skill feat, skill increase

KEY TERMS

You'll see the following key terms in many rogue abilities.

Enhancements: Enhancements are additional effects applied to a Strike that deals damage. Some enhancements require a critical success against your opponent in order to apply them.

Debilitations: Debilitations are a type of enhancement. A creature can't be affected by more than one at a time, even from different creatures. When the creature is affected by a new debilitation, any previous one it was affected by ends.

can use this increase to become legendary in a signature skill in which you're already a master.

Deny Advantage 3rd

You aren't flat-footed to sensed, unseen, or flanking creatures of your level or lower; they can still provide allies a flank.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to your initial 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.

Evasion 7th

Your proficiency rank for Reflex saves and Perception increases to master. When you succeed at a Reflex save, treat the outcome as a critical success.

Debilitating Strike 9th

You gain the Debilitating Strike free action.

DEBILITATING STRIKE

Rogue **Trigger** Your Strike hits a flat-footed creature

You apply one of the following debilitations, which lasts until the end of your next turn.

Debilitation The target becomes entangled.

Debilitation The target becomes enfeebled 1.

Improved Evasion 13th

Your proficiency rank for Reflex saves and Perception increases to legendary. When you critically fail a Reflex save, treat the outcome as a failure. When you fail a Reflex save against a damaging effect, you take half damage.

Weapon Tricks 13th

You become an expert in all simple weapons plus the hand crossbow, rapier, sap, shortbow, and shortsword.

Double Debilitation 15th

When you use Debilitating Strike, you can apply two debilitations simultaneously; removing one removes both.

Slippery Mind 17th

You become a master at Will saves. When you succeed at a Will save, treat the outcome as a critical success instead.

Master Strike 19th

You gain the Master Strike free action.

MASTER STRIKE

Rogue **Trigger** Your Strike hits a flat-footed creature.

You apply the following enhancement.

Enhancement The target must attempt a Fortitude save at your class DC, with the following effects. It is bolstered.

Success The target is enfeebled 2 until the end of your next turn.

Critical Success No effect.

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

BLUDGEONER — FEAT 1

Rogue

You make brutal bludgeoning attacks that daze your foes. You can deal sneak attack damage with one-handed weapons of the club and mace groups even if they don't have the agile or finesse trait. When you Strike with that weapon and critically succeed at the attack roll, you gain the following enhancement.

Enhancement The target is slowed 1 until the end of your next turn.

NIMBLE DODGE — FEAT 1

Rogue

Requirements You are not encumbered.

Trigger You are targeted with a melee or ranged attack by an attacker that you see.

You nimbly dodge out of the way, gaining a +2 circumstance bonus to your Armor Class against the triggering attack.

TRAP FINDER — FEAT 1

Rogue

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't searching, you still get a check to find traps if you are trained or better in Stealth. You can disable traps as though you had a proficiency rank of master in Thievery; if your proficiency modifier in Thievery is actually master, this increases to legendary instead.

YOU'RE NEXT — FEAT 1

Emotion Fear Mental Rogue

Trigger You kill an enemy.

After downing a foe, you menacingly remind another foe that you're coming after them next. Attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that you can see and that can see you. If you are 10th level or higher, you can use this as a free action with the same trigger.

2nd Level

FOOTPAD'S FOCUS — FEAT 2

Rogue

When you critically succeed at an attack roll against a flat-footed creature with an agile or light simple weapon or a hand crossbow, rapier, sap, shortbow, or shortsword, you apply the critical specialization effect for the weapon you're wielding.

MOBILITY — FEAT 2

Move Rogue

When you take a Stride action to 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 a weapon with the Interact action, then Strike with the weapon you just drew.

SNIPER'S AIM — FEAT 2

Rogue

Close observation lets you pinpoint an enemy's weakness at a distance and pierce concealment. Until the end of your turn, you treat creatures within 30 feet of you as though they weren't concealed when you make Strikes with ranged weapons against them.

ROGUE FEATS

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

Feat	Level
Battle Assessment	4
Blank Slate	16
Blind-Fight	6
Bludgeoner	1
Cloud Step	16
Cognitive Loophole	16
Critical Debilitation	12
Defensive Roll	14
Delay Trap	8
Dispelling Slice	16
Dread Striker	4
Fantastic Leap	12
Felling Shot	12
Footpad's Focus	2
Gang Up	6
Hidden Paragon	20
Implausible Infiltration	18
Improved Poison Weapon	8
Instant Opening	14
Light Step	6
Mobility	2
Nimble Dodge	1
Nimble Roll	8
Opportune Backstab	8
Perfect Distraction	16
Poison Weapon	4
Quick Draw	2
Reactive Distraction	20
Reactive Interference	18
Reactive Pursuit	4
Running Reload	4
Sabotage	4
Scout's Warning	4
Sense the Unseen	14
Sidestep	8
Skirmish Strike	6
Sly Striker	8
Sneak Savant	10
Sniper's Aim	2
Spring from the Shadows	14
Tactical Debilitations	10
Trap Finder	1
Trickster's Ace	18
Twist the Knife	6
Unbalancing Blow	4
Vicious Debilitations	10
You're Next	1

4th Level

BATTLE ASSESSMENT — FEAT 4

Rogue Secret

With careful observation, you identify an enemy's strengths and weaknesses. The GM rolls your Perception check against the Stealth or Deception DC (whichever is higher) of an enemy who is not concealed from you or unseen by you. The GM might apply a penalty for the distance between you and the enemy. You can't use battle assessment more than once on the same enemy.

Success The GM chooses one of the following pieces of information to tell you about that enemy: which of the enemy's weaknesses imposes the worst penalty, which of the enemy's saving throws has the lowest bonus (this might be several if multiple saves are tied for lowest), one immunity the enemy has, or which of the enemy's resistances is highest.

Critical Success The GM chooses two pieces of information about the enemy to tell you. If a monster doesn't have an appropriate strength or weakness (such as if it doesn't have any weaknesses or immunities), the GM can't choose that piece of information.

Critical Failure The GM gives you false information (the GM makes up the information).

DREAD STRIKER — FEAT 4

Rogue

You capitalize on your enemies' fear to slip past their defenses. Any creature that is frightened is also flat-footed against your attacks.

POISON WEAPON — FEAT 4

Manipulate Rogue

Requirements You are wielding a piercing or slashing weapon and have one hand free.

You apply a poison to the required weapon. Your next attack with that weapon before the end of your next turn gains the following enhancement. If you miss, the poison is wasted.

Enhancement (Poison) You apply the effects of a poison you have collected or purchased, provided it can be delivered by contact or injury. If you have no such poisons, you can instead deliver a simple poison that deals 1d4 poison damage. You can only deliver a simple poison in this manner a number of times per day equal to your level.

REACTIVE PURSUIT — FEAT 4

Move Rogue

Trigger An adjacent enemy moves away from you and ends its movement in a space where you can reach at least one adjacent space with a Stride action.

You Stride, but must end this move adjacent to the triggering enemy. This move does not provoke reactions from the triggering enemy. You can use Reactive Pursuit while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

RUNNING RELOAD — FEAT 4

Rogue

You Stride, Step, or Sneak, and then Interact to reload a ranged weapon.

SABOTAGE — FEAT 4

Rogue

Requirements You must have a free hand.

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.

Success The item gains 1 Dent.

Critical Success You break the item.

Critical Failure The item is bolstered against your sabotage.

SCOUT'S WARNING — FEAT 4

Rogue

Trigger You are about to roll a Perception check for initiative.

You audibly or visually warn your allies of imminent danger. Any ally who is able to hear you (if you audibly warn them) or see you (if you visually warn them) gains a +1 circumstance bonus to their initiative roll.

UNBALANCING BLOW — FEAT 4

Rogue

Whenever your Strike is a critical hit, you can apply the following enhancement.

Enhancement The enemy is flat-footed against your attacks until the end of your next turn.

6th Level

BLIND-FIGHT — FEAT 6

Rogue

Prerequisites master in Perception

You are more aware of concealed and invisible enemies. If you are adjacent to an unseen creature of your level or lower, you treat it as sensed. When you are adjacent to a sensed creature, you treat it as concealed. When adjacent to a concealed creature, you treat it as though it weren't concealed.

GANG UP — FEAT 6

Rogue

You treat an enemy as flat-footed against your melee attacks due to flanking as long as both you and an ally threaten that enemy, even if you and the ally aren't in a position that is usually considered flanking. Your allies must still flank an enemy to treat it as flat-footed.

LIGHT STEP — FEAT 6

Rogue

When you take the Stride or Step action, you can ignore difficult terrain.

SKIRMISH STRIKE — FEAT 6

Attack Move Rogue

Either Step and then Strike, or Strike and then Step. You take a –1 penalty to the attack roll on your Strike.

TWIST THE KNIFE — FEAT 6

Rogue

Requirements Your last action was a Strike that dealt sneak attack damage to a flat-footed target.

You deal persistent bleed damage to the target equal to one die less than your sneak attack damage dice. For example, if you

have sneak attack 2d6, you could use Twist the Knife to deal 1d6 persistent bleed damage to the target.

8th Level

DELAY TRAP FEAT 8

Rogue **Trigger** A trap within your reach is triggered.

Attempt a Thievery check to disable a device on the trap; the DC to do so is increased by 5, and the effects are as follows.

Success The trap's activation is delayed until the end of your next turn or the trap is not triggered (whichever is worse, GM's choice).

Critical Success You prevent the trap from being triggered, or you delay the activation until the start or end of your next turn (your choice).

Failure No effect.

Critical Failure You are flat-footed until the start of your next turn.

IMPROVED POISON WEAPON FEAT 8

Rogue **Prerequisites** Poison Weapon

When you apply a simple poison with Poison Weapon, the poison enhancement deals 2d4 extra poison damage instead of 1d4 extra. In addition, you don't waste a poison you apply with Poison Weapon on a failed attack roll (though you still waste it on a critical failure).

NIMBLE ROLL FEAT 8

Rogue **Prerequisites** Nimble Dodge

You can trigger Nimble Dodge when you need to attempt a Reflex saving throw against an effect, in addition to when you are targeted by a melee or ranged attack. 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.

OPPORTUNE BACKSTAB FEAT 8

Rogue **Trigger** A creature within your melee reach is hit by a melee attack from one of your allies.

Make a Strike against the triggering creature and take a –2 penalty to the attack roll. You can't deal sneak attack damage with this Strike unless your ally's attack was part of a reaction.

SIDESTEP FEAT 8

Rogue **Trigger** The attack roll for a Strike targeting you fails or critically fails.

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 at the same multiple attack penalty against the new target.

SLY STRIKER FEAT 8

Rogue Your attacks deal more damage, even against creatures that aren't flat-footed. When you succeed or critically succeed at a Strike's attack roll against a creature that isn't flat-footed, you deal extra precision damage equal to half your sneak attack damage. Roll your full sneak attack damage dice, and then halve the result. This applies only if you're using a weapon or unarmed attack you could deal sneak attack damage with.



10th Level

SNEAK SAVANT — FEAT 10

Rogue — **Prerequisite** master in Stealth

When you attempt a Sneak action, you treat a failure as a success. You can still critically fail.

TACTICAL DEBILITATIONS — FEAT 10

Rogue — **Prerequisites** Debilitating Strike

You learn new debilitations that grant you tactical advantages against your foes. When you use Debilitating Strike, add the following debilitations to the list you can choose from.

Debilitation Your actions and reactions don't trigger the target's reactions.

Debilitation The target can't flank, nor can it contribute to its allies' flanking.

VICIOUS DEBILITATIONS — FEAT 10

Rogue — **Prerequisites** Debilitating Strike

The debilitations you dish out seriously impair your foes. When you use Debilitating Strike, add the following debilitations to the list you can choose from.

Debilitation The target gains weakness 5 to your choice of bludgeoning, piercing, or slashing damage.

Debilitation The target becomes sluggish 1.

12th Level

CRITICAL DEBILITATION — FEAT 12

Rogue — **Prerequisites** Debilitating Strike

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.

Success The target is slowed 1 until the end of your next turn.

Critical Success The target is unaffected.

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

Move Rogue — Attempt a High Jump or Long Jump. If you attempt a High Jump, determine the distance you can travel using the scale of a Long Jump, to a maximum of 30 feet up. 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

Attack Rogue — Your ranged attacks can shoot an unprepared foe right out of the air. Make a Strike with a ranged weapon or a thrown weapon against a flat-footed creature. If the Strike is a success, you can apply the following enhancement.

Enhancement The target must attempt a Reflex save against your class DC with the following effects.

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 a failure, and the target can't fly, jump, levitate, or otherwise leave the ground until the end of your next turn.

14th Level

DEFENSIVE ROLL — FEAT 14

Rogue — **Trigger** A physical attack would reduce you to 0 Hit Points.

Frequency once per 10 minutes

You can absorb a lethal attack and stay conscious. You take half damage from the triggering attack.

INSTANT OPENING — FEAT 14

Concentrate Rogue — With some form of distracting action, whether it's a few choice words, a distraction, or a rude gesture, you distract your opponent. Choose a target within 30 feet. It's flat-footed against your attacks until the end of your next turn.

SENSE THE UNSEEN — FEAT 14

Rogue — **Trigger** You use the Seek action.

You automatically sense any unseen creatures in the area.

SPRING FROM THE SHADOWS — FEAT 14

Rogue — You Stride up to your Speed, but you must end your movement next to an enemy you're sensed or unseen by. You then make a Strike against that enemy. You can use Spring from the Shadows while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

16th Level

BLANK SLATE — FEAT 16

Rogue — **Prerequisites** legendary in Deception

Your deceptions confound even the most powerful mortal divinations. You're immune to detection, revelation, and scrying unless the effect is a 10th-level spell cast by a creature, hazard, or item whose level exceeds 20th.

CLOUD STEP — FEAT 16

Rogue — 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 — **Requirements** You are currently affected by a

mental effect that you gained by failing, but not critically failing, a saving throw.

Trigger Your turn ends.

You can find a loophole in a mental effect to temporarily overcome it. Until the end of your next turn, you ignore all mental effects of a single ability against which you failed, but not critically failed, the saving throw. You can suppress a particular effect using Cognitive Loophole only once.

Special You can take this reaction even if the mental effect is preventing you from taking reactions.

DISPELLING SLICE — FEAT 16

Rogue

Your sneak attack slices through the threads binding magic to a target. Make a Strike against a flat-footed creature. If your Strike deals sneak attack damage, you can apply the following enhancement.

Enhancement You attempt to counteract a single spell active on the target. Your counteract level is equal to half your rogue level rounded up, with a bonus equal to your class DC – 10.

PERFECT DISTRACTION — FEAT 16

Rogue

Prerequisites legendary in Deception

Requirements You Sneak and your roll's result exceeded your enemy's Perception DC for all its senses.

You use smoke and mirrors, decoys on ropes, or other clever tactics to mislead your foes. Gain the benefits of the spell *mislead*, except you aren't invisible, just unseen. You can continue to concentrate to move your decoy, per the spell, whether or not you remain hidden throughout the duration.

18th Level

IMPLAUSIBLE INFILTRATION — FEAT 18

Move Rogue

Prerequisites legendary in Acrobatics

Requirements You are adjacent to a floor or vertical wall.

You move directly through the wall or floor from one side to the other. Your attempt to move through it 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 move through a ceiling.

REACTIVE INTERFERENCE — FEAT 18

Rogue

Trigger An adjacent enemy begins to use a reaction.

If the triggering creature is your level or lower, you disrupt the triggering reaction. If the triggering creature is higher-level than you, you must succeed at an attack roll against its AC. On a success, you disrupt the action.

TRICKSTER'S ACE — FEAT 18

Concentrate Rogue

Requirements When you make your daily preparations, you must specify a trigger for this reaction using the same restrictions as the triggers for a Readied Action. You also choose a single spell from the arcane, divine, occult, or primal list of 4th level or lower. The spell can't have a cost, nor can its casting time be more than 10 minutes. The spell must be able to target a single creature, and you must be a valid target for it.

Trigger You specify the trigger when you make your daily preparations (see Requirements above).

Whether from jury-rigged magic items, stolen magical essence, or other means, you have a contingency in your back pocket for desperate situations. You cause the chosen spell to come into effect. The spell targets only you, no matter how many creatures it would affect normally. If you define particularly complicated conditions, as determined by the GM, the trigger might fail.

20th Level

HIDDEN PARAGON — FEAT 20

Rogue

Prerequisite legendary in Stealth

Frequency once per hour

Trigger You successfully use Stealth to Hide and become sensed to all of your current foes or use Stealth to Sneak and become unseen to all your current foes.

You become invisible for 1 minute, even if you act in a hostile manner. Not even *see invisibility*, *glitterdust*, or similar effects can reveal you, though creatures can still use the Seek action to sense you as normal.

REACTIVE DISTRACTION — FEAT 20

Concentrate Manipulate Rogue

Prerequisites Perfect Distraction, legendary in Deception

Trigger You would be hit by an attack or targeted by an effect, or you are within an effect's area.

You can Stride up to half your Speed to an appropriate location to use the Hide action and then gain the effects of the *mislead* spell, though you are unseen rather than invisible. Your decoy is targeted by the attack or effect instead of you. In the case of an area effect, if you don't move out of the area, both you and the decoy are targeted by its effect. You can use Reactive Distraction while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.



SORCERER

You didn't choose to become a spellcaster—you were born one. There's magic in your blood, whether divinity touched one of your ancestors, a forebear communed with a primal creature, or a powerful occult ritual has influenced your line. Regardless, self-reflection and study allow you to refine your inherent magical skills and continuously unlock new and more powerful abilities. The power in your blood carries a risk, however, and you constantly face the choice of whether you'll rise to become a master spellcaster or fall into destruction.

PLAYING A SORCERER

Players of sorcerer characters might approach gameplay in the following ways:

- During combat, you use your spells to strike down enemies by injuring them, influencing their minds, or hampering their movements. You're probably too frail to get into melee combat, though your bloodline might give you abilities that let you hold your own in a brawl. Though you have powerful magic, sometimes you'll need to resort to using your cantrips to conserve your best spells, or because you've used up your most powerful spells for the day.
- During social encounters, your natural charisma means you're good at interacting with people.
- In exploration mode, you can detect magic that might be around you, finding treasures or warning your adventuring group of magical traps. When you come across mysteries or problems related to your bloodline, you can set yourself to solving them.
- In downtime mode, you might craft magic items or scribe scrolls. Your bloodline might drive you to research your ancestry or to associate with people or creatures affiliated with your bloodline.

ROLEPLAYING A SORCERER

Players may want to consider the following roleplaying suggestions for their sorcerer characters.

IF YOU'RE A SORCERER, YOU LIKELY...

- Have a strong independent streak, and while you may embrace or reject your magical heritage, you long to distinguish yourself as a spellcaster and individual in your own right.
- View your lineage with a mix of fascination and fear—anything from wholehearted acceptance to vehement rejection.
- Rely on magic items, such as scrolls and wands, to expand your limited selection of spells.

OTHERS PROBABLY...

- Marvel at your ability to create magic from thin air, and view your abilities with equal parts mistrust and admiration.
- Consider you less dedicated than studious wizards, devoted clerics, and other practitioners of magic, since power comes to you naturally.
- Assume you're as unpredictable and chaotic as the magic you bring forth, even if your personality proves otherwise.

CLASS FEATURES

You gain these abilities as a sorcerer. Abilities gained at higher levels list the requisite levels next to the features' names.

Bloodline

You choose one bloodline to represent the magical ancestry that gives you your spellcasting talent. This choice determines the type of spells you cast, the spell list from which you choose your spells, additional spells you learn, and additional signature skills you gain. You also gain Spell Points and special powers based on your bloodline. See Bloodlines on pages 129–130, and Casting Spells on pages 195–196.

The bloodlines presented in this book are as follows:

- **Aberrant** An unknowable and strange influence gives you occult spells.
- **Angelic** Holy grace gives you divine spells.
- **Demonic** A malign corruption gives you divine spells.
- **Draconic** The blood of dragons gives you arcane spells.
- **Fey** Influence from fey or other creatures of the First World gives you primal spells.
- **Imperial** An ancient power gives you arcane spells.

KEY ABILITY

Charisma

HIT POINTS

6 + your Constitution modifier

PROFICIENCIES

Perception

Trained

Saving Throws

Trained in Fortitude
Trained in Reflex
Expert in Will

Skills

Trained in a number of skills equal to 5 + your Intelligence modifier

Weapons

Trained in simple weapons

Armor

Untrained in all armor

Spells

Trained in arcane, divine, occult, or primal spell rolls and DCs, as well as attack rolls in the same tradition, as indicated by your bloodline (see pages 129–130)

SIGNATURE SKILLS

Crafting
One or more determined by your bloodline

TABLE 3–19: SORCERER ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, background, bloodline, bloodline power, initial proficiencies, sorcerer spellcasting, spell repertoire
2	Skill feat, sorcerer feat
3	2nd-level spells, general feat, skill increase, spontaneous heightening
4	Skill feat, sorcerer feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Advanced bloodline power (Spell Point increase), skill feat
7	4th-level spells, general feat, skill increase
8	Skill feat, sorcerer feat
9	5th-level spells, ancestry feat, skill increase
10	Ability boosts, greater bloodline power (Spell Point increase), skill feat
11	6th-level spells, general feat, skill increase
12	Expert spellcaster, skill feat
13	7th-level spells, ancestry feat, skill increase
14	Skill feat, sorcerer feat
15	8th-level spells, ability boosts, general feat, skill increase
16	Master spellcaster, skill feat
17	9th-level spells, ancestry feat, skill increase
18	Skill feat, sorcerer feat
19	General feat, legendary spellcaster, skill increase
20	Ability boosts, skill feat, sorcerer feat

Sorcerer Spellcasting

You have the power to cast spells using the Cast a Spell activity, and you gain access to the Material Casting, Somatic Casting, and Verbal Casting actions (see Casting Spells on pages 195–196). Because you're a sorcerer, you can usually replace Material Casting actions with Somatic Casting actions, so you usually don't need spell components.

Each day, you can cast up to two 1st-level spells, plus an extra 1st-level spell due to the power of your bloodline. The number of spells you can cast each day are called your spell slots. You must know spells to cast them, and you learn them via the spell repertoire class feature. As you increase in level as a sorcerer, your number of spells per day and the highest level of spells you can cast from spell slots increases, as shown on the Sorcerer Spells per Day table on page 129.

Some of your spells require you to attempt a spell roll to see how effective they are, or have your enemies roll against your spell DC. Since your key ability is Charisma, your spell rolls and spell DCs use your Charisma modifier. See page 291 for details on calculating your spell rolls and spell DCs.

Heightening Spells

When you get spell slots of 2nd level and higher, you can heighten lower-level spells to higher levels. You must learn them at the new level to do so, as described on page 192. The spontaneous heightening class feature lets you select two spells you can heighten 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 always automatically heightened to the highest level of spell you can cast as a sorcerer. For example, as a 1st-level sorcerer, the highest level of spell you can cast is 1st, so your cantrips are 1st-level spells. As a 5th-level sorcerer, the highest level of spell you can cast is 3rd, so your cantrips are 3rd-level spells.

Spell Repertoire

At 1st level, you learn two 1st-level spells of your choice and four cantrips of your choice, as well as an additional spell and cantrip from your bloodline (see page 130). You choose these from the common spells on the spell list corresponding to your bloodline in this book, or from other spells on that spell list to which you gain access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot from Table 3–20, you add a spell to your spell repertoire of the same level. So when you reach 2nd level, you select another 1st-level spell; at 3rd level, you select two 2nd-level spells, and at 4th level you select a 2nd-level spell. Each time you learn spells of a new spell level, your bloodline also grants you both a new spell and a new spell slot of that level. As with other spell slots, you can use this bonus slot to cast any spell, not just the one your bloodline gave you.

Though you gain them at the same rate, your spell slots and 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 level up and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip. You can also swap out spells by retraining during downtime (see page 318).

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.

Sorcerer Feats 2nd

At 2nd level, you gain a sorcerer class feat. You gain another at 4th, 8th, 14th, 18th, and 20th levels.

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 to become an expert in one skill in which you're already trained.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Spontaneous Heightening 3rd

You learn to freely heighten some of your spells, even if you know only the base version of the spell. During your daily preparations (see page 192), you can pick up to two spells you know. You can cast those spells using any applicable higher-level spell slots you may have, heightening the spell to the level of spell slot used, even if you don't ordinarily know the spell at the higher level.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats open to you can be found in your ancestry's entry in Chapter 2.

Expert Spellcaster 12th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for your bloodline's type of spells increases to expert.

Master Spellcaster 16th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for your bloodline's type of spells increases to master.

Legendary Spellcaster 19th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for your bloodline's type of spells increases to legendary.

BLOODLINES

Your magical power comes from your bloodline. Choose a bloodline as the source of your power. This bloodline has a major influence on your abilities, primarily by determining your spell list and the type of spells you cast.

Your bloodline also grants you bloodline powers, which are special spells unique to sorcerers of your lineage, and a pool of Spell Points you can use to cast these powers. You can cast a bloodline power only by spending 1 or more Spell Points, not by using spell slots. Like cantrips, bloodline powers are automatically heightened to the highest level of spell you can cast.

At 1st level, your maximum number of Spell Points is equal to your key ability modifier. As you gain advanced and greater bloodline powers, you also gain additional Spell Points, as indicated in your bloodline next to the power's entry. You refresh all your Spell Points during daily preparations.

TABLE 3–20: SORCERER SPELLS PER DAY*

Your Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	–	–	–	–	–	–	–	–
2	3	–	–	–	–	–	–	–	–
3	3	2	–	–	–	–	–	–	–
4	3	3	–	–	–	–	–	–	–
5	3	3	2	–	–	–	–	–	–
6	3	3	3	–	–	–	–	–	–
7	3	3	3	2	–	–	–	–	–
8	3	3	3	3	–	–	–	–	–
9	3	3	3	3	2	–	–	–	–
10	3	3	3	3	3	–	–	–	–
11	3	3	3	3	3	2	–	–	–
12	3	3	3	3	3	3	–	–	–
13	3	3	3	3	3	3	2	–	–
14	3	3	3	3	3	3	3	–	–
15	3	3	3	3	3	3	3	2	–
16	3	3	3	3	3	3	3	3	–
17	3	3	3	3	3	3	3	3	2
18	3	3	3	3	3	3	3	3	3
19	3	3	3	3	3	3	3	3	3
20	3	3	3	3	3	3	3	3	3

* In addition to the spell slots shown in this table, your bloodline gives you a bonus spell slot of each level you can cast.

Reading a Bloodline Entry

A bloodline entry contains the following information.

Spell List: You use this magical tradition and spell list.

Bloodline Signature Skills: You are trained in the listed skills and add them to your signature skills.

Granted Spells: You automatically learn the spells listed here. At 1st level, you gain a cantrip and a 1st-level spell. You learn the other spells on the list as soon as you become able to cast sorcerer spells of that level. Whenever you gain a spell from your bloodline, you also gain a spell slot of that level, which you can use to cast any sorcerer spell, not just the spell granted by your bloodline. For instance, at sorcerer level 3, you'd learn the 2nd-level spell from your bloodline and gain another 2nd-level spell slot to cast any of your sorcerer spells.

Bloodline Powers: You gain these powers automatically—the initial power at 1st level, the advanced power at 6th level, and the greater power at

The Blessed and the Damned

Many bloodlines are tied to certain types of creatures, and the reputations of those creatures might color how people see you. Having the blood of demons might make people fear you; conversely, people of good faiths might assume your angelic blood puts you on their side. These preconceptions have little bearing on reality, and you can easily do good deeds with demonic powers. Having a bloodline tied to creatures of a certain alignment doesn't have any effect on your own alignment unless you want it to; your magic is disconnected from its source. That said, many sorcerers seek out creatures or organizations associated with their bloodlines, which can expose them to these forces' influences.

10th level. Initial powers always cost 1 Spell Point; the cost for later powers is listed in parentheses. When you gain an advanced or greater power, increase your Spell Point pool by the number of points the power costs to cast. As noted earlier, a bloodline power can be cast only by using Spell Points, not by using spell slots.

Aberrant

Something speaks to you from beyond the stars or below the earth. Ancient and unknowable, this alien influence presses against your mind, but grants you power. Whether that power will come with consequences, who can say?

Spell List occult (see pages 200–201)

Signature Skills Acrobatics, Intimidation, Occultism, Stealth

Granted Spells Cantrip: *daze*; 1st: *phantom pain*; 2nd: *enlarge*; 3rd: *mind reading*; 4th: *confusion*; 5th: *black tentacles*; 6th: *feeblemind*; 7th: *warp mind*; 8th: *mind blank*; 9th: *shapechange*

Bloodline Powers Initial Power: *tentacular limbs*; Advanced Power: *aberrant whispers* (2); Greater Power: *unusual anatomy* (2)

Angelic

One of your forebears was an angel from one of the celestial realms, or your ancestors showed such devotion that their lineage was blessed through divine intervention.

Spell List divine (see page 200)

Signature Skills Diplomacy, Intimidation, Medicine, Religion

Granted Spells Cantrip: *light*; 1st: *bless*; 2nd: *restoration*; 3rd: *searing light*; 4th: *divine wrath*; 5th: *flame strike*; 6th: *blade barrier*; 7th: *divine decree*; 8th: *divine aura*; 9th: *foresight*

Bloodline Powers Initial Power: *angelic halo*; Advanced Power: *angelic wings* (2); Greater Power: *celestial brand* (2)

Demonic

The demons of the Abyss debase all they touch, and one of your ancestors fell victim to their corruption. You're burdened with dark thoughts and the desire for destruction. This urge can be overcome if you choose to fight it, but the beauty of sin calls to you always.

Spell List divine (see page 200)

Signature Skills Athletics, Deception, Intimidation, Religion

Granted Spells Cantrip: *detect magic*; 1st: *fear*; 2nd: *resist energy*; 3rd: *slow*; 4th: *divine wrath*; 5th: *banishment*; 6th: *disintegrate*; 7th: *divine decree*; 8th: *power word stun*; 9th: *meteor swarm*

Bloodline Powers Initial Power: *glutton's jaws*; Advanced Power: *swamp of sloth* (2); Greater Power: *abyssal wrath* (2)

Draconic

The blood of dragons flows through your veins. These beasts are both fearsome in combat and skilled at magic, and you follow in their grand tradition.

Spell List arcane (see pages 199–200)

Signature Skills Acrobatics, Arcana, Athletics, Intimidation

Granted Spells Cantrip: *detect magic*; 1st: *fear*; 2nd: *resist energy*; 3rd: *enthrall*; 4th: *fly*; 5th: *chromatic wall*; 6th: *dragon form*; 7th: *finger of death*; 8th: *power word stun*; 9th: *meteor swarm*

Bloodline Powers Initial Power: *dragon claws*; Advanced Power: *dragon breath* (2); Greater Power: *dragon wings* (2)

Dragon Type

At 1st level, choose the type of dragon that influenced your bloodline. This will affect how some of your bloodline powers function. You can't change your dragon type later. The good metallic dragons and their associated damage types are brass (fire), bronze (electricity), copper (acid), gold (fire), and silver (cold). The evil chromatic dragons and their associated damage types are black (acid), blue (electricity), green (poison), red (fire), and white (cold).

Fey

A tryst in a moonlit grove or exposure to fey magic put the enchantment of the First World into your family's bloodline. You can be capricious and emotional as the fey.

Spell List primal (see pages 201–202)

Signature Skills Arcana, Deception, Diplomacy, Nature

Granted Spells Cantrip: *ghost sound*; 1st: *charm*; 2nd: *hideous laughter*; 3rd: *enthrall*; 4th: *freedom of movement*; 5th: *passwall*; 6th: *mislead*; 7th: *regenerate*; 8th: *irresistible dance*; 9th: *storm of vengeance*

Bloodline Powers Initial Power: *faerie dust*; Advanced Power: *fey disappearance* (2); Greater Power: *ridiculous notion* (2)

Imperial

Ancient mortals mastered magical traditions, and one of your distant ancestors was among them. Though such magical blood might remain latent for generations, in you it manifested in full.

Spell List arcane (see pages 199–200)

Signature Skills Arcana, Diplomacy, Intimidation, Society

Granted Spells Cantrip: *detect magic*; 1st: *fear*; 2nd: *invisibility*; 3rd: *dispel magic*; 4th: *dimension door*; 5th: *arcane eye*; 6th: *teleport*; 7th: *prismatic spray*; 8th: *power word stun*; 9th: *prismatic sphere*

Bloodline Powers Initial Power: *ancestral surge*; Advanced Power: *metamagician's shortcut* (2); Greater Power: *arcane countermeasure* (2)

SORCERER FEATS

At every level at which you gain a sorcerer feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

COUNTERSPELL — FEAT 1

Abjuration Sorcerer

Trigger A creature casts a spell that you have in your repertoire.

Requirements You must have an unexpended spell slot of the triggering spell's level.

You expend one of your spell slots to counter the triggering creature's casting of a spell that you have in your repertoire. You lose your spell slot as if you had cast the triggering spell. You then attempt to dispel the triggering spell (see Dispelling on page 197).

Special This feat has the trait corresponding to the type of spells you cast (arcane, divine, natural, or occult).

DANGEROUS SORCERY — FEAT 1

Sorcerer

When you cast a non-cantrip spell that deals damage and that doesn't have a duration, you gain a conditional bonus to that spell's damage equal to the spell's level.

FAMILIAR — FEAT 1

Sorcerer

An animal serves you and assists your spellcasting. You gain a familiar (see page 287).

REACH SPELL — FEAT 1

Metamagic Sorcerer

Trigger You start to cast a spell that has a range. The spell must have a maximum of two spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell to increase its range by 30 feet. If the spell normally has a range of touch, you instead extend its range to 30 feet, and if the touch spell normally requires an attack roll or a touch attack roll, it now requires a ranged attack roll or a ranged touch attack roll, as appropriate.

WIDEN SPELL — FEAT 1

Metamagic Sorcerer

Trigger You start to cast a spell that has an area of a burst, cone, or line, and that does not have a duration. The spell must have a maximum of two spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell and increase the area of that spell. You add 5 feet to the radius of a burst that normally has a radius of at least 10 feet. You 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.

4th Level

ARCANE EVOLUTION — FEAT 4

Arcane Sorcerer

Prerequisites bloodline that grants arcane spells

You become trained in one skill of your choice. Additionally, each time you make your daily preparations, you can choose one scroll in your possession and add the scroll's spell to your repertoire until the next time you prepare. If the scroll leaves your person or if the spell is expended from the scroll, you immediately forget the spell.

CANTRIP EXPANSION — FEAT 4

Sorcerer

Add two additional cantrips of your choice from your spell list to your repertoire.

CONCEAL SPELL — FEAT 4

Metamagic Sorcerer

Trigger You start to cast a spell that has a maximum of two spellcasting actions.

KEY TERMS

You'll see the following key terms in many sorcerer abilities.

Metamagic: Feats with the metamagic trait allow you to tweak the properties of your spells. These feats are triggered when you begin casting a spell, and typically require you to spend an additional spellcasting action to alter the spell's effects. You can't use metamagic feats if adding an action to the spell would make the spell require more actions than you have remaining on your turn. Because most metamagic feats have the same trigger, you usually can't use more than one metamagic feat per spell.

SORCERER FEATS

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

Feat	Level
Arcane Evolution	4
Archmage's Might	20
Blood Magic	8
Bloodline Resistance	8
Cantrip Expansion	4
Conceal Spell	4
Counterspell	1
Dangerous Sorcery	1
Divine Evolution	4
Effortless Concentration	14
Enhanced Familiar	4
Familiar	1
Magic Sense	14
Magical Striker	4
Metamagic Mastery	20
Occult Evolution	4
Overwhelming Spell	8
Primal Evolution	4
Quickened Casting	8
Reach Spell	1
Reflect Spell	14
Resilient Concentration	4
Steady Spellcasting	4
Swift Dispel	14
Vicious Concentration	4
Wellspring Spell	20
Widen Spell	1

You add a Somatic Casting action to the casting of the triggering spell and attempt a Stealth check against one or more observers' Perception DCs. If you beat an observer's Perception DC, that observer doesn't notice you are casting a spell; if the spell has a Verbal Casting action, you must also roll a Deception check against the observer's Perception DC, or the observer notices the spell. This conceals only the spell's spellcasting actions, not any of the spell's physical effects, so an observer might still see a ray streak out from you or see you disappear.

DIVINE EVOLUTION FEAT 4

Divine Sorcerer

Prerequisites bloodline that grants divine spells

You can channel energy, per the cleric class feature, once per day. If you already have the channel energy class feature, you instead gain one additional use per day.

ENHANCED FAMILIAR FEAT 4

Sorcerer

Prerequisites Familiar

You enhance your familiar by infusing it with additional magical energy. You can select four familiar or master options each day, instead of two.

MAGICAL STRIKER FEAT 4

Sorcerer

Trigger You finish casting a non-cantrip spell on your turn.

You siphon residual spell energy into one weapon you're wielding. If the weapon is nonmagical, it becomes a *+1 magic weapon*, and one that's already a magic weapon increases its bonus by 1 (from a *+1 magic weapon* to a *+2 magic weapon*, and so on). This benefit applies only to the next Strike you make on your turn, and is wasted if you don't Strike by the end of your turn. You can gain the benefit of Magical Striker only once per turn.

OCCULT EVOLUTION FEAT 4

Occult Sorcerer

Prerequisites bloodline that grants occult spells

You become trained in one skill of your choice. Additionally, once per day, you can spend 1 minute to choose one mental occult spell you don't know and add that spell to your repertoire for the day. You lose this temporary spell the next time you make your daily preparations (though you can choose to prepare it again).

PRIMAL EVOLUTION FEAT 4

Primal Sorcerer

Prerequisites bloodline that grants primal spells

You can cast *summon nature's ally* as an innate primal spell once per day. The spell is automatically heightened to the highest level of spell you can cast.

RESILIENT CONCENTRATION FEAT 4

Sorcerer

When you Concentrate on a Spell that affects one or more of your allies, you grant any one of those allies resistance 1 to a physical or energy damage type of your choice. If you Concentrate on the Spell a second time, double this base resistance, and if you Concentrate on the Spell a third time, triple this base resistance. The resistance ends when the spell ends. You cannot add resistance in the same round you first cast the spell, and you can increase the resistance in this way only once per round per spell (track resistance separately for each casting of an eligible spell).

The base resistance granted the first round increases to 2 when you reach 8th level and to 3 when you reach 14th level.

STEADY SPELLCASTING FEAT 4

Sorcerer

Your spells are disrupted by reactions (see page 196) only if you take damage equal to or greater than double your character level.

VICIOUS CONCENTRATION FEAT 4

Sorcerer

When you Concentrate on a Spell that deals damage, one creature of your choice that takes damage from the spell takes an additional 1 damage. If you Concentrate on the Spell a second time, double this additional damage, and if you Concentrate on the Spell a third time, triple this additional damage. This extra damage ends when the spell ends. You cannot deal extra damage in the same round you first cast the spell, and you can deal extra damage in this way only once per round per spell (track damage separately for each casting of an eligible spell).

The additional damage dealt the first round increases to 2 if you're 8th level and to 3 if you're 14th level.

8TH LEVEL

BLOOD MAGIC FEAT 8

Necromancy Sorcerer

The magical potency of your spilled blood empowers your spells. Anytime you cast a non-cantrip spell while you have persistent bleed damage, you can give yourself or any target affected by that spell temporary Hit Points equal to 1d6 + the spell's level.

You can use an Interact action to cut yourself, dealing yourself 1 slashing damage and 1 persistent bleed damage. This persistent damage ends using the normal rules for persistent damage.

BLOODLINE RESISTANCE FEAT 8

Sorcerer

Your innate magic makes you more resistant to others' magic. You gain a +1 circumstance bonus on saving throws against spells and magical effects.

OVERWHELMING SPELL FEAT 8

Metamagic Sorcerer

Trigger You start to cast a spell that deals acid, cold, electricity, or fire damage. The spell must have a maximum of two spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell to make it overcome resistances. Choose one type of damage the spell deals: acid, cold, electricity, or fire. That type of damage ignores the first 10 points of resistance any target has. This applies to any damage the spell deals, including persistent damage and any damage caused by an ongoing effect of the spell, such as the wall created by *wall of fire*.

A creature that's immune to that type of damage is still unaffected.

QUICKENED CASTING FEAT 8

Sorcerer

Frequency once per day

Trigger You are casting a sorcerer cantrip or a sorcerer spell that is at least 2 levels lower than the highest sorcerer spell you can cast. The spell must require 2 or more spellcasting actions to cast.

Choose one of the spell's spellcasting actions. You don't need to use that action to finish casting the spell.

14th Level

Effortless Concentration — Feat 14

Sorcerer

Trigger Your turn begins.

You immediately gain the effects of a Concentrate on a Spell action to extend the duration of one of your active sorcerer spells.

Magic Sense — Feat 14

Arcane Detection Divination Sorcerer

You can sense the presence of magic auras as though you were always using a 1st-level *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level *detect magic* spell on things you see (in addition to the normal benefits of seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

Reflect Spell — Feat 14

Sorcerer

Prerequisites Counterspell

When you successfully dispel a spell that affects targeted creatures or an area with Counterspell, 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 caster can attempt a save or use other defenses against the reflected spell as normal.

Swift Dispel — Feat 14

Sorcerer

Prerequisites *dispel magic* is in your spell repertoire

Trigger You affect a creature with a targeted spell.

Requirements You have an unexpended spell slot you could use to cast *dispel magic*.

You cast *dispel magic* as a Somatic reaction, targeting one spell effect affecting the creature.

20th Level

Archmage's Might — Feat 20

Sorcerer

Prerequisites legendary in Arcana if you're an arcane caster, legendary in Nature if you're a primal caster, legendary in Occultism if you're an occult caster, or legendary in Religion if you're a divine caster

You gain a single 10th-level spell slot, which you can use to cast 10th-level spells using your sorcerer spellcasting. When you select this feat, add two 10th-level spells of common or uncommon rarity to your spell repertoire. These spells must come from the spell list determined by your bloodline.

Metamagic Mastery — Feat 20

Sorcerer

When you apply a metamagic feat to a spell, you don't have to add a Somatic Casting action to the spell's casting.

Wellspring Spell — Feat 20

Metamagic Sorcerer

Trigger You start to cast a spell of 5th level or lower that doesn't have a duration. The spell must have a maximum of two spellcasting actions.

Frequency once per minute

You add a Somatic Casting action to the casting of the triggering spell, and you don't expend the spell's slot when you cast it.





WIZARD

You are an eternal student of the arcane secrets of the universe. You treat magic like a science, cross-referencing the latest texts on practical spellcraft with ancient tomes of lost magic to discover and understand how magic works. Yet magical theory is vast, and there's no way you can study it all. You either specialize in one of the eight schools of magic, gaining deeper understanding of the nuances of those spells above all others, or favor a broader approach emphasizing the way all magic comes together at the expense of depth.

ADVENTURING AS A WIZARD

Players of wizard characters might approach gameplay in the following ways:

- During combat, you likely try to stay out of the fray, carefully judging when to use your spells. You save your most powerful spells to incapacitate threatening foes and use your renewable cantrips when only weaker foes remain, letting the martial characters dispatch them. When your enemies pull out nasty tricks like invisibility or flight, you answer them with spells like *glitterdust* or *earth bind*, leveling the playing field for your allies.
- During social encounters, you provide a wellspring of knowledge and solve arguments using logic.
- In exploration mode, you locate magical auras and determine the arcane significance of the various esoterica you uncover. When you run across an unusual obstacle to further exploration, you probably have a scroll somewhere that will make it easier to overcome.
- In downtime mode, you learn new spells, train to make yourself more versatile for future situations, and research all sorts of information that will come in handy in your continuing adventures. You likely craft magic items or scribe scrolls for your party as well, which leads you to spend time seeking new and exciting formulas in addition to spells. You might even use downtime to forge scholarly connections and establish a school or guild of your own.

ROLEPLAYING A WIZARD

Dedicated students of arcane magic, wizards are respected for their intellect, preparedness, and depth of knowledge, and feared for the otherworldly powers at their command.

IF YOU'RE A WIZARD, YOU LIKELY...

- Have an unquenchable intellectual curiosity about how everything in the world around you works—magic in particular.
- Believe fervently in the superiority of your particular school of magic (if you're a specialist) or in the fact that true mastery of magic requires knowledge of all schools (if you're a universalist).
- Use esoteric jargon and technical terms to precisely describe the minutiae of magical effects, even though the difference is probably lost on most other people. Getting it right matters to you.

OTHERS PROBABLY...

- Think you're an arrogant snob who believes you're smarter or better than others.
- Fear what your magic can do to their minds, bodies, and souls and demand 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.
- Overestimate your capabilities, blaming you or giving you credit for things like the weather or crop yields, even if you don't have magic that can affect those things, and asking you for spells or baubles that can help them get whatever they currently desire.

CLASS FEATURES

You gain these abilities as a wizard. Abilities gained at higher levels list the requisite levels next to the features' names.

Arcane Spellcasting

You have the power to cast arcane spells using the Cast a Spell activity, and gain access to the Material Casting, Somatic Casting, and Verbal Casting actions (see Casting Spells on page 195). At 1st level you can prepare up to two 1st-level spells and four cantrips each morning from the spells in your spellbook (see page 137), plus one extra cantrip and spell of your chosen school of each level you can cast if

KEY ABILITY

Intelligence

HIT POINTS

6 plus your Constitution modifier

PROFICIENCIES

Perception

Trained

Saving Throws

Trained in Fortitude
Trained in Reflex
Expert in Will

Skills

Trained in a number of skills equal to 2 plus your Intelligence modifier

Weapons

Trained in the club, dagger, heavy crossbow, light crossbow, and staff

Armor

Untrained in all armor

Spells

Trained in arcane spell rolls and DCs and in attack rolls for arcane spells

SIGNATURE SKILLS

Arcana
Crafting

TABLE 3–21: WIZARD ADVANCEMENT

Your Level	Class Features
1	Ancestry feat, arcane focus, arcane school, arcane spellcasting, background, initial proficiencies, spellbook
2	Skill feat, wizard feat
3	2nd-level spells, general feat, skill increase
4	Skill feat, wizard feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Skill feat, wizard feat
7	4th-level spells, general feat, skill increase
8	Skill feat, wizard feat
9	5th-level spells, ancestry feat, skill increase
10	Ability boosts, skill feat, wizard feat
11	6th-level spells, general feat, skill increase
12	Expert spellcaster, skill feat
13	7th-level spells, ancestry feat, skill increase
14	Skill feat, wizard feat
15	8th-level spells, ability boosts, general feat, skill increase
16	Master spellcaster, skill feat
17	9th-level spells, ancestry feat, skill increase
18	Skill feat, wizard feat
19	Legendary spellcaster, general feat, skill increase
20	Ability boosts, skill feat, wizard feat

SAMPLE SPELLBOOK

You can choose whichever spells you like, but this list covers a good selection of starter spells for a 1st-level wizard.

Cantrips: *Acid splash, detect magic, electric arc, light, mage hand, message, prestidigitation, ray of frost, shield, study aura.*

1st Level: *Ant haul, burning hands, color spray, fear, grease, mage armor, magic missile, ray of enfeeblement,* plus one spell of your school if you're a specialist wizard.

you are a specialist wizard. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare are called your spell slots.

As you increase in level as a wizard, your number of spell slots and the highest level of spells you can cast from spell slots increase, as shown on the Wizard Spells per Day table on page 137.

Some of your spells require you to attempt a spell roll to see how effective they are, or have your enemies roll against your spell DC. Since your key ability is Intelligence, your spell rolls and spell DCs use your Intelligence modifier. See page 291 for details on calculating your spell rolls and spell DCs.

Heightening Spells

When you get spell slots of 2nd level and higher, you can prepare lower-level spells in those slots to strengthen them (see page 192). This increases the spell's level to match the heightened spell slot. Many spells have specific improvements when they are heightened to certain levels.

Cantrips

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to the highest level of spell you can cast as a wizard. For example, as a 1st-level wizard, the highest level of spell you can cast is 1st, so your cantrips are 1st-level spells. As a 5th-level wizard, the highest level of spell you can cast is 3rd, so your cantrips are 3rd-level spells.

Spellbook

You start with a spellbook worth 10 sp or less (as detailed on page 187), which you receive for free. The spellbook contains your choice of 10 arcane cantrips and eight 1st-level arcane spells. You choose these from the common spells on the arcane spell list from this book (see page 199) or from other arcane spells you gain access to.

Each time you gain a level, you automatically add two more arcane spells to your spellbook. These can be of any level of spell you can cast. You can also use the Arcana skill to add other spells that you find, as described on page 146.

If you're creating a higher-level character, it's usually easiest to assume you always picked new spells of the highest level possible. At an odd-numbered level, this means that in addition to your total of 10 cantrips, your spellbook holds two spells of your highest level and four spells of all lower levels. At an even-numbered level, it means you'd have 10 cantrips and four spells of every level.

Arcane School

If you want to be a specialist wizard, choose one school of magic in which to specialize. You gain one additional spell slot for each spell level you can cast, but you may use these spell slots to prepare only spells from your arcane school. You can also prepare one additional cantrip each day, which must be from your specialized school. You gain Spell Points and a special power based on your school (see Arcane Schools on page 137) and add another spell from your chosen school to your spellbook.

Arcane Focus

You can place some of your magical power into an item called an arcane focus. Each day when you prepare your spells, you can designate a single item you own as your arcane focus. 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 Arcane Focus free action.

DRAIN ARCANE FOCUS

Arcane Wizard

Frequency once per day

Trigger Your turn begins.

You expend the magical power stored in your arcane focus. This gives you the ability to cast one spell you prepared today and previously cast, without spending a spell slot. You must still complete the required spellcasting actions 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 5 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, you gain a wizard class feat (see page 139). You gain another at 4th, 6th, 8th, 10th, 14th, 18th, and 20th levels.

General Feats 2nd

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.

If you are at least 7th level, you can use this increase to become a master in a signature skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a signature skill in which you're already a master.

Ability Boosts 5th

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

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

Expert Spellcaster 12th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for arcane spells increases to expert.

Master Spellcaster 16th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for arcane spells increases to master.

Legendary Spellcaster 19th

Your proficiency rank for spell rolls, spell DCs, and attack rolls for arcane spells increases to legendary.

ARCANE SCHOOLS

If you choose to specialize in an arcane school, you gain an extra spell slot for each level of spell you can cast. You can prepare only spells of your chosen arcane school in these extra slots. In addition, you can prepare an extra cantrip of your chosen school. You also add another arcane spell of your chosen school to your spellbook.

TABLE 3–22: WIZARD SPELLS PER DAY

Your Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	–	–	–	–	–	–	–	–
2	3	–	–	–	–	–	–	–	–
3	3	2	–	–	–	–	–	–	–
4	3	3	–	–	–	–	–	–	–
5	3	3	2	–	–	–	–	–	–
6	3	3	3	–	–	–	–	–	–
7	3	3	3	2	–	–	–	–	–
8	3	3	3	3	–	–	–	–	–
9	3	3	3	3	2	–	–	–	–
10	3	3	3	3	3	–	–	–	–
11	3	3	3	3	3	2	–	–	–
12	3	3	3	3	3	3	–	–	–
13	3	3	3	3	3	3	2	–	–
14	3	3	3	3	3	3	3	–	–
15	3	3	3	3	3	3	3	2	–
16	3	3	3	3	3	3	3	3	–
17	3	3	3	3	3	3	3	3	2
18	3	3	3	3	3	3	3	3	3
19	3	3	3	3	3	3	3	3	3
20	3	3	3	3	3	3	3	3	3

* If you're a specialist wizard, you can prepare one extra spell of your chosen school at each spell level you can cast.

You learn a school power, a special type of spell taught to students of your arcane school. You gain a pool of Spell Points you can spend to cast school powers. You can cast a school power only by spending Spell Points, not by using spell slots. Like a cantrip, your school power is automatically heightened to the highest level of spell you can cast.

Your maximum number of Spell Points is equal to your key ability modifier (minimum 0). You regain all your Spell Points when you prepare your spells. Some feats let you learn more school power; such feats typically increase your pool of Spell Points.

Abjuration

As an abjurer, you master the art of protection and warding, strengthening defenses, preventing attacks, and even turning magic against itself. You understand that an ounce of prevention is worth a pound of cure. You add one 1st-level abjuration spell (such as *feather fall*) to your spellbook. You learn the *protective ward* school power (see page 248), which you can cast at a cost of 1 Spell Point.

Conjuration

As a conjurer, you focus on summoning and calling creatures and objects from places beyond the pale as well as using magic to transport yourself and others to distant locations. You understand that the true key to victory is strength in numbers. You add one 1st-level conjuration spell (such as *summon monster*) to your spellbook.

You learn the *augment summoning* school power (see page 206), which you can cast at a cost of 1 Spell Point.

Divination

As a diviner, you master remote viewing and prescience, gaining key information that can transform investigations, battle strategies, and research. You understand that knowledge is power. You add one 1st-level divination spell (such as *true strike*) to your spellbook. You learn the *diviner's sight* school power (see page 217), which you can cast at a cost of 1 Spell Point.



Enchantment

As an enchanter, you use magic to manipulate the minds of your victims. You might use your abilities to subtly influence others or seize total control over them. You add one 1st-level enchantment spell (such as *charm*) to your spellbook. You learn the *charming words* school power (see page 210), which you can cast at a cost of 1 Spell Point.

Evocation

As an evoker, you revel in the raw power of magic, using it to create and destroy with ease. You can call forth elements, forces, and energy to devastate your foes or to assist you in other ways. You understand that the direct approach is the most elegant. You add one 1st-level evocation spell (such as *shocking grasp*) to your spellbook. You learn the *force bolt* school power (see page 225), which you can cast at a cost of 1 Spell Point.

Illusion

As an illusionist, you use magic to create confounding images, figments, and phantasms to baffle your enemies. You understand that perception is reality. You add one 1st-level illusion spell (such as *illusory object*) to your spellbook. You learn the *warped terrain* school power (see page 270), which you can cast at a cost of 1 Spell Point.

Necromancy

As a necromancer, you call upon the powers of life and death to use against your enemies. While your school of magic is often vilified as solely for those who raise the undead, you understand that control over life also means control over healing. You add one 1st-level necromancy spell (such as *grim tendrils*) to your spellbook. You learn the *call of the grave* school power (see page 208), which you can cast at a cost of 1 Spell Point.

Transmutation

As a transmuter, you alter the physical properties of things, transforming objects, creatures, the natural world, and even yourself, at your whim. You understand that change is inevitable. You add one 1st-level transmutation spell (such as *magic weapon*) to your spellbook. You learn the *physical boost* school power (see page 245), which you can cast at a cost of 1 Spell Point.

Universalist Wizards

You can choose not to specialize in an arcane school and to instead become a universalist wizard. If you do, you can use Drain Arcane Focus once each day per each spell level you can cast, instead of only once per day. You also gain an extra wizard class feat.

WIZARD FEATS

At every level 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

Abjuration Arcane Wizard

Trigger A creature casts a spell that you have prepared.

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 dispel the triggering spell (see Dispelling on page 197).

ESCHEW MATERIALS — FEAT 1

Wizard

When casting a spell that requires a material component, you can replace any Material Casting actions with Somatic Casting actions. This doesn't remove the need for any expensive materials listed in the spell's cost entry.

FAMILIAR — FEAT 1

Wizard

An animal serves you and assists your spellcasting. You gain a familiar (rules for familiars are found on page 287).

HAND OF THE APPRENTICE — FEAT 1

Wizard

Prerequisites universalist wizard

You gain the *hand of the apprentice* universalist power (see page 228). You gain a pool of Spell Points you can spend to cast universalist powers. You can cast a universalist power that you have only by spending Spell Points, not by using spell slots. Like a cantrip, your universalist power is automatically heightened to the highest level of spell you can cast.

Your maximum number of Spell Points is equal to your key ability modifier (minimum 0). You regain all your Spell Points when you prepare your spells. Some feats let you learn more universalist powers, and such feats typically increase your pool of Spell Points.

REACH SPELL — FEAT 1

Metamagic Wizard

Trigger You start to cast a spell that has a range. The spell must have a maximum of 2 spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell to increase its range by 30 feet. If the spell normally has a range of touch, you instead extend its range to 30 feet, and if the touch spell normally requires an attack roll or a touch attack roll, it now requires a ranged attack roll or a ranged touch attack roll, as appropriate.

WIDEN SPELL — FEAT 1

Metamagic Wizard

Trigger You start to cast a spell that has an area of a burst, cone, or line, and that does not have a duration. The spell must have a maximum of 2 spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell and increase the area of that spell. You add 5 feet to the radius of a burst that normally has a radius of at least 10 feet. You 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.

4th Level

CANTRIP EXPANSION — FEAT 4

Wizard

You can prepare two additional cantrips each day.

CONCEAL SPELL — FEAT 4

Metamagic Wizard

Trigger You start to cast a spell that has a maximum of 2 spellcasting actions.

KEY TERM

You'll see the following key term in many wizard abilities.

Metamagic: Feats with the metamagic trait allow you to tweak the properties of your spells. These feats are triggered when you begin casting a spell, and typically require you to spend an additional spellcasting action to alter the spell's effects. You can't use metamagic feats if adding an action to the spell would make the spell require more actions than you have remaining on your turn. Because most metamagic feats have the same trigger, you usually can't use more than one metamagic feat per spell.

WIZARD FEATS

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

Feat	Level
Archmage's Might	20
Cantrip Expansion	4
Conceal Spell	4
Counterspell	1
Dimensional Steps	8
Dread Aura	8
Effortless Concentration	14
Elemental Tempest	8
Empowering Focus	4
Energy Absorption	8
Eschew Materials	1
Focus Conservation	8
Hand of the Apprentice	1
Invisibility Cloak	8
Life Drain	8
Magic Sense	14
Magical Striker	4
Makeshift Wand	8
Metamagic Mastery	20
Overwhelming Energy	14
Quick Preparation	4
Quickened Casting	8
Reach Spell	1
Reflect Spell	14
Shifting Form	8
Spell Combination	20
Spell Penetration	8
Steady Spellcasting	4
Superior Focus	14
Universal Versatility	8
Vigilant Eye	8
Widen Spell	1

You add a Somatic Casting action to the casting of the triggering spell and attempt a Stealth check against one or more observers' Perception DCs. If you beat an observer's Perception DC, that observer doesn't notice you're casting a spell; if the spell has a Verbal Casting action, you must also roll a Deception check against the observer's Perception DC, or the observer notices the spell. This hides only the spell's spellcasting actions, not its effects, so an observer might still see a ray streak out from you or see you vanish.

EMPOWERING FOCUS FEAT 4

Wizard **Prerequisites** You must have an arcane school.

Frequency once per day

When you Drain your Arcane Focus to cast a spell of your arcane school, you gain a +2 circumstance bonus to the spell roll or spell DC for that spell.

ENHANCED FAMILIAR FEAT 4

Wizard **Prerequisites** familiar

You infuse your familiar with additional magical energy. You can select four familiar or master options each day, instead of two.

MAGICAL STRIKER FEAT 4

Wizard **Trigger** You finish casting a non-cantrip spell on your turn.

You siphon residual spell energy into one weapon you're wielding. If the weapon is nonmagical, it becomes a *+1 magic weapon*, and one that's already a *magic weapon* increases its bonus by 1 (from a *+1 magic weapon* to a *+2 magic weapon*, and so on). This benefit applies only to the next Strike you perform on your turn, and is wasted if you don't Strike by the end of your turn. You can gain the benefit of Magical Striker only once per turn.

QUICK PREPARATION FEAT 4

Wizard 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.

STEADY SPELLCASTING FEAT 4

Wizard Your spells are disrupted by reactions (see page 297) only if you take damage equal to or greater than double your level.

8th Level

DIMENSIONAL STEPS FEAT 8

Wizard **Prerequisites** conjuration arcane school

You gain the *dimensional steps* school power (see page 215), which you can cast at a cost of 1 Spell Point. Increase your Spell Point pool by 2.

DREAD AURA FEAT 8

Wizard **Prerequisites** enchantment arcane school

You gain the *dread aura* school power (see page 219), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

ELEMENTAL TEMPEST FEAT 8

Wizard **Prerequisites** evocation arcane school

You gain the *elemental tempest* school power (see page 221), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

ENERGY ABSORPTION FEAT 8

Wizard **Prerequisites** abjuration arcane school

You gain the *energy absorption* school power (see page 221), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

FOCUS CONSERVATION FEAT 8

Metamagic Wizard **Trigger** You cast a spell using Drain Arcane Focus that has a maximum of 2 spellcasting actions.

Add a Somatic Casting action to the casting. You gain an extra use of Drain Arcane Focus that you can use to cast a spell with a level at least 2 levels lower than the triggering spell. You must use this extra use of Drain Arcane Focus before the end of your next turn, or you lose it.

INVISIBILITY CLOAK FEAT 8

Wizard **Prerequisites** illusion arcane school

You gain the *invisibility cloak* school power (see page 233), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

LIFE DRAIN FEAT 8

Wizard **Prerequisites** necromancy arcane school

You gain the *life siphon* school power (see page 234), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

QUICKENED CASTING FEAT 8

Wizard **Frequency** once per day

Trigger You are casting a wizard cantrip or a wizard spell at least 2 levels lower than the highest wizard spell you can cast. The spell must require 2 or more spellcasting actions to cast.

Choose one of the spell's spellcasting actions. You don't need to use that action to finish casting the spell.

SHIFTING FORM FEAT 8

Wizard **Prerequisites** transmutation arcane school

You gain the *shifting form* school power (see page 255), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

SPELL PENETRATION FEAT 8

Wizard You've studied ways of overcoming the innate resistance to spells that many powerful creatures have. Against your spells, a creature that has a conditional bonus to saving throws against magic reduces that bonus by 1.

MAKESHIFT WAND FEAT 8

Wizard **Prerequisites** expert in Crafting

During your daily preparations, you can create a makeshift

wand containing a spell from your spellbook. This wand follows the normal wand rules, except it has only 3 charges, its spell level must be 2 or more levels lower than your highest-level spell, and its item level can be no higher than your level. You can create only one temporary wand per day, and any wand you create becomes nonmagical the next time you prepare. A temporary wand has no value and can't be used by anyone other than you.

VIGILANT EYE FEAT 8

Wizard **Prerequisites** divination arcane school

You gain the *vigilant eye* school power (see page 268), which you can cast at a cost of 2 Spell Points. Increase your Spell Point pool by 2.

UNIVERSAL VERSATILITY FEAT 8

Wizard **Prerequisites** universalist wizard, Hand of the Apprentice

During your daily preparations, choose one of the eight school powers gained by 1st-level specialist wizards. You can use that school power until the next time you prepare. You can spend 1 minute concentrating and 2 Spell Points to change which power you have available that day. Increase your Spell Point pool by 2.

14th Level

EFFORTLESS CONCENTRATION FEAT 14

Wizard **Trigger** Your turn begins.

You immediately gain the effects of a Concentrate on a Spell action to extend the duration of one of your active wizard spells.

MAGIC SENSE FEAT 14

Arcane Detection Divination Wizard

You can sense the presence of magic auras as though you were always using a 1st-level *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level *detect magic* spell on things you see (in addition to the normal benefits of seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

OVERWHELMING ENERGY FEAT 14

Metamagic Wizard **Trigger** You start to cast a spell that has a maximum of 2 spellcasting actions.

You add a Somatic Casting action to the casting of the triggering spell. The spell treats any resistance to acid, cold, electricity, fire, or sonic the targets have as if it were 10 lower.

REFLECT SPELL FEAT 14

Wizard **Prerequisites** Counterspell

When you successfully dispel a spell that affects targeted creatures or an area with Counterspell, 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 caster can attempt to save or use other defenses against the reflected spell as normal.

SUPERIOR FOCUS FEAT 14

Wizard You can use Drain Arcane Bond one additional time per day, but you can't use this additional use to cast a spell of your highest or second-highest spell level.

20th Level

ARCHMAGE'S MIGHT FEAT 20

Wizard **Prerequisites** legendary in Arcana

You gain a single 10th-level spell slot, which you can use to cast 10th-level arcane spells using your wizard spellcasting. When you select this feat, add two 10th-level arcane spells of common or uncommon rarity to your spellbook.

METAMAGIC MASTERY FEAT 20

Wizard When you apply a metamagic feat to a spell, you don't have to add a Somatic Casting action to the spell's casting.

SPELL COMBINATION FEAT 20

Wizard One slot of each level of spell you can cast, except 1st level and cantrips, becomes a spell combination slot. When you prepare your spells, you can fill a combination slot with a combination of two spells. Each spell in the combination must be 1 or more spell levels below the slot's level 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 either require a ranged attack roll, 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 target. If any spell in the combination has further restrictions (such as targeting only humanoids or only living creatures), you must abide by all restrictions. Handle the resolution of a combined spell as if were a single spell, but apply the effects of both component spells. For example, if the spell's target successfully saved against a combined spell, it would take the "Succeed" effect of each spell, and if it critically failed it would take the "Critical Failure" effect of both spells.

SKILLS

While your ability scores represent your raw talent and potential, skills represent your training and experience. Each skill is a broad grouping of several different uses, and each is keyed to one of your ability scores. In this chapter, you'll learn about skills; their scope; and the actions, activities, free actions, and reactions they grant.

SKILL USES

The actions, activities, free actions, and reactions you can perform with a given skill are sorted into those you can use untrained and those that require you to be at least trained in the skill, as shown on Table 4–1: Skills, Key Abilities, and Uses. The untrained and trained uses of each skill appear in separate sections within the skill's description.

Anyone can use a skill's untrained uses unless some circumstance, condition, or effect bars them from doing so. You can use trained uses only if you're at least trained in that skill and no circumstance, condition, or effect bars you from that use. 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 high-level barbarian untrained in Arcana could reliably use Arcana to Recall Knowledge regarding the breath weapons of the various colors of dragons, the GM might decide that Recalling Knowledge about the deeper theories behind magical energy of a dragon's breath weapon might be something beyond the scope of the barbarian's largely utilitarian and anecdotal knowledge about how to fight dragons. The GM decides whether a task requires a particular proficiency rank, from trained all the way up to legendary.

As you advance in level, you'll gain a type of general feat called a skill feat, which often grants you a new use of a skill. Skill feats always have the skill trait. These feats appear in Chapter 5.

KEY ABILITY

Each skill is tied to a key ability. This is the ability whose modifier you add to checks when using that skill. Skulking about the shadows of the 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 ability for each skill is listed on Table 4–1 and in a parenthesis following the skill's name in the descriptions that follow. If the GM deems it appropriate, she may have you use a different ability modifier for a skill check or when determining your skill DC.

SKILL CHECKS AND SKILL DCS

When you're actively using a skill (usually by engaging in one of its uses), you'll often attempt a skill check by rolling a d20 and adding your skill modifier. To determine your skill modifier, add your ability modifier for that skill's key ability, your proficiency modifier for that skill, and any other bonuses and penalties that may apply.

Skill modifier = ability modifier + proficiency modifier + circumstance bonus + conditional bonus + item bonus + circumstance penalty + conditional penalty + item penalty + untyped penalties

Sometimes the DC of the skill check is listed in the skill's use itself. Other times, the GM sets the DC of the skill check, using the guidelines in Chapter 10: Game Mastering.

When someone or something is testing your skill, they attempt a check against your skill DC, which is 10 plus your skill modifier. A skill DC works like any other DC to determine the effect of an opposing creature's skill use.

As with other checks, bonuses can increase the result of your check and penalties can decrease the result of your check. See page 290 in Chapter 9: Playing the Game for more information about modifiers, bonuses, and penalties.

Aiding Skill Checks

Sometimes the GM might allow you to use a skill to help another character perform a task more effectively. In some situations, you can simply perform one or more of a skill's uses to grant a circumstance bonus to another character's check for the task they're attempting. Other times, aiding an ally's skill check requires more exact timing, necessitating the Aid reaction (see page 307 in Chapter 9).

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 Dexterity- and Strength-based skill checks and skill DCs, unless the use has the attack trait. Check penalties from armor are detailed in Chapter 6: Equipment on page 176.

TABLE 4–1: SKILLS, KEY ABILITIES, AND USES

Skill	Key Ability	Untrained Uses	Trained Uses
Acrobatics	Dexterity	Balance (action)	Maneuver in Flight (action)
		Escape (action)	
		Grab Edge (reaction)	
		Maintain Balance (free action)	
		Squeeze (activity)	
		Tumble Through (action)	
Arcana	Intelligence	Recall Knowledge (action)	Borrow an Arcane Spell (activity)
			Identify Magic (activity)
			Learn an Arcane Spell (activity)
			Read Magic (activity)
Athletics	Strength	Break Grapple (action)	Disarm (action)
		Break Open (action)	
		Climb (action)	
		Grapple (action)	
		High Jump (activity)	
		Long Jump (activity)	
		Shove (action)	
		Swim (action)	
		Trip (action)	
Crafting	Intelligence	Repair (activity)	Craft (activity)
			Identify Alchemy (activity)
Deception	Charisma	Create a Diversion (action)	Feint (action)
		Impersonate (activity)	
		Lie (activity)	
Diplomacy	Charisma	Gather Information (activity)	
		Make an Impression (activity)	
		Request (action)	
Intimidation	Charisma	Demoralize (action)	
		Coerce (activity)	
Lore	Intelligence	Recall Knowledge (action)	Practice a Trade (activity)
Medicine	Wisdom	Administer First Aid (action)	Treat Disease (activity)
			Treat Poison (action)
Nature	Wisdom	Command an Animal (action)	Identify Magic (activity)
		Handle an Animal (action)	Learn a Primal Spell (activity)
		Recall Knowledge (action)	
Occultism	Intelligence	Recall Knowledge (action)	Identify Magic (activity)
			Learn an Occult Spell (activity)
			Read Esoterica (activity)
Performance	Charisma	Perform (action)	Stage a Performance (activity)
Religion	Wisdom	Recall Knowledge (action)	Identify Magic (activity)
			Learn a Divine Spell (activity)
			Read Scripture (activity)
Society	Intelligence	Recall Knowledge (action)	Create Forgery (activity)
		Subsist on the Streets (activity)	Decipher Writing (activity)
Stealth	Dexterity	Conceal an Object (action)	
		Hide (action)	
		Sneak (action)	
Survival	Wisdom	Sense Direction (activity)	Cover Tracks (action)
		Survive in the Wild (activity)	Track (action)
Thievery	Dexterity	Palm an Object (action)	Disable a Device (action)
		Steal an Object (action)	Pick a Lock (action)

Secret Checks

In some circumstances, you will not know whether you succeed at a skill check. If a skill use 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. More information about secret checks can be found in Chapter 9 on page 293.

Downtime Skill Activities

Some skill uses have the downtime trait. These activities can be used only when you have a lot of time on your hands, usually a day or more. If you're not sure whether you have the time to use one, ask your GM.

Signature Skills

Your background, class, and some other abilities list several skills that you are especially good at; these are called your signature skills. Over time, you can increase your proficiency rank in these skills to master or legend. Conversely, you are typically limited to a maximum proficiency rank of expert in non-signature skills.

Skill Descriptions

Each of the following entries describes one of the skills in the game. The title for each entry provides the skill's name, followed by that skill's key ability in parentheses. A brief description of the skill is followed by a list of the actions, activities, free actions, and reactions you can attempt if you are untrained in that skill. Those are followed by the actions, activities, free actions, and reactions you can perform if you are at least trained in that skill.

As the uses 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, activities, free actions, or reactions, or times when the GM asks you to roll using a different key ability modifier.

Acrobatics (Dex)

Acrobatics measures your ability to perform physical feats that require balance, coordination, and grace.

You can perform the following uses of Acrobatics even if you are untrained in the skill.

Balance

Move

You can move across a narrow surface or uneven ground by attempting an Acrobatics check against the DC of the narrow surface or uneven ground. You start this action while in a square that contains a narrow surface, uneven ground, or another similar feature. You are always flat-footed while on a narrow surface or uneven ground.

Success You move up to your Speed across the narrow surface or uneven ground, treating it as difficult terrain (see page 312).

Critical Success You move up to your Speed across the narrow surface or uneven ground, treating it as normal terrain.

Failure You must stay stationary (wasting the action) or you fall. If you fall, your turn ends.

Critical Failure You fall, and your turn ends.

Escape

When trying to escape from restraints or a creature's Grapple, attempt an Acrobatics check. If you're tied up by a creature, the escape DC is that creature's Thievery DC. If you're restrained by manacles or some other device, the DC is based on the type of restraint. Against a Grapple, the escape DC is the Grappling creature's Athletics DC.

Success You escape from the restraints or the Grapple, losing the grabbed or restrained condition.

Critical Success Per a success, and you can move up to 5 feet. If you move, this action gains the move trait.

Critical Failure You don't escape, and you take a –2 circumstance penalty to Acrobatics checks to Escape until the end of your current turn.

Grab 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 an edge or past an edge or some other form of handhold, you can use this reaction in an attempt to grab it, potentially stopping your fall. If you grab on, you can then Climb up using Athletics.

Success If you have at least one hand free, you grab on to the edge or the handhold, stopping your fall. You still take damage from the distance fallen so far, but you treat the fall as though you had fallen 20 feet fewer. If you have no hands free, you continue to fall as if you had failed the check.

Critical Success You grab on to the edge or the 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 you had fallen 30 feet fewer.

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.

Maintain Balance

Trigger You take damage while standing on a narrow surface or uneven ground or otherwise have your balanced tested, as determined by the GM.

You try to keep your balance to avoid falling.

Success You keep your balance.

Critical Success You keep your balance and don't need to attempt further checks to Maintain Balance this round.

Failure You fall.

SQUEEZE

Move You attempt to squeeze through a small space by contorting your body to fit through.

Success You squeeze through the tight space in 1 minute per 5 feet of squeezing.

Critical Success You squeeze through the tight space in 1 minute per 10 feet of squeezing.

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 other than a critical failure causes you to become unstuck.

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 movement type in the appropriate environment.

Success You move through the enemy's space, treating the squares in its space as difficult terrain. If you don't have enough Speed to move all the way through its space, you get the same effect as on a failure.

Failure Your movement ends, and you trigger reactions (such as Attacks of Opportunity) as if you had moved out of the square you started in.

Acrobatics Trained Action

You can perform the following use of Acrobatics only if you are at least trained in this skill.

MANEUVER IN FLIGHT

Move If you have a fly Speed (see page 310) and you must conduct a difficult maneuver while flying, attempt an Acrobatics check.

Success You succeed at the maneuver.

Critical Success You succeed at the maneuver and gain a +2 circumstance bonus to your checks to Maneuver in Flight until the end of your next turn.

Failure Your maneuver fails, and the GM chooses whether you simply can't move or some other detrimental effect happens. This consequence should be appropriate for the maneuver you attempted (for instance, being blown off course if you were trying to fly against a strong wind).

ARCANA (INT)

This skill measures how much you know about alchemy, arcane spells, and the most common magic items. Further, it determines how much information you have on theories about alchemy and arcane energies as well as lore about the creatures associated with them.

If you're trained in Arcana, regardless of whether or not you're an alchemist or a spellcaster, you're versed in how to identify alchemical and magic items, even those you normally would not be able to use.

You can use Arcana in the following way, even if you are untrained in the skill.

FALLING

When you jump or fall more than 5 feet, upon landing you take falling damage, 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.

If you fall into water, snow, or another soft substance, calculate the damage from the fall as though it were 20 feet shorter. The effective reduction can't be greater than the depth of the water (so when falling into water that is only 10 feet deep, you treat the fall as 10 feet shorter). You can Grab an Edge as a reaction (see the Acrobatics skill) to reduce the damage from some falls. More detailed rules for falling damage appear on page 310.

RECALL KNOWLEDGE

Concentrate Secret You attempt an Arcana check to try to remember a bit of knowledge regarding alchemical reactions, arcane theories, magic traditions, or creatures of alchemical or arcane significance. The GM determines the DCs for such checks.

Success You recall the knowledge accurately.

Critical Failure You recall incorrect information.

Arcana Trained Activities

You can perform the following uses of Arcana only if you are at least trained in this skill.

BORROW AN ARCANE SPELL

Concentrate If you're an arcane spellcaster who prepares spells, during your daily preparations, you can attempt to prepare a spell from someone else's spellbook. The GM sets the DC for the check (see Table 4–2 on page 146).

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 prepare this spell until the next time you prepare spells.

IDENTIFY MAGIC

Concentrate Secret Once you discover that an item, location, or ongoing effect is magical, you can spend an hour to attempt to identify the particulars of its magic. If your attempt is interrupted, you must start over. The GM sets the DC for your check (see Table 4–2 on page 146). Cursed or esoteric subjects usually have higher DCs or might even be impossible to identify using Arcana alone. Heightening a spell doesn't increase the DC.

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, you learn the effect's name and what it does. You can't try again in hopes of getting a critical success.

Critical Success You learn all the attributes of the magic, including whether it is cursed.

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.

TABLE 4–2: IDENTIFYING OR LEARNING A SPELL

Spell Level	Price*	Typical DC*
1st or cantrip	20 sp	13
2nd	60 sp	16
3rd	160 sp	19
4th	360 sp	22
5th	700 sp	25
6th	1,400 sp	28
7th	3,030 sp	31
8th	6,500 sp	34
9th	15,000 sp	37
10th*	70,000 sp	40

* Rare spells of 9th level or lower typically have a Price and DC that's 1 level higher.

LEARN AN ARCANE SPELL

Concentrate

If you are an arcane spellcaster, you can gain access to a new arcane spell from someone who knows that spell or from magical writing like a spellbook or scroll.

To learn the spell, you must do the following.

- Spend 1 hour per level of the spell, during which you must remain in conversation with the person who knows the spell or have the magical writing in your possession.
- Have an amount of magical materials with a value indicated in Table 4–2 above.
- Attempt an Arcana check with a DC determined by the GM (see Table 4–2 above).

Success You expend the materials and learn the spell. If you have a spellbook, the spell is added to your spellbook; if you prepare spells from a list, it's added to your list; if you have a spell repertoire, you can select it when you add or swap spells.

Critical Success Per a success, but you expend only half the cost in materials.

Failure You fail to learn the spell but can try again after you gain a level. The materials aren't expended.

Critical Failure Per a failure, plus you waste half the materials.

READ MAGIC

Concentrate Secret

You can read and understand magic writing as long as it is in a language you can normally read. This usually takes about 1 minute per page of text, but it could take longer in the case of ancient or obscure writings, or in other situations at the GM's discretion. To read and understand the nuances of particularly archaic, esoteric, or obscure texts, the GM may require you to attempt an Arcana check to see if you understand the true meaning of the magic writing. The GM might have you attempt one check for the entire text or one check for each section of a larger text.

Success You understand the true meaning of the text.

Critical Failure You misread the text.

ATHLETICS (STR)

Training in Athletics is the result of conditioning that allows you to perform deeds of physical prowess.

You can perform the following uses of Athletics even if you are untrained in the skill.

BREAK GRAPPLE

You attempt to break an opponent's Grapple with an Athletics check against that creature's Athletics DC.

Success You break free from your opponent's Grapple and remove the grabbed or restrained conditions you gained from it.

Critical Success You remove the grabbed or restrained condition you gained from the opponent's Grapple, and you can either knock the opponent prone or grab the opponent as if you succeeded at a Grapple against that creature. If you grab the opponent, this action gains the attack trait.

Critical Failure If you were grabbed, you become restrained. If you're already restrained, you can't attempt to Break a Grapple again until the start of your next turn.

BREAK OPEN

Attack

Using your body, a lever, or some other tool, you attempt to forcefully open a door, window, or container; lift a heavy gate; or break open some kind of bonds restraining your mobility. With a high enough result, you can even smash through walls.

Success You break the door, window, or container open, and the door, window, or container gains the broken condition.

Critical Success You open the door, window, or container but can avoid damaging it in the process.

Critical Failure Your attempt jams the door, window, or container shut, imposing a –2 circumstance penalty on all future attempts to open it.

CLIMB

Move

Requirements You have both hands free.

You move up, down, or across an incline. Unless the climb is particularly easy, you must attempt an Athletics check. The DC is determined by the GM based on the nature of the incline and any environmental circumstances. If you fall, the Grab Edge use of Acrobatics might allow you to catch yourself. You are flat-footed while climbing unless you have a climb Speed.

Success You move 5 feet up, across, or safely down the incline. If your Speed is 40 feet or greater, you move 10 feet instead.

Critical Success You move half your Speed up, across, or safely down the incline.

Critical Failure You fall (see page 310). If you began the climb on stable ground, you fall and land prone.

GRAPPLE

Attack

Requirements You have at least one free hand. Your target cannot be more than two sizes larger than you.

You attempt to grab an opponent. Grappling requires you to roll an Athletics check against the opponent's Fortitude DC.

Success Your opponent is grabbed until the end of your next turn unless you move or your opponent Escapes using Acrobatics or Breaks the Grapple with Athletics.

Critical Success Your opponent is restrained until the end of your next turn unless you move or your opponent gets loose.

Failure You fail to grab your opponent. If you already had the opponent grabbed or restrained by way of a Grapple, those conditions on that creature end.

Critical Failure If you already had the opponent grabbed or restrained, she gets free. Your target can grab you as if she succeeded at the Grapple action against you or force you to fall and land prone.

HIGH JUMP

You Stride, and if you move at least 10 feet, roll a DC 30 Athletics check in an attempt to Leap vertically. This DC might be increased or decreased due to the situation, as determined by the GM.

Success You Leap, increasing the vertical distance to 5 feet.

Critical Success You Leap, increasing your vertical distance to 8 feet or increasing your vertical distance to 5 feet and your horizontal distance to 10 feet.

Failure You Leap the maximum height allowed by the Leap action.

Critical Failure Instead of Leaping, you fall prone in your space.

LONG JUMP

You Stride, and if you move at least 10 feet, roll an Athletics check in an attempt to Leap horizontally in the same direction. The DC of the check is equal to 5 plus the total distance in feet you're attempting to move during your Leap (so Leaping 20 feet would require a DC 25 check). You can't Leap farther than your Speed. This DC might be increased or decreased due to the situation, as determined by the GM.

Success You Leap, increasing the distance you move horizontally to the desired distance.

Failure You Leap the maximum distance allowed by the Leap action.

Critical Failure You Leap the maximum distance allowed by the Leap action, then fall prone.

SHOVE

Attack **Requirements** You have at least one hand free. The target can't be more than two sizes larger than you.

You push an opponent away from you. Attempt an Athletics check against your opponent's Fortitude DC.

Success You push your opponent back 5 feet. You can move 5 feet in the same direction as your opponent. If you do, this action gains the move trait.

Critical Success You push your opponent up to 10 feet back. You can move 10 feet in the same direction as your opponent. If you do, this action gains the move trait.

Critical Failure You lose your balance, fall, and land prone.

SWIM

Move You use your arms and legs to swim through water. In most calm water, you succeed at the action without needing to attempt a check. If you must breathe air and you're submerged in water, you must hold your breath each round. If you fail to hold your breath, you begin to drown (as described on page 315). If the water you are swimming in is turbulent or otherwise dangerous, you might have to attempt an Athletics check to Swim.

If you end your turn in the water and haven't succeeded at a Swim action that turn, you sink down 10 feet or float up 10 feet, as determined by the GM. However, if your last action on your turn was to enter the water, you don't sink or float that turn.

Success You move 5 feet horizontally through the water. If your Speed is 15 feet or greater, you move 10 feet instead, and if your Speed is 60 feet or greater, you move 15 feet instead. You can swim upward or downward, but doing so counts as moving through difficult terrain.

Critical Success Per a success, but you can move an additional 5 feet.

Critical Failure You make no progress, and this action counts as 2 actions holding your breath.

TRIP

Attack **Requirements** You have at least one hand free. Your target can't be more than two sizes larger than you.

You try to knock an opponent to the ground. Attempt an Athletics check against the target's Reflex DC.

Success The target falls prone.

Critical Success The target falls prone and takes 1d6 bludgeoning damage.

Critical Failure You lose your balance and fall, and land prone.

Athletics Trained Action

You can perform the following use of Athletics only if you are at least trained in this skill.

DISARM

Attack **Requirements** You have at least one hand free. The target can't be more than two sizes larger than you.

You try to knock something out of an opponent's grasp. A Disarm attack requires you to roll an Athletics check against the opponent's Reflex DC.

Success You weaken your opponent's grasp on the item. Until the start of that creature's turn, attempts to Disarm the opponent of that item get a +2 circumstance bonus.

Critical Success You knock the item out of the opponent's grasp. It falls to the ground in the opponent's space.

Critical Failure You lose your balance and become flat-footed until the start of your next turn.

CRAFTING (INT)

You can use this skill to create and repair items.

You can attempt the following activity even if you are untrained in Crafting.

REPAIR

Manipulate **Requirements** You must use a repair kit (see page 187).

You spend an hour attempting to fix a dented or broken item. The GM sets the DC, but typically it's more difficult to Repair a high-quality or magic item. You can't Repair a destroyed item.

Success You remove 1 Dent from the item. In most cases, a dented item becomes fully restored and a broken item becomes only dented.

Critical Success You fully restore the item.

Critical Failure You dent the item. If the item is magical, this Dent can't destroy it.

TABLE 4–3: CRAFTING PROGRESS PER DAY

Your Level	Trained	Expert	Master	Legendary
1	1 sp	–	–	–
2	2 sp	–	–	–
3	4 sp	4 sp	–	–
4	5 sp	6 sp	–	–
5	9 sp	10 sp	–	–
6	12 sp	14 sp	–	–
7	16 sp	20 sp	20 sp	–
8	20 sp	28 sp	30 sp	–
9	25 sp	36 sp	40 sp	–
10	30 sp	45 sp	50 sp	–
11	35 sp	60 sp	75 sp	–
12	40 sp	75 sp	100 sp	–
13	50 sp	100 sp	150 sp	–
14	75 sp	150 sp	250 sp	–
15	100 sp	200 sp	350 sp	350 sp
16	125 sp	250 sp	475 sp	500 sp
17	150 sp	300 sp	650 sp	700 sp
18	200 sp	450 sp	900 sp	1,000 sp
19	300 sp	600 sp	1,200 sp	1,500 sp
20	375 sp	750 sp	1,500 sp	2,000 sp
20 (crit.)	450 sp	900 sp	1,750 sp	2,500 sp

Crafting Trained Activities

You can attempt the following uses of Crafting only if you are trained in this skill.

CRAFT

Downtime Manipulate

You can make an item from raw materials. The GM determines the DC to Craft an item, which is based on its level, quality, and rarity, and might be affected by other circumstances. You need the Alchemical Crafting skill feat (page 162) to create alchemical items, the Magical Crafting skill feat (page 168) to create magic items, and the Snare Crafting feat (page 171) to create snares.

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.)
- You have the proficiency rank appropriate to the item's quality. (See page 190.)
- You have the formula for the item.
- 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.
- 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 an equal amount of raw materials you need, except in the case of rarer special materials.

You need to spend a minimum number of downtime days to Craft your item to a basic state of completion. This number depends on your level and the level of the item. You need to spend 4 downtime days for an item of your level. Reduce the number of days by 1 for each level by which your level exceeds the item's level, to a minimum of 1 day. After spending this base number of days, you can either expend more materials to complete the item immediately or spend more days Crafting, completing the item more slowly but at lower cost. The success entry explains this mechanic further.

You can Craft items with the consumable trait in batches, making up to four of the same item simultaneously. 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.

After you expend the required amount of raw materials and base downtime, attempt a Crafting check. If you fail or critically fail, you can try to Craft the item again, but you have to start over.

Success Your attempt to create the item is successful. You can pay the remaining half of the item's Price to complete it immediately, or 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 by an amount based on your level and proficiency rank (see Table 4–3). After any of these downtime days, you can complete the item by spending the remaining amount. If your downtime days are interrupted, you can return to finish the item later, continuing right where you left off.

Critical Success Per a success, but each day you spend working reduces the remaining raw materials cost as though your level were 1 higher.

Failure You fail to complete the item. You can salvage the raw materials you supplied for their full value.

Critical Failure You fail to complete the item. You ruin 10% of the raw materials you supplied, but can salvage the rest.

IDENTIFY ALCHEMY

Concentrate Secret

Requirements You must use alchemist's tools (see page 184).

You can identify the nature of an alchemical item with 10 minutes of testing using alchemist's tools (see page 184 in Chapter 6: Equipment). The DC of the check is 10 plus the level of the item. 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 bamboozle others through disguises, lies, and other forms of subterfuge.

You can perform the following uses of Deception even if you are untrained in the skill.

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 lingual traits.

Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're attempting to divert. Whether you succeed or fail, creatures you attempt

to affect gain a +4 circumstance bonus to their Perception DCs against your attempts to Create a Diversion for 1 minute.

Success You become merely sensed, rather than seen, with regard to each creature whose Perception DC your result meets or exceeds. This lasts until the end of your turn or until you act to do anything except Step or use the Hide or Sneak actions of the Stealth skill (see page 158). If you do anything else, your sensed condition ends just before you act. For instance, if you succeed at a Deception check, momentarily becoming sensed by a creature (rather than seen), and then attack that creature, it is not flat-footed against your attack.

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 Manipulate

You create a disguise to pass yourself off as someone or something you are not. Putting together a decent disguise takes 10 minutes and requires a disguise kit (see page 184), 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 you only if they use the Seek action to roll Perception checks against your Deception DC. If you attempt to directly interact with someone while disguised, you need to roll a secret Deception check against that creature's Perception DC instead. If you're disguised as a specific individual, the GM might give creatures you interact with a bonus based on how well they know the person you're imitating, or ask you to roll a secret Deception check even if you aren't directly interacting with them.

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.

LIE

Auditory Concentrate Lingual 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 may modify this DC 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 it's impossible to get anyone to believe them.

At the GM's discretion, if a creature initially believes your lie, it might still be able to attempt a Perception check against your Deception DC (success on the creature's part gains the failure effect below) 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 to Perception checks against further attempts by you to Lie to it for the duration of your conversation. The target is also more likely to be suspicious of you in the future.

CRAFTING EXAMPLE

Ezren is a 5th-level wizard and an expert in Crafting. He has a Crafting modifier of +10 and the Magical Crafting feat. With 13 days of downtime ahead of him, he decides to craft *bracers of armor* 2nd, a 4th-level item. The GM secretly chooses a DC of 17.

Ezren spends 3 days to begin the crafting process (since the item is 1 level lower than his level). The item has a Price of 950 sp, so Ezren expends 475 sp worth of raw materials. He has another 600 sp worth of raw materials on hand. He rolls a 12 on his Crafting check, for a result of 22. That's a success! At this point, Ezren can spend 475 sp worth of materials to complete the item.

However, Ezren has 10 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 10 sp for each day spent. After spending 10 days working, he reduces the cost of completing the item from 475 sp to 375 sp. He spends the 375 sp, completes the bracers, and goes out on his next adventure. (He could have stayed home to keep working on the bracers, 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 was a 27 or higher, he'd have gotten a critical success. In that case, he'd reduce the remaining amount by 14 sp per day, lowering the amount needed to complete the item after 10 additional days of work to 335 sp.

GETTING FORMULAS

You can get access to the formulas for all common items in the Equipment chapter by purchasing a basic crafter's book (see page 184). See the rules on page 188 for information on how to acquire other formulas.

CRAFTING AS A TRADE

If you want to make money by Crafting, you can work at producing common items for the market. This works just like the Practice a Trade activity of the Lore skill (see page 151), except that you use your Crafting skill instead of a Lore skill. You must be trained in Crafting.

The GM determines what tasks are available to you. It's usually easy to find work making basic items at 1 or 2 levels below the level of your settlement. Higher-level tasks represent special commissions, which might require you to Craft a specific item using the normal Craft downtime activity and sell it to a buyer at full price. These opportunities don't come along as often and might have special requirements—or dire consequences if you fail to meet the demands of a prominent client.

Deception Trained Action

You can attempt the following use of Deception only if you are trained in this skill.

FEINT

Mental

Requirements You are within melee reach of the target.

With a misleading flourish, you leave an opponent unprepared for your real attack. You attempt a Deception check against that opponent's Perception DC.

Success The target is flat-footed against the next melee attack that you attempt against it before the end of your current turn.

Critical Success The target is flat-footed against all melee attacks you attempt against it until the end of your next turn.

Critical Failure You are flat-footed against melee attacks the target attempts against you until the end of your next turn.

DIPLOMACY (CHA)

You influence others through negotiation and flattery.

You can perform the following uses of Diplomacy even if you are untrained in the skill.

GATHER INFORMATION

Downtime 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 if you spend an entire day of downtime to Gather Information, you can attempt three or four checks), 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.

MAKE AN IMPRESSION

Auditory Concentrate Lingual Mental

With at least 1 minute of conversation consisting of 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 target's Will DC, modified by any circumstances the GM sees fit. Good impressions (or bad impressions, on a critical failure) last for only the current social encounter unless the GM decides otherwise. The attitudes are listed in the Conditions section (see page 319). The attempt fails if the target can't understand you.

Success The target's attitude toward you improves by one step (from hostile to unfriendly, from unfriendly to indifferent, from indifferent to friendly, or from friendly to helpful).

Critical Success The target's attitude toward you improves by two steps (from hostile to indifferent, from unfriendly to friendly, or from indifferent or friendly to helpful).

Critical Failure The target's attitude toward you decreases by one step (from helpful to friendly, from friendly to indifferent, from indifferent to unfriendly, or from unfriendly to hostile.)

REQUEST

Auditory Concentrate Lingual 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.

Success The target agrees to your request, but might demand added provisions or alterations to the request.

Critical Success The target agrees to your request without qualifications, or agrees to a request that would ordinarily require it to have an attitude one step better toward you.

Failure The target refuses the request, though she might propose an alternative that is less extreme.

Critical Failure Not only does target refuse the request, but her attitude toward you also decreases by one step due to the temerity of the request.

INTIMIDATION (CHA)

You bend others to your will through threats.

You can perform the following uses of Intimidation even if you are untrained in the skill.

COERCE

Auditory Concentrate Emotion Lingual Mental

With threats either veiled or overt, you attempt to intimidate a creature into doing what you want. You must spend at least 1 minute of conversation with a creature you can see and who can either see or sense you. At the end of the conversation, you attempt an Intimidation check against the target's Will DC, modified by the circumstances at the GM's discretion. The attitudes referenced in the effects are listed in Conditions (see page 318).

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) and might act against you, including reporting you to the authorities.

Critical Success Per a success, but even afterward, the target is too scared of you to retaliate against you.

Failure The target doesn't do what you say, and if it was not already unfriendly or hostile, it becomes unfriendly.

Critical Failure The target doesn't attempt the request, becomes hostile if it wasn't already, and can't be coerced by you for at least 1 week.

DEMORALIZE

Auditory Concentrate Emotion Lingual 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 sense or see and who can sense or see you. Attempt an Intimidation check against that



target's Will DC. If the target does not understand the language you are speaking, you're not speaking a language, or they can't hear you, you take a –4 circumstance penalty to the check and demoralize loses the lingual trait.

Success The target becomes frightened 1.

Critical Success The target becomes frightened 2 and is fleeing until the end of its next turn.

Critical Failure You can't attempt to demoralize the target again for 10 minutes.

LORE (INT)

You have specialized information on a narrow topic. Lore is different than other skills in two ways.

First, the lore skill features many subcategories. You might have Military Lore, Sailing Lore, Vampire Lore, or any similar subcategory of skill. Each subcategory counts as its own skill, so applying a skill increase to Planar Lore wouldn't increase your modifier with Sailing Lore. You gain a subcategory of the Lore skill from your background. The GM determines what other subcategories she'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 fully take the place of another skill's ability to Recall Knowledge. For instance, you couldn't choose Magic Lore in an attempt to recall the same breadth of knowledge covered by Arcana or Adventuring Lore in an attempt to gain all the information an adventurer would need.

Second, all of your Lore skills are signature skills (see page 144). This means that you can advance them to expert or legendary proficiency if you so choose.

If you have multiple subcategories of Lore that could apply to a check, or that would overlap with another skill in the circumstances, you can choose to use the skill with the better skill modifier or that you would prefer to use. If there's any doubt whether a Lore skill applies to a specific topic or use, the GM decides whether it can be used or not.

You can perform the following action using any category of Lore, even if you are untrained in any Lore skill or a certain category of Lore.

RECALL KNOWLEDGE

Concentrate Secret

You can use Lore to remember a bit of knowledge related to your type of Lore. The GM determines the DCs for such checks and whether your Lore applies to the topic.

Success You recall the knowledge.

Critical Failure You recall erroneous knowledge.

Lore Trained Activity

You can attempt the following use of Lore only if you are trained in this skill.

PRACTICE A TRADE

Downtime

You apply the practical benefits of your Lore specialty to earn money during periods of downtime. Practicing a Trade is most effective with Lore specialties such as business,

law, or sailing, where there's demand for workers. The GM might increase the DC if you're attempting to use an obscure Lore skill to practice a trade.

The GM assigns a task level representing the difficulty of the most lucrative job available. You can go looking 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 requires spending downtime to Gather Information or researching and socializing.

When you take on a job, the GM sets the DC of your Lore check. The amount of money you can earn depends on the task level and your proficiency rank, as listed on Table 4–4: Skill 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.

You need to spend a minimum number of downtime days to locate and secure the job, prepare to practice your trade, and get started on the task. This number depends on your level and the level of the task. You must spend 4 downtime days for a task of your level. Reduce the number of days by 1 for each level lower than you the task is, to a minimum of 1 day. Conversely, increase the number of days by 1 for each level higher than you the task is. After this base downtime, you earn your initial amount of money, and you can continue at the task to keep earning more. The success entry explains how this works. Note that if you want to earn money for working just 1 day, you need to pick a task that requires only 1 day of preparation. A 0-level task always requires 1 day.

After you spend the base downtime to get started, roll your Lore check to determine your earnings. You continue to earn that amount each day for the duration of the job, without requiring further checks. The GM determines how long the job lasts, which is limited by how long the task will take to complete and other factors. Most tasks last a week or two, though some can take months or even years. If you stop in the middle of a task, normally you have to find a new task when you return, but the GM might decide that you can pick up where you left off (which usually happens only if the job is incomplete and the setup you did is still applicable).

Success You do competent work and gain the amount of currency listed on Table 4–4: Skill Income for the task level and your proficiency rank. You can spend further downtime days working at this job, earning the same amount each day, up to the task's completion.

Critical Success You excel at the task. Per a success, but you earn money as though the task were 1 level higher. The GM might extend how long you can stay employed at the task.

Failure You do shoddy work and get paid the bare minimum for your time. You earn the amount listed in the failure column of Table 4–4: Skill Income. 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. Your reputation suffers, potentially making it difficult for you to find rewarding jobs in that community in the future.

MEDICINE (WIS)

You can patch up wounds and help people recover from diseases and poisons.

You can perform the following use of Medicine even if you are untrained in the skill.

ADMINISTER FIRST AID

Manipulate **Requirements** You must have healer's tools (see page 186).

You perform first aid on an adjacent creature that is at 0 Hit Points in an attempt to stabilize or revive it. You can also perform first aid on an adjacent creature taking persistent bleed damage. The DC for either is 15. If a creature is both dying and bleeding, choose which one you're trying to end before you roll. You can Administer First Aid again to attempt to remedy the other.

Success The creature at 0 Hit Points gains 1 Hit Point, or you end the persistent bleed damage (see page 323).

Critical Failure A creature with 0 Hit Points has its dying condition increased by 1. A creature with persistent bleed damage takes damage equal to the amount of its persistent bleed damage.

Medicine Trained Uses

You can attempt the following uses of Medicine only if you are trained in this skill.

TREAT DISEASE

Downtime Manipulate **Requirements** You must have healer's tools (see page 186).

You spend at least 8 hours caring for a diseased creature, helping it fight off a malady. Attempt a Medicine check against the disease's DC.

Success You grant the creature a +2 circumstance bonus to its next saving throw against the disease.

Critical Success You grant the creature a +4 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 must have healer's tools (see page 186).

You apply specialized treatments to prevent the spread of poison. Roll a Medicine check against the poison's DC.

Success You grant the creature a +2 circumstance bonus to its next saving throw against the poison.

Critical Success You grant the creature a +4 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.

NATURE (WIS)

You know a great deal about the natural world, and you can command and train animals and magical beasts.

You can perform the following uses of Nature even if you are untrained in that skill.

COMMAND AN ANIMAL

Auditory Concentrate

You issue an order to an animal that's obeying you, either because you previously used Handle an Animal successfully (see below) or you have the Ride feat (see page 170). Most animals know the 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 Command an Animal actions as the activity's number of actions. The animal uses the action you command.

Most animals understand only the simplest instructions, so you might be able to instruct your 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 your animal uses.

HANDLE AN ANIMAL

Auditory Concentrate

You prepare a helpful animal to accept your commands. If you are trained in Nature, you can use Handle an Animal on a friendly or indifferent animal as well.

Success Until the end of your turn, you can use the Command the Animal action to direct the animal. You can Mount the animal (see page 309).

RECALL KNOWLEDGE

Concentrate Secret

You can use Nature to remember a bit of knowledge on flora, fauna, geography, weather, the environment, or creatures of natural significance. The GM determines the DCs for such checks.

Success You recall the knowledge accurately.

Critical Failure You recall incorrect information.

Nature Trained Uses

You can perform the following uses of Nature only if you are at least trained in this skill.

IDENTIFY MAGIC

Concentrate Secret

Once you discover that an item, ongoing effect, or location is magical, you can spend an hour to attempt to identify the nature and particulars of its magic. If your attempt is interrupted in any way, you must start over. The GM sets the DC for your check (see Table 4–2 on page 146). Cursed or particularly esoteric items usually have higher DCs or might even be impossible to identify using Nature alone. Heightening a spell doesn't increase the DC.

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, you learn the effect's name and what it does. You can't try again in hopes of getting a critical success.

Critical Success You learn all the attributes of the magic, including whether it is cursed.

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.

TABLE 4–4: SKILL INCOME

Task Level	Failure	Trained	Expert	Master	Legendary
0	1 cp	5 cp	5 cp	5 cp	5 cp
1	2 cp	1 sp	1 sp	1 sp	1 sp
2	4 cp	2 sp	2 sp	2 sp	2 sp
3	8 cp	4 sp	4 sp	4 sp	4 sp
4	1 sp	5 sp	6 sp	6 sp	6 sp
5	2 sp	9 sp	10 sp	10 sp	10 sp
6	2 sp	12 sp	14 sp	14 sp	14 sp
7	3 sp	16 sp	20 sp	20 sp	20 sp
8	4 sp	20 sp	28 sp	30 sp	30 sp
9	5 sp	25 sp	36 sp	40 sp	40 sp
10	6 sp	30 sp	45 sp	50 sp	50 sp
11	7 sp	35 sp	60 sp	75 sp	75 sp
12	8 sp	40 sp	75 sp	100 sp	100 sp
13	10 sp	50 sp	100 sp	150 sp	150 sp
14	15 sp	75 sp	150 sp	250 sp	250 sp
15	20 sp	100 sp	200 sp	350 sp	350 sp
16	25 sp	125 sp	250 sp	475 sp	500 sp
17	30 sp	150 sp	300 sp	650 sp	700 sp
18	40 sp	200 sp	450 sp	900 sp	1,000 sp
19	60 sp	300 sp	600 sp	1,200 sp	1,500 sp
20	75 sp	375 sp	750 sp	1,500 sp	2,000 sp
20 (crit.)	90 sp	450 sp	900 sp	1,750 sp	2,500 sp

TRADE EXAMPLE

Harsk is a 3rd-level ranger and an expert at harvesting and brewing tea. He has a Tea Lore bonus of +5. 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 18.

Harsk spends 6 days training up and starting his job (since the task is 2 levels higher than him). He rolls a 6 on his Tea Lore check for a result of 11. Poor Harsk has failed! He earns only 2 sp for his efforts that week.

The GM gives a choice: Harsk can either lower his ambitions and move over to serving in the tea house, or work with the tea master for 3 more days before searching for a new job. Harsk, now more aware of his own capabilities, accepts the less prestigious job for now. He spends 4 days preparing for his new job and attempts a new Tea Lore check against DC 13. Rolling an 18, he gets a result of 23—a critical success! He earns 4 sp per day (like a success on a 3rd-level task). The GM rules that demand will be high enough that Harsk can work there for the remaining 20 days of his downtime if he so chooses. Harsk accepts and pulls in a total of 86 sp that month.

LEARN A PRIMAL SPELL

Concentrate

If you are a primal spellcaster, you can gain access to a new primal spell from someone who knows that spell or from magical writing like a spellbook or scroll.

To learn the spell, you must do the following.

- Spend 1 hour per level of the spell, during which you must remain in conversation with the person who knows the spell or have the magical writing in your possession.
- Have an amount of magical materials with a value indicated in Table 4–2 on page 146.
- Attempt a Nature check with a DC determined by the GM (see Table 4–2).

Success You expend the materials and learn the spell. If you have a spellbook, the spell is added to your spellbook; if you prepare spells from a list, it's added to your list; if you have a spell repertoire, you can select it when you add or swap spells.

Critical Success Per a success, but you expend only half the cost in materials.

Failure You fail to learn the spell but can try again after you gain a level. The materials aren't expended.

Critical Failure Per a failure, plus you waste half the materials.

OCCULTISM (INT)

You have a great deal of knowledge about ancient philosophies, esoteric lore, obscure mysticism, and supernatural creatures.

You can perform the following use of Occultism even if you are untrained in the skill.

❖ RECALL KNOWLEDGE

Concentrate Secret

You can use Occultism to remember a bit of knowledge regarding ancient mysteries, obscure philosophy, or creatures of occult significance. The GM determines the DCs for such checks.

Success You recall the knowledge accurately.

Critical Failure You recall incorrect information.

Occultism Trained Activities

You can attempt the following uses of Occultism only if you are trained in this skill.

IDENTIFY MAGIC

Concentrate Secret

Once you discover that an item, ongoing effect, or location is magical, you can spend an hour to attempt to identify the particulars of its magic. If your attempt is interrupted, you must start over. The GM sets the DC for your check (see Table 4–2 on page 146). Cursed or esoteric items usually have higher DCs or might even be impossible to identify using Occultism alone. Heightening a spell doesn't increase the DC.

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, you learn the effect's name and what it does. You can't try again in hopes of getting a critical success.

Critical Success You learn all the attributes of the magic, including whether it is cursed.

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 AN OCCULT SPELL

Concentrate

If you are an occult spellcaster, you can gain access to a new occult spell from someone who knows that spell or from magical writing like a spellbook or scroll.

To learn the spell, you must do the following.

- Spend 1 hour per level of the spell, during which you must remain in conversation with the person who knows the spell or have the magical writing in your possession.
- Have an amount of magical materials with a value indicated in Table 4–2 on page 146.
- Attempt an Occultism check with a DC determined by the GM (see Table 4–2).

Success You expend the materials and learn the spell. If you have a spellbook, the spell is added to your spellbook; if you prepare spells from a list, it's added to your list; if you have a spell repertoire, you can select it when you add or swap spells.

Critical Success Per a success, but you expend only half the cost in materials.

Failure You fail to learn the spell but can try again after you gain a level. The materials aren't expended.

Critical Failure Per a failure, plus you waste half the materials.

READ ESOTERICA

Concentrate Secret

You can read and understand occult writing, including complex metaphysical systems, syncretic principles, and incoherent ramblings, as long as it is in a language you can normally read. This usually takes about 1 minute per page of text. To read and understand the nuances of particularly archaic, esoteric, or obscure texts, the GM may require you to attempt an Occultism check to see if you understand the true meaning of the esoterica. The GM might have you attempt one check for the entire text or one check for each section of a larger text.

Success You understand the true meaning of the text.

Critical Failure You misread the text.

PERFORMANCE (CHA)

With this skill you can perform in front of crowds.

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 ability score. For example, if you're dancing and have a –1 Dexterity modifier, that penalty might apply to your dancing attempt. Likewise, if you are orating and have a –1 Intelligence modifier, you might have to hope your raw Charisma can overcome your intellectual shortcomings—or ask someone to help write your speeches!



Performance Traits

When you use an action or activity 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 given below.

Performance	Additional Traits
Act or perform comedy	Usually auditory, lingual, and visual
Dance	Move and visual
Play an instrument	Auditory and manipulate
Orate or sing	Auditory and lingual

You can use the following Performance action even if you are untrained in the skill.

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 (unless you're in a contest), but doing so might influence the DCs of subsequent Diplomacy checks against the observers if the GM sees fit.

Success You prove yourself, and observers appreciate the quality of your performance.

Critical Success Your performance impresses the observers, and they're likely to share stories of your ability.

Failure Your performance falls flat.

Critical Failure You demonstrate only incompetence.

Performance Trained Activity

You can use the following Performance activity only if you are at least trained in this skill.

STAGE A PERFORMANCE

Downtime

During downtime, you perform for an audience to make money. The GM determines the levels of the audiences available and gives you a brief description of the most discerning (high-level) audience you could perform for. You can go looking for lower-level audiences, with the GM determining whether you find any. Sometimes you can attempt to find better audiences, though this requires spending downtime to Gather Information or researching and socializing. A typical audience of commoners on the street is a 0-level audience, but a group of artisans with more refined tastes might be a 2nd- or 3rd-level audience, and merchants, nobility, and royalty are increasingly higher level. The level of your audience is the task level for your performance.

When you choose your audience, the GM secretly sets the DC of your Performance check. The amount of money you can earn depends on the task level and your proficiency rank, as listed on Table 4–4: Skill Income (see page 153).

You need to spend a minimum number of downtime days to prepare for your performance, get out word to increase demand, allow time for the audience to plan attending, and play your first show. The exact number of days depends on your level and the level of the task. You must spend 4 downtime days for a

task of your level. Reduce the number of days by 1 for each level lower than you the task is, to a minimum of 1 day. Conversely, increase the number of days by 1 for each level higher than you the task is. After this base duration, you earn your initial amount of money, and you can continue performing over subsequent days to keep earning more. The success entry explains how this works. Note that if you want to earn money for performing for just 1 day, you need to pick an audience that requires you to spend only 1 day of preparation. Performing for a 0-level audience always requires 1 day.

After you spend the base downtime to get started, roll your Performance check to determine your earnings. If you do well, the GM might determine you can extend your performance, working more shows to bring in more money; this does not require further checks. Eventually, however, your performance will end because you've exhausted your audiences. The GM might let you perform the same show for other audiences, reducing or eliminating the preparation time but lowering the task level.

Most performances can be staged for a couple weeks, or longer if you perform rarely and do other things with the rest of your downtime. Sometimes, taking time off from performing a show can draw in new high-level audiences, though this usually means you have to spend some time preparing again since you're rusty.

Success Your performance is competent and moving. You're rewarded with applause and whistles, plus the amount of currency listed on Table 4–4: Skill Income for the task level and your Performance proficiency rank. You can spend further downtime days on this performance, earning the same amount each day, until you exhaust your audience's interest.

Critical Success Your performance inspires belly laughs, tears, or a change of heart among your audience. Per a success, but you earn money as though the task were 1 level higher. The GM might extend how long audiences stay interested.

Failure The audience is ambivalent or unimpressed by your performance. They respond with yawns and blank stares, and a few coins of pity. You earn the amount listed in the failure column of Table 4–4: Skill Income. The GM will likely reduce how long you can keep audience interest.

Critical Failure Your awful performance turns the audience against you. They boo, hiss, and throw fruit or worse as they hassle you to end your performance. You earn nothing and your reputation suffers, potentially making it difficult to find discerning and rewarding audiences.

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 gives a religious slant to that knowledge.

You can perform the following use of Religion even if you are untrained in the skill.

RECALL KNOWLEDGE

Concentrate Secret

You can use Religion to remember a bit of information on the subject of divine agents, the finer points of theology, and obscure myths regarding a faith. You can also recall some bit of lore about creatures with divine significance. The GM determines the DCs for such checks.

Success You recall the knowledge accurately.

Critical Failure You recall incorrect information.

Religion Trained Activities

You can perform the following uses of Religion only if you are at least trained in this skill.

IDENTIFY MAGIC

Concentrate Secret

Once you discover that an item, ongoing effect, or location is magical, you can spend an hour to attempt to identify the particulars of its magic. If your attempt is interrupted, you must start over. The GM sets the DC for your check (see Table 4–2 on page 146). Cursed or esoteric items usually have higher DCs or might even be impossible to identify using Religion alone. Heightening a spell doesn't increase the DC.

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, you learn the effect's name and what it does. You can't try again in hopes of getting a critical success.

Critical Success You learn all the attributes of the magic, including whether it is cursed.

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 DIVINE SPELL

Concentrate

If you're a divine spellcaster, you can gain access to a new divine spell from someone who knows that spell or from magical writing like ancient text written on a temple wall or a scroll. To learn the spell, you must do the following.

- Spend 1 hour per level of the spell, during which you must remain in conversation with the person who knows the spell or have the magical writing in your possession.
- Have an amount of magical materials with a value indicated in Table 4–2 on page 146.
- Attempt a Religion check with a DC determined by the GM (see Table 4–2 on page 146).

Success You expend the materials and learn the spell. If you have a spellbook, the spell is added to your spellbook; if you prepare spells from a list, it's added to your list; if you have a spell repertoire, you can select it when you add or swap spells.

Critical Success Per a success, but you expend only half the cost in materials.

Failure You fail to learn the spell but can try again after you gain a level. The materials aren't expended.

Critical Failure Per a failure, plus you waste half the materials.

READ SCRIPTURE

Concentrate Secret

You can read and understand religious writing, including allegories, homilies, and proverbs, as long as it is in a language you can normally read. This usually takes about 1 minute per page of text. To read and understand the nuances of

particularly archaic or obscure texts, the GM may require you to attempt a Religion check to see if you understand the true meaning of the scripture. The GM might have you attempt one check for the entire text or one check for each section of a larger text.

Success You understand the true meaning of the text.

Critical Failure You misread the text.

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 twisted workings of settlements, whether they're physical, societal, or economic.

You can perform the following uses of Society even if you are untrained in the skill.

RECALL KNOWLEDGE

Concentrate Secret

You can use Society to remember a bit of knowledge regarding local history, important personalities, and legal institutions, or about creatures with complex societies. The GM determines the DCs for such checks.

Success You recall the knowledge accurately.

Critical Failure You recall incorrect information.

SUBSIST ON THE STREETS

Downtime

You find shelter and beg or scrounge enough food for at least yourself and maybe for other creatures as well. The GM determines the DC based on the nature of the settlement in which you are trying to subsist. You may need to have a minimum proficiency to use this downtime activity in more dangerous or highly organized settlements.

Success You acquire enough food for yourself and your shelter gives you basic protection from the elements, providing a subsistence living.

Critical Success You can either provide a subsistence living for yourself and one additional creature, or you can improve your own food and shelter, granting yourself a comfortable living.

Failure You are exposed to the elements and don't get enough food; you become fatigued until you attain sufficient food and shelter.

Critical Failure City guards, criminals, or other dangerous elements flush you out of your shelter and put you on notice, and you take a –2 circumstance penalty to Society checks to Subsist in the Streets 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 critically failing.

Society Trained Activities

You can perform the following uses of Society only if you are at least trained in this skill.

CREATE FORGERY

Downtime Secret

You create a forged document, usually over the course of several hours, a day, or a week. You must have the proper writing material to create a forgery. If the document's handwriting doesn't need to be specific to a person, you need only to have seen a similar document before, and you gain up to a +4 circumstance bonus to the check (the GM determines the bonus). To forge a specific person's handwriting, you need a sample of that person's handwriting.

Once someone observes the document, the GM rolls your Society check. If the result exceeds 20, the GM compares it to the observer's Society DC. If the result is 20 or lower, the observer uses Perception or Society, whichever is higher. An observer who is closely scrutinizing documents on the lookout for a forgery can attempt a Perception or Society check against your Society DC (if they succeed, they know your document is a forgery). Once the GM rolls your check for a document, that same result is used no matter how many creatures observe that document.

Success The forgery goes undetected.

Failure The observer knows your document is a forgery.

DECIPHER WRITING

Concentrate Secret

You can take at least 1 minute per page (usually an hour per page or longer) in an attempt to decipher writing in an unfamiliar language, a coded message, or text written in an incomplete or archaic form. The DC is determined by the GM based on the state of the document.

Success You understand the general content of the page.

Critical Success You have a thorough understanding of the page's content, if not an exact word-for-word translation.

Failure You can't understand the document and take a

PERFORMANCE EXAMPLE

Lem is a 16th-level bard and legendary with his flute. He has a Performance bonus of +30 with his enchanted 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 decides to spend 7 days of downtime researching to see if he can find a more prestigious audience, and the GM decides that 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, requiring Lem to spend 8 of his remaining 23 days for preparation and setup (since the task is 4 levels higher than him), but Lem accepts it in a heartbeat. The GM secretly sets the DC at 38.

Lem rolls an 11 on his Performance check for a result of 41. Success! Performances continue for 7 more days, and at the end, the grateful celestials present Lem with a beautiful living diamond rose in constant bloom worth 16,000 silver pieces (2,000 silver pieces per day for 8 days).

With 8 days of downtime left, Lem also accepts a 14th-level task performing at a prestigious bardic college for members of a royal court, which requires only 2 days of setup (since it's 2 levels below Lem's level). The GM secretly sets the DC at 30, and Lem critically succeeds, earning 350 silver pieces per day for 7 days, for a total of 2,450 silver pieces. Between the two performances, Lem earned nearly 20,000 silver pieces during his downtime, though he's not sure if he'll ever sell that rose.

–5 circumstance penalty to further Society checks to decipher the writing on that page.

Critical Failure You believe you understand the text on that page, but you have in fact misconstrued its message.

STEALTH (DEX)

You are skilled at avoiding detection, allowing you to slip past foes, hide, or conceal an item on your person.

You can perform the following uses of Stealth even if you are untrained in the skill.

CONCEAL AN OBJECT

Manipulate Secret

Hiding a small object on your person (such as a weapon of light Bulk) requires a Stealth check. When you try to sneak a hidden object past someone who might notice it, the GM rolls your Stealth check and compares it to this passive observer's Perception DC. If the creature is specifically searching you for an item, they 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 goes undetected.

Failure The searcher finds the object.

HIDE

Secret

You huddle behind cover or deeper into concealment to become merely sensed, rather than seen (see page 302). The GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature that could potentially see you but that you have cover against or are concealed from.

If you successfully became sensed to a creature, but then cease to have cover against that creature or be concealed from it, it again sees you. Such creatures see you if you do anything other than Hide or Sneak, though the GM might allow you to perform a particularly unobtrusive action, activity, free action, or reaction without being noticed, possibly requiring another Stealth check.

Success If the creature could see you, you're now sensed by the creature instead of seen. If you were unseen by the creature, you remain unseen.

SNEAK

Move Secret

You can attempt to move to another place while becoming or staying unseen. 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.)

The GM rolls your Stealth check in secret and compares the result to the Perception DCs of creatures that you were sensed or unseen by at the start of your movement.

You automatically become seen if you don't have cover or aren't concealed from them at any time during your movement, or as soon as you do anything other than Hide or Sneak. The GM might allow you to perform a particularly unobtrusive action, activity, free action, or reaction without being noticed, possibly requiring another Stealth check. If you speak or make a deliberate loud noise, you become sensed. If you do anything else, you become seen just before you act. For instance, if you attack a creature you're unseen by, that creature is not flat-footed against that attack.

If you're unseen by a creature and it's impossible for that creature to see you (such as when you're invisible, the observer is blinded, or you're in darkness and the creature can't see in darkness), you automatically treat the result of your d20 roll as a 20 against that creature on your checks to Sneak. You also continue to be unseen if you lose cover against or are no longer concealed from such a creature. Acting to do something other than Hide or Sneak makes you sensed instead of seen. If a creature senses you via Seek, you must Sneak to become unseen by it again.

Success You become unseen by the creature (or remain so) during your movement and remain unseen by the creature at the end of it.

Failure You're seen by the creature throughout your movement and remain so. If you're invisible and were sensed by the creature, you're still sensed throughout your movement and remain sensed, but you aren't seen.

SURVIVAL (WIS)

You are skilled at living in the wilderness, foraging for food and building shelter, and with training you discover the secrets of tracking and hiding your trail.

You can perform the following uses of Survival even if you are untrained in the skill.

SENSE DIRECTION

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 roll 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. More exotic locales or those you're unfamiliar with might require you to have a minimum proficiency rank to Sense Direction.

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.

SURVIVE IN THE WILD

Downtime

You build or maintain a shelter and forage enough food for yourself and maybe for other creatures as well. The GM determines the DC based on the nature of the wilderness you are trying to survive in. More exotic locales may require you to have a minimum proficiency rank to use this downtime-activity.

Success You forage enough food for yourself, and your shelter gives you basic protection from the elements, providing a subsistence living.

Critical Success You can either provide a subsistence living for yourself and one additional creature, or you can improve your own food and shelter, granting yourself a comfortable living.

Failure You are exposed to the elements and don't get

enough food, becoming fatigued until you get sufficient food and shelter.

Critical Failure Your shelter is severely damaged or destroyed, and you take a –2 circumstance penalty to Survival checks to Survive in the Wild 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 critically failing.

Survival Trained Actions

You can perform the following uses of Survival only if you are at least trained in this skill.

Cover Tracks

Concentrate Move

You cover your tracks, moving at half your Speed. You don't need to roll a Survival check to cover your tracks, but anyone tracking you must exceed your Survival DC if it is higher than the normal DC to track.

Track

Concentrate Move

You follow tracks, moving at half your Speed. After a successful check to Track, you can continue following the tracks at half your Speed without rolling additional checks for up to 1 hour. You need to attempt a check anytime something significant changes in the trail, as well as once every hour. 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.

Thievery (Dex)

You are trained in a particular set of skills favored by thieves and miscreants. Disabling devices and picking locks either are aided by or require the use of thieves' tools (see page 187).

You can perform the following uses of Thievery even if you are untrained in the skill.

Palm an Object

Manipulate

Palming a small (usually of negligible Bulk), unattended object without being noticed requires a Thievery check against the Perception DCs of creatures who have you within their sight. You take the object whether or not you successfully conceal that you did so.

Success If your result meets or exceeds every observer's Perception DC, you palm the object without being detected.

Failure If your result is lower than an observing creature's Perception DC, that creature notices you palming the object. The GM determines the creature's response.

Steal an Object

Manipulate

Stealing a small (usually of negligible Bulk) object from another person can be very difficult. If the object is worn but relatively unattended (like a loosely carried pouch filled with coins, or an object within such a pouch), the DC to steal the item without detection is equal to the creature's Perception DC. You can't steal an object that's more closely guarded (in a pocket, for example), nor can you steal from a creature who is in combat or otherwise on guard. The GM determines the response of any creature that notices your theft.

The GM might impose a penalty on your check 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). The GM can also penalize the Perception DC of observers if they're 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.

Thievery Trained Actions

You can perform the following uses of Thievery only if you are at least trained in this skill.

Disable a Device

Manipulate

Requirements Some devices require you to use thieves' tools (see page 187) when disabling them.

This action allows you to disarm a trap or some other complex device. Often, a device requires numerous successes before becoming disabled, depending on its construction and complexity. Thieves' tools are 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.

Success You achieve one success toward disabling the device.

Critical Success You achieve two successes toward disabling the device. If you complete the process of disabling the device with this check, you leave no trace of your tampering, and you can rearm the device later, if the type of device can be rearmed.

Critical Failure You either undo one success you've already gained or, if you have no successes, you set off the device.

Pick a Lock

Manipulate

Requirements You must be using thieves' tools (see page 187).

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. Unlocking even the simplest of mechanisms almost always requires three or more successful checks to accomplish. If you lack the proper tools, the GM might let you used improvised picks, which are treated as poor-quality tools.

Success You gain one success toward opening the lock.

Critical Success You gain two successes toward opening the lock.

Critical Failure You either undo one success you have already gained, or, if you have no successes, you break your tools. The tools can be used while broken, but are treated as poor-quality tools. Repairing them requires replacing the tools (costing 6 sp, or 50 sp for expert-quality thieves' tools).

GENERAL FEATS

Some abilities require a degree of training but can be learned by anyone, not only members of certain ancestries or classes. These abilities are called general feats. For most classes, you gain a general feat when you reach 3rd level and every 4 levels thereafter. You can select any feat whose prerequisites you satisfy. General feats also include skill feats, which expand on what you can accomplish via skills. Most characters gain skill feats at 2nd level and every 2 levels thereafter; see your class for details.

TABLE 5-1: GENERAL FEATS

Non-Skill Feats	Level	Traits	Prerequisites
Adopted Ancestry	1	General	–
Alertness	1	General	–
Ancestral Paragon	1	General	–
Armor Proficiency	1	General	–
Breath Control	1	General	–
Diehard	1	General	–
Fast Recovery	1	General	Constitution 14
Feather Step	1	General	Dexterity 14
Fleet	1	General	–
Great Fortitude	1	General	Trained in Fortitude saves
Hefty Hauler	1	General	Strength 12
Incredible Initiative	1	General	–
Iron Will	1	General	Trained in Will saves
Lightning Reflexes	1	General	Trained in Reflex saves
Remarkable Resonance	1	General	Charisma 12
Ride	1	General	–
Shield Proficiency	1	General	Trained in light armor
Toughness	1	General	–
Weapon Proficiency	1	General	–
Expeditious Search	7	General	Master in Perception
Varying Skill Feats	**Level**	**Traits**	**Prerequisites**
Assurance	1	General, Skill	Trained in at least one skill
Dubious Knowledge	1	General, Skill	Trained in a skill with the Recall Knowledge action
Quick Identification	1	General, Skill	Trained in Arcana, Nature, Occultism, or Religion
Recognize Spell	1	General, Secret, Skill	Trained in Arcana, Nature, Occultism, or Religion
Scribe Scroll	1	Downtime, General, Manipulate, Skill	Trained in Arcana, Nature, Occultism, or Religion
Skill Training	1	General, Skill	Intelligence 12
Trick Magic Item	1	General, Manipulate, Skill	Trained in Arcana, Nature, Occultism, or Religion
Automatic Knowledge	2	General, Skill	Expert in a skill with the Recall Knowledge action, Assurance in chosen skill
Magical Shorthand	2	General, Skill	Expert in Arcana, Nature, Occultism, or Religion
Quick Recognition	7	General, Skill	Master in Arcana, Nature, Occultism, or Religion; Recognize Spell
Acrobatics Skill Feats	**Level**	**Traits**	**Prerequisites**
Cat Fall	1	General, Skill	Trained in Acrobatics
Steady Balance	1	General, Skill	Trained in Acrobatics
Nimble Crawl	2	General, Skill	Expert in Acrobatics
Quick Squeeze	2	General, Skill	Expert in Acrobatics
Kip Up	7	General, Move, Skill	Master in Acrobatics
Legendary Contortionist	15	General, Skill	Legendary in Acrobatics

Arcana Skill Feats	Level	Traits	Prerequisites
Arcane Sense	1	General, Skill	Trained in Arcana
Athletics Skill Feats	**Level**	**Traits**	**Prerequisites**
Defensive Climber	1	General, Skill	Trained in Athletics
Quick Jump	1	General, Skill	Trained in Athletics
Underwater Marauder	1	General, Skill	Trained in Athletics
One-Handed Climber	2	General, Skill	Expert in Athletics
Powerful Leap	2	General, Skill	Expert in Athletics
Rapid Mantel	2	General, Skill	Expert in Athletics
Quick Climb	7	General, Skill	Master in Athletics
Quick Swim	7	General, Skill	Master in Athletics
Wall Jump	7	General, Skill	Master in Athletics
Legendary Climber	15	General, Skill	Legendary in Athletics, Quick Climb
Legendary Swimmer	15	General, Skill	Legendary Athletics, Quick Swim
Crafting Skill Feats	**Level**	**Traits**	**Prerequisites**
Alchemical Crafting	1	General, Skill	Trained in Crafting
Quick Repair	1	General, Skill	Trained in Crafting
Snare Crafting	1	General, Skill	Trained in Crafting
Specialty Crafting	1	General, Skill	Trained in Crafting
Magical Crafting	2	General, Skill	Expert in Crafting
Inventor	7	Downtime, General, Skill	Master in Crafting
Impeccable Craft	15	General, Skill	Legendary in Crafting, Specialty Crafting
Deception Skill Feats	**Level**	**Traits**	**Prerequisites**
Charming Liar	1	General, Skill	Trained in Deception
Close Match	1	General, Skill	Trained in Deception
Confabulator	2	General, Skill	Expert in Deception
Lengthy Diversion	2	General, Skill	Expert in Deception
Lie to Me	2	General, Skill	Expert in Deception
Quick Disguise	2	General, Skill	Expert in Deception
Cruel Deceiver	7	General, Skill	Master in Deception
Slippery Secrets	7	General, Skill	Master in Deception
Legendary Impersonator	15	General, Skill	Legendary in Deception, Quick Disguise
Diplomacy Skill Feats	**Level**	**Traits**	**Prerequisites**
Group Impression	1	General, Skill	Trained in Diplomacy
Hobnobber	1	General, Skill	Trained in Diplomacy
Bargain Hunter	2	General, Skill	Expert in Diplomacy
Glad-Hand	2	General, Skill	Expert in Diplomacy
Shameless Request	7	General, Skill	Master in Diplomacy
Legendary Negotiator	15	General, Skill	Legendary in Diplomacy
Intimidation Skill Feats	**Level**	**Traits**	**Prerequisites**
Intimidating Glare	1	General, Skill	Trained in Intimidation
Quick Intimidation	1	General, Skill	Trained in Intimidation
Group Coercion	2	General, Skill	Expert in Intimidation
Intimidating Prowess	2	General, Skill	Strength 16, expert in Intimidation
Lasting Coercion	2	General, Skill	Expert in Intimidation
Battle Cry	7	General, Skill	Master in Intimidation
Scare to Death	15	Death, Emotion, Fear, General, Skill	Legendary in Intimidation
Lore Skill Feats	**Level**	**Traits**	**Prerequisites**
Additional Lore	1	General, Skill	Trained in Lore
Experienced Professional	1	General, Skill	Trained in Lore
Unmistakable Lore	2	General, Skill	Expert in Lore
Legendary Professional	15	General, Skill	Legendary in Lore
Medicine Skill Feats	**Level**	**Traits**	**Prerequisites**
Battle Medic	1	General, Healing, Manipulate, Skill	Trained in Medicine
Robust Recovery	2	General, Skill	Expert in Medicine
Legendary Medic	15	General, Skill	Legendary in Medicine

Nature Skill Feats	Level	Traits	Prerequisites
Train Animal	1	Downtime, General, Manipulate, Skill	Trained in Nature
Bonded Animal	2	Downtime, General, Skill	Expert in Nature
Natural Medicine	2	General, Skill	Expert in Nature
Occultism Skill Feats	**Level**	**Traits**	**Prerequisites**
Oddity Identification	1	General, Skill	Trained in Occultism
Performance Skill Feats	**Level**	**Traits**	**Prerequisites**
Fascinating Performance	1	General, Skill	Trained in Performance
Virtuosic Performer	1	General, Skill	Trained in Performance
Impressive Performance	2	General, Skill	Expert in Performance
Legendary Performer	15	General, Skill	Legendary in Performance, Virtuosic Performer
Religion Skill Feats	**Level**	**Traits**	**Prerequisites**
Student of the Canon	1	General, Skill	Trained in Religion
Society Skill Feats	**Level**	**Traits**	**Prerequisites**
Courtly Graces	1	General, Skill	Trained in Society
Cultural Familiarity	1	General, Skill	Trained in Society
Multilingual	1	General, Skill	Trained in Society
Read Lips	1	General, Skill	Trained in Society
Sign Language	1	General, Skill	Trained in Society
Streetwise	1	General, Skill	Trained in Society
Connections	2	General, Skill	Expert in Society, Courtly Graces
Legendary Codebreaker	15	General, Skill	Legendary in Society
Legendary Linguist	15	General, Skill	Legendary in Society, Multilingual
Stealth Skill Feats	**Level**	**Traits**	**Prerequisites**
Experienced Smuggler	1	General, Skill	Trained in Stealth
Terrain Stalker	1	General, Skill	Trained in Stealth
Quiet Allies	2	General, Skill	Expert in Stealth
Foil Senses	7	General, Skill	Master in Stealth
Swift Sneak	7	General, Skill	Master in Stealth
Legendary Sneak	15	General, Skill	Legendary in Stealth, Swift Sneak
Survival Skill Feats	**Level**	**Traits**	**Prerequisites**
Forager	1	General, Skill	Trained in Survival
Survey Wildlife	1	General, Skill	Trained in Survival
Experienced Tracker	2	General, Skill	Expert in Survival
Planar Survival	7	General, Skill	Master in Survival
Legendary Survivalist	15	General, Skill	Legendary in Survival
Thievery Skill Feats	**Level**	**Traits**	**Prerequisites**
Pickpocket	1	General, Skill	Trained in Thievery
Subtle Theft	1	General, Skill	Trained in Thievery
Wary Disarmament	2	General, Skill	Expert in Thievery
Quick Unlock	7	General, Skill	Master in Thievery
Spell Thievery	7	General, Skill	Master in Thievery
Legendary Thief	15	General, Skill	Legendary in Thievery, Pickpocket

ADDITIONAL LORE — FEAT 1

General Skill

Prerequisites trained in Lore

The breadth of your knowledge has increased to encompass a new field. Choose an additional Lore skill subcategory. You become trained in it and it counts as a signature skill. At 3rd, 5th, and 13th levels, you gain an additional skill increase you can apply only to Lore. When you select this feat, you gain the skill increases immediately for all listed levels at or below your current level.

Special You can select this feat more than once, choosing a new subcategory of Lore each time and gaining the listed skill increases to that Lore.

ADOPTED ANCESTRY — FEAT 1

General

Whether adopted at birth, earned through rite of passage, or bonded through a deep friendship or romance, you have become fully immersed in another ancestry's culture and traditions. Choose a common ancestry. You can take 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 feature of that ancestry's physiology, as determined by the GM.

ALCHEMICAL CRAFTING — FEAT 1

General Skill

Prerequisites trained in Crafting

You can use the Craft activity to create alchemical

items in addition to mundane ones. When you select this feat, you immediately gain the formulas for four common level 1 alchemical items. If you have a formula book, you can put these into the book.

ALERTNESS FEAT 1

General

You remain alert to threats around you. You gain expert proficiency in Perception.

ANCESTRAL PARAGON FEAT 1

General

Whether instinctively, through study, or through a mystic sense, you feel a deeper connection to your ancestry than most of those who share that ancestry. You gain a level-1 ancestry feat.

ARCANE SENSE FEAT 1

General Skill

Prerequisites trained in Arcana

Your study of magic allows you to sense its presence around you instinctively. You can cast level 1 *detect magic* as an innate spell at will. If you are a master of Arcana, it becomes level 3, and if you are legendary in Arcana, it becomes level 4.

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, and if you were trained in both, you become trained in heavy armor.

Special You can select this feat more than once. Each time you select this feat, you become trained in the next type of armor as appropriate (first light armor, then medium armor, then heavy armor).

ASSURANCE FEAT 1

General Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks with your skill. Choose a skill you're trained in when you first select this feat. You can forgo rolling a skill check for your chosen skill to instead receive a result of 10 (do not apply any of your bonuses, penalties, or modifiers).

If you're an expert in your chosen skill, you receive a result of 15; if you're a master, you receive a result of 20; and if you're legendary, you receive a result of 30.

Special You can select this feat multiple times. Each time you do, you choose a different skill, and gain the benefits for the chosen 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 that you have the Assurance feat in when you first select this feat. You can use the Recall Knowledge action for that skill as a free action once per round, triggering at either the start or the end of your turn; if you do, you must use Assurance on the skill check.

Special You can select this feat multiple times. Each time you do, you choose a different skill and gain the benefits for the chosen skill.

BARGAIN HUNTER FEAT 2

General Skill

Prerequisites expert in Diplomacy

You can spend the day Gathering Information specifically about deals on items rather than other information. Name an item or a general category of items (such as "magic weapons") you're looking for and then roll your Diplomacy check. Any bonuses you have when Gathering Information apply. The GM sets the DC based on the population of the settlement, the difficulty of finding the easiest-to-find item, how many merchants are in the area, and similar factors. If you choose not to buy the item using a deal right away, the GM determines whether the deal is still good later on. This type of Gather Information action has special outcomes on a success or critical success.

You can also use the Practice a Trade activity with Diplomacy instead of the Lore skill, spending your days hunting bargains and reselling at a profit.

Success You find a deal on the item you were looking for. You can purchase it at a discount equal to the value of a successful Practice a Trade check for a task of your level (see page 151), to a minimum value of half the item's Price after the discount.

Critical Success You find an incredible deal on the item you were looking for. You can purchase it at a discount equal to the value of a successful Practice a Trade check for a task of 1 level higher than your level (see page 151), to a minimum value of half Price after the discount.

BATTLE CRY FEAT 7

General Skill

Prerequisites master in Intimidation

When you roll initiative, as long as you can perceive at least one foe, you can yell a mighty battle cry and Demoralize a foe as a free action. If you have legendary Intimidation, you can also Demoralize as a reaction when you succeed or critically succeed at an attack.

BATTLE MEDIC FEAT 1

General Healing Manipulate Skill

Prerequisites trained in Medicine

You can patch up yourself or an adjacent ally, even if you're in the middle of combat. In order to do so, you must attempt a DC 20 Medicine check. Regardless of your result, the target is bolstered to your use of Battle Medic.

If you're a master of Medicine, you can instead attempt a DC 25 check to increase the Hit Points regained by 2d10, and if you're legendary, you can instead attempt a DC 30 check to increase the Hit Points regained by 4d10.

Success The target regains Hit Points equal to 1d10 plus your Wisdom modifier.

Critical Success As success, but target regains 1d10 additional HP.

Critical Failure The target takes 1d10 damage.

BONDED ANIMAL FEAT 2

Downtime General Skill

Prerequisites expert in Nature

You can spend 7 days of downtime with a normal animal (not a companion, familiar, or other special animal) attempting to bond with it. At the end of the 7 days, attempt a DC 20 Nature check: if you succeed, you form a bond with the animal. Bonding with a new animal ends any previous bond you had. You can't have both a bonded animal and an animal companion (or have a bonded animal that is also an animal companion).

During combat, you can give an orders to your bonded animal more easily. You can use the Command an Animal action as a free action triggered after your first Handle an Animal action of the round.

BREATH CONTROL FEAT 1

General

You have incredible control of your breathing, granting you advantages when air is short and allowing you to instinctually hold your breath when necessary. Even if you don't Breathe Deep, you can take actions equal to three times your Constitution score before suffocating. If you do Breathe Deep, you can take actions equal to ten times your Constitution score. You gain a +1 circumstance bonus on saving throws against inhaled poisons and other threats you breathe in, and you treat successes on such saving throws as critical successes.

CAT FALL FEAT 1

General Skill

Prerequisites trained in Acrobatics

Your catlike aerial acrobatics allow you to cushion your fall. Treat all falls as if you fell 10 fewer feet. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. 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

When you get a critical success with 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 get critical successes against multiple targets using the same result, you choose which creature's attitude to improve. You must be lying in a way that appears to impart important information—in other words, your lie must make the target grateful for your supposed help, which trivial or irrelevant lies can't achieve.

CLOSE MATCH FEAT 1

General Skill

Prerequisites trained in Deception

You're androgynous, look a bit older or younger than you are, or look like you might have an ancestry other than your own. Choose a different gender, an age other than your own, or an ancestry the same size as yours. You can disguise yourself as that sort of person without taking a penalty to your Deception check. At the GM's discretion, if you are extremely small or big for your size, you can choose an ancestry of a size different from your own.

CONFABULATOR FEAT 2

General Skill

Prerequisites expert in Deception

Even after you are caught in falsehoods, you pile lie upon lie. Reduce the bonus a target gets 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. If you're legendary in Deception, your web of lies is so effective that your targets don't get these bonuses at all.

CONNECTIONS FEAT 2

General Skill

Prerequisites expert in Society, Courtly Graces

You have social connections you can leverage to trade favors or meet important people. Whenever you're in an area where you have connections (typically in a settlement where you've spent downtime building connections, or possibly in another settlement in the same nation), you can attempt a Society check to either arrange a meeting with an important political figure or attempt to get a favor in exchange for a later favor of your contact's choice. The GM decides the DC of the Society check based on the difficulty of the favor and the prominence of the figure.

COURTLY GRACES FEAT 1

General Skill

Prerequisites trained in Society

You either were raised among the nobility or have learned proper etiquette and bearing as well as noble lineages, allowing you to present yourself as a member of the nobility. You can use the Recall Knowledge action with Society to gain useful facts about these topics, using the DC for Nobility Lore if it is lower, and you can use your Society modifier on all Nobility Lore checks. If you want to impersonate a specific noble or create a false noble backstory for yourself, you still need to additionally use Deception when presenting yourself in your noble persona.

CRUEL DECEIVER FEAT 7

General Skill

Prerequisites master in Deception

You've mastered the art of distracting your foes to leave them exposed to your attack. When you Create a Diversion, if you use a Strike action, you remain unseen until after the end of the action, instead of becoming seen before the action.

CULTURAL FAMILIARITY FEAT 1

General Skill

Prerequisites trained in Society

You've spent most of your life surrounded by people of a single ancestry and know how to get along with creatures of that ancestry whenever it's necessary or expedient to do so. Choose one human ethnicity or one of the following ancestries: dwarf, elf, gnome, goblin, or halfling. You gain a +1 circumstance bonus to Diplomacy checks and Performance checks targeting creatures of that ethnicity or ancestry, and to Society checks to Recall Knowledge about that ethnicity or ancestry. The GM might allow you to choose other cultures instead.



DEFENSIVE CLIMBER — FEAT 1

General Skill

Prerequisites trained in Athletics

You are trained in climbing techniques that allow you to twist and weave as you climb without sacrificing your grip. You're not flat-footed while climbing.

DIEHARD — FEAT 1

General Skill

It takes more to kill you than most. You die from the dying condition at dying 5, rather than dying 4.

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 is from reputable sources. When you fail a Recall Knowledge check using any skill that has that action, you learn one bit of true knowledge and one bit of erroneous knowledge, but you don't have any way to differentiate which is which.

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 also allows you to move twice as quickly while exploring and ensure you've searched an area before walking into it. 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 Practice a Trade, you treat a critical failure as a failure. You must choose one of your Lore subcategories when you select this feat. The feat applies to only the chosen subcategory.

Special You can select this feat multiple times. Each time you do, choose a different Lore subcategory and gain the feat's benefits for the chosen subcategory.

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 have concealed, she uses the number rolled or 10, whichever is higher. If you're a master in Stealth, she uses the number rolled or 15, and if you're legendary in Stealth, you automatically succeed at hiding a small concealed item from a passive observer. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items. Due to your skill at smuggling, you are more likely to find more lucrative smuggling tasks when using Underworld Lore to Practice a Trade.

EXPERIENCED TRACKER — FEAT 2

General Skill

Prerequisites expert 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 use the Perform action, compare your

check result to the Will DC of one observer. If you succeed, the target is fascinated with you for 1 round; if the observer is in a situation that demands immediate attention, such as combat, you must critically succeed to fascinate the target. You must choose which creature you're attempting to fascinate before you roll your check, and regardless of your result, the target is bolstered against your Fascinating Performance.

If you're an expert in Performance, you can compare your check result to the Will DCs of up to four observers and fascinate any number of them. If you're a master in Performance you can fascinate up to 10 observers with a single check, and if you're legendary in Performance you can try to fascinate any number of observers at the same time.

FAST RECOVERY — FEAT 1

General Skill

Prerequisites Constitution 14

Your body bounces back from extreme situations much more quickly than most. You recover twice as many Hit Points from resting. Each time you succeed at a Fortitude save against an ongoing toxin, you reduce its stage by 2, or by 1 against a virulent toxin. Each critical success you achieve against an ongoing toxin reduces its stage by 3, or by 2 against a virulent toxin. In addition, you reduce the severity of your drained condition by 2 when you rest for a night instead of by 1. You reduce your enervated condition by 2 when you succeed at your Fortitude save or spend a day of downtime training, and by 3 when you critically succeed at your Fortitude save. For more information on these conditions, see page 321.

FEATHER STEP — FEAT 1

General Skill

Prerequisites Dexterity 14

You step carefully and quickly, even in adverse environments. You can Step into difficult terrain (see page 312).

FLEET — FEAT 1

General Skill

You move quickly both on and off the battlefield. 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 paranoid enough to take precautions against all of them at all times. Whenever you use the Hide or Sneak actions, you are always considered to be taking precautions against special senses (see the Detecting with Other Senses sidebar on page 302).

FORAGER — FEAT 1

General Skill

Prerequisites trained in Survival

While Surviving in the Wilderness during downtime, you can always find enough food and water to provide yourself a subsistence living (provided you aren't in an area that's completely lacking in appropriate resources). If you are trained but not better, finding food and water for another or providing a comfortable living still requires you to attempt Survival checks and hope for a critical success; on any other successful result, you still find only enough for your own subsistence.

If you're an expert, even without rolling you can always find enough food and water for your own comfortable living or subsistence living for yourself and one other creature that eats roughly as much as a human, and on a critical success you find enough for a second additional creature.

If you're a master, you can always find enough for comfortable living for yourself and one other or subsistence living for yourself and two others without rolling, and you can provide for twice as many others on a critical success.

If you're legendary, you can always find enough for comfortable living for yourself and four others or subsistence living for yourself and eight others without rolling, but a critical success provides no additional benefit.

Multiple smaller creatures or creatures with significantly smaller appetites than a human are counted as a single creature for this feat, and larger creatures or those with significantly greater appetite each count as multiple creatures. The GM determines how much a particular non-human creature needs to eat.

GLAD-HAND — FEAT 2

General Skill

Prerequisites expert in Diplomacy

First impressions are your strong suit. When you meet someone, you can immediately attempt a Diplomacy check to Make an Impression with a –5 penalty rather than needing to converse for 1 minute. On a success, you don't gain any further benefit for spending 1 minute in conversation, but if you fail or critically 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. This functions only when you meet someone in a social situation, not if you encounter them in a hostile situation such as a combat encounter.

GREAT FORTITUDE — FEAT 1

General

Prerequisites trained in Fortitude saves

Your physique is incredibly hardy. You gain expert proficiency in Fortitude saves.

GROUP COERCION — FEAT 2

General Skill

Prerequisites expert in Intimidation

When you use the Coerce activity, you can compare your Intimidation check result to the Will DCs of two 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 five if you're a master, and 10 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 two targets instead of one. It's possible to get a different degree of success for each target. The number of targets increases to four if you're an expert, 10 if you're a master, and 25 if you're legendary.

HEFTY HAULER FEAT 1

General

Prerequisites Strength 12

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 can attempt to Gather Information twice as many times as usual during a day of downtime (typically six to eight attempts instead of three to four).

IMPECCABLE CRAFT FEAT 15

General Skill

Prerequisites legendary in Crafting, Specialty Crafting

Whenever you succeed at a Crafting check to make an item of the type you chose with Specialty Crafting, you gain the effect of a critical success instead.

IMPRESSIVE PERFORMANCE FEAT 2

General Skill

Prerequisites expert in Performance

Your performances move hearts and win you fans wherever you go. You can Make an Impression using Performance instead of Diplomacy.

INCREDIBLE INITIATIVE FEAT 1

General

You react more quickly than others can in any situation. You gain a +1 circumstance bonus to all initiative rolls, whether they're Perception checks, skill checks, or any other kind of rolls.

INTIMIDATING GLARE FEAT 1

General Skill

Prerequisites trained in Intimidation

You can Demoralize those around you with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language or can't hear you.

INTIMIDATING PROWESS FEAT 2

General Skill

Prerequisites Strength 16, expert in Intimidation

In situations where you can physically menace the target of your Coerce or Demoralize attempts, you gain a +1 circumstance bonus to your Intimidation check and you ignore the penalty for not sharing a language. If your Strength score is 20 or higher and you have the master proficiency rank in Intimidation, this bonus increases to +2.

INVENTOR FEAT 7

Downtime General Skill

Prerequisites master 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 skill: you spend a number of days in preparation and half the Price of the formula up front, roll 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.

IRON WILL FEAT 1

General

Prerequisites trained in Will saves

Your mental defenses are an iron fortress. You gain expert proficiency in Will saves.

KIP UP FEAT 7

General Skill

Prerequisites master in Acrobatics

Trigger Your turn begins and you are prone.

You stand back up. This movement doesn't trigger reactions.

LASTING COERCION FEAT 2

General Skill

Prerequisites expert in Intimidation

When you succeed or critically succeed at an attempt to Coerce someone, they help you for up to a week or until their task is complete, as determined by the GM.

LEGENDARY CLIMBER FEAT 15

General Skill

Prerequisites legendary in Athletics, Quick Climb

You gain a climb Speed equal to your Speed.

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 while reading at normal speed. If you slow down and spend the full amount of time that's ordinarily required, treat a success as 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 CONTORTIONIST FEAT 15

General Skill

Prerequisites legendary in Acrobatics

When you successfully Squeeze, you move through the tight space at full Speed.

LEGENDARY IMPERSONATOR FEAT 15

General Skill

Prerequisites legendary in Deception, Quick Disguise

You set up a full disguise with which you can Impersonate someone with incredible speed.

LEGENDARY LINGUIST FEAT 15

General Skill

Prerequisites legendary in Society, Multilingual

You are so skilled with languages that you can create pidgin languages instantly to communicate. You can always talk to any creature that has a language, even one you don't share, in very simple terms and conveying only basic concepts, using a new pidgin language of your own creation. You must first understand at least the basic medium of communication the creature uses (speech, sign language, and so on).

LEGENDARY MEDIC

FEAT 15

General Skill

Prerequisites legendary in Medicine

You've invented new medical procedures or discovered ancient techniques that can achieve nearly miraculous results. Once per day for each target, you can spend 1 hour treating the target and attempt a Medicine check to remove a disease or the blinded, deafened, drained, or enervated 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, a creature above 20th level, or other similarly powerful source, increase the DC by 5.

LEGENDARY NEGOTIATOR

FEAT 15

General Skill

Prerequisites legendary in Diplomacy

You use your incredible skill at persuasion to negotiate quickly in adverse situations. You attempt to Make an Impression and then immediately Request that your opponent cease their current activity and engage in negotiations. The GM sets the DC of the Request based on the circumstances; some creatures might simply refuse, and even those who agree might ultimately find your arguments lacking.

LEGENDARY PERFORMER

FEAT 15

General Skill

Prerequisites legendary in Performance, Virtuosic Performer

Your fame as a performer of the type you chose with Virtuosic Performer has spread throughout the lands. An NPC who succeeds at a DC 10 Society check to Recall Knowledge has heard of you, and whenever you Stage a Performance, you can typically attract higher-level audiences to your performance, as determined by the GM.

LEGENDARY PROFESSIONAL

FEAT 15

General Skill

Prerequisites legendary in Lore

Your fame in your chosen lore has spread throughout the lands (for instance, if you have Warfare Lore, you might be a legendary general or tactician). An NPC who succeeds at a DC 10 Society check to Recall Knowledge has heard of you, and when you Practice a Trade with that Lore skill, you can typically find higher-level tasks, as determined by the GM.

LEGENDARY SNEAK

FEAT 15

General Skill

Prerequisites legendary in Stealth, Swift Sneak

When you employ an exploration tactic other than sneaking, you also gain the benefits of the sneaking tactic unless you choose not to. See page 316 for more 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 and extreme cold and heat without taking damage from doing so.

LEGENDARY SWIMMER

FEAT 15

General Skill

Prerequisites legendary in Athletics, Quick Swim

You move through the water like a fish, gaining a swim Speed equal to your land Speed.

LEGENDARY THIEF

FEAT 15

General Skill

Prerequisites legendary in Thievery, Pickpocket

Your ability to steal items defies belief. You can attempt to Steal an Object 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, whether under cover of darkness or in a bustling crowd, for example. You take a –5 penalty on your Thievery check. 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 2

General Skill

Prerequisites expert in Deception

When you critically succeed using Deception to Create a Diversion, you continue to remain only sensed after the end of your turn. This effect lasts for an amount of time depending on the diversion and the situation, as determined by the GM (but for a minimum of 1 additional round).

For instance, if Merisiel runs away after throwing a rock in the opposite direction to make noise and achieves a critical success on her Deception check, the guards might continue chasing in the direction of the rock until they either give up pursuit or notice consequences of Merisiel's later actions.

LIE TO ME

FEAT 2

General Skill

Prerequisites expert in Deception

You know how to exploit your enemy's falsehoods to your own advantage in negotiations. When you succeed at an attempt to tell whether someone is hiding something from you (usually with a Seek action) or your target fails a Deception check to Lie to you, you gain a +2 circumstance bonus to your next Deception, Diplomacy, Intimidation, or Performance check against them.

LIGHTNING REFLEXES

FEAT 1

General

Prerequisites trained in Reflex saves

Your reflexes are lightning fast. You gain expert proficiency in Reflex saves.

MAGICAL CRAFTING

FEAT 2

General Skill

Prerequisites expert in Crafting

You can use the Craft activity to create magic items in addition to mundane ones. Many magic items have special crafting requirements, such as access to certain spells, as listed in the item entry in Chapter 11.

When you select this feat, you gain the formulas for four common magic items of level 2 or lower.

MAGICAL SHORTHAND

FEAT 2

General Skill

Prerequisites expert in Arcana, Nature, Occultism, or Religion

Learning new spells comes easily to you. Choose arcane, divine, occult, or primal; you can choose a magic tradition only if you are

an expert in the associated skill. You take only 10 minutes per spell level to learn a spell of that type, rather than 1 hour per spell level. If you fail to learn a spell of that type, you can try to learn it again after 1 week or after you gain a level, whichever comes first. If you're a master in the chosen type of magic's associated skill, learning a spell takes only 5 minutes per spell level, and if you're legendary in that skill, it takes only 1 minute per spell level.

Special You can select this feat multiple times. Each time you do so, select a different magic tradition in whose associated skill you are an expert.

MULTILINGUAL FEAT 1

General Skill

Prerequisites trained in Society

It's easy for you to pick up new languages. You learn two new languages, chosen from common languages, uncommon languages, and any others you have access to. These languages take the same form (signed or spoken) as your other languages.

Special You can select this feat multiple times. Each time, you learn two new languages.

NATURAL MEDICINE FEAT 2

General Skill

Prerequisites expert in Nature

You can spend 10 minutes applying natural cures to heal a creature, after which you must attempt a DC 20 Nature check. On a success, the target regains Hit Points equal to 1d8 plus your Wisdom modifier. If you're a master of Nature, the target regains an additional 1d8 Hit Points. You can use this feat to heal a particular creature only once per day.

If you're in the wilderness, you might have easier access to fresh ingredients, allowing you to restore an additional 1d8 Hit Points on a success or critical success, subject to the GM's determination.

NIMBLE CRAWL FEAT 2

General Skill

Prerequisites expert in Acrobatics

You're skilled at moving around while prone. You can Crawl up to half your Speed, rather than 5 feet. If you're a master in Acrobatics, you can Crawl at your full Speed, and if you're legendary, you aren't flat-footed while prone.

ODDITY IDENTIFICATION FEAT 1

General Skill

Prerequisites trained in Occultism

Twisting the mind and divining possibilities or concurrent events are hallmarks of occult spells, and your study has taught you to identify these types of spells. You gain a +2 circumstance bonus on Occultism checks to Identify Magic with the mental, possession, prediction, or scrying trait.

ONE-HANDED CLIMBER FEAT 2

General Skill

Prerequisites expert in Athletics

You can Climb even if one of your hands is occupied. You must still have one hand and both legs available in order to Climb.

PICKPOCKET FEAT 1

General Skill

Prerequisites trained in Thievery

You can Palm or Steal Objects that are closely guarded, such as an object in a creature's pocket or a loose ring. You can't steal objects that are actively wielded or that would be extremely noticeable or time-consuming to remove (like worn shoes or armor). If you're a master in Thievery, you can attempt to steal from a creature even if it's in combat or otherwise on guard. When you're doing so, Stealing an Object requires 2 manipulate actions instead of 1.

PLANAR SURVIVAL FEAT 7

General Skill

Prerequisites master in Survival

You can attempt to Survive in the Wild on different planes, even those without the resources or natural phenomena you normally need. For instance, you can forage for food even if the plane lacks food that could normally sustain you, and you could find your bearings on a plane that doesn't have stars, a sun, or other normal aids to navigation. A success at Surviving in the Wild can reduce the plane's damage as well, at the GM's discretion.

POWERFUL LEAP FEAT 2

General Skill

Prerequisites expert in Athletics

When you use the Leap action, you can jump 5 feet up with a vertical Leap, and you increase the distance you can jump horizontally by 5 feet.

QUICK CLIMB FEAT 7

General Skill

Prerequisites master in Athletics

When Climbing, you move at half your Speed on a success and at full Speed on a critical success. This doesn't affect you if you're using a climb Speed.

QUICK DISGUISE FEAT 2

General Skill

Prerequisites expert in Deception

You can set up a disguise in half the usual time (generally 5 minutes). If you're a master, it takes one-fifth the usual time (usually 2 minutes), and if you're legendary, it takes one-tenth the usual time (usually 1 minute).

QUICK IDENTIFICATION FEAT 1

General Skill

Prerequisites trained in Arcana, Nature, Occultism or Religion

You take only 10 minutes when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 1 hour. If you're an expert, it takes 5 minutes; if you're a master, it takes 1 minute; and if you're legendary, it takes 3 rounds.

QUICK INTIMIDATION FEAT 1

General Skill

Prerequisites trained in Intimidation

You can Coerce others with little more than a few choice implications, allowing you to Coerce a creature after 1 round of conversation instead of 1 minute.

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, and you don't need to have moved 10 feet.

QUICK RECOGNITION FEAT 7

General Skill

Prerequisites master in Arcana, Nature, Occultism, or Religion; Recognize Spell

You can Recognize Spells swiftly. Once per round, you can use Quick Recognition to use the Recognize a Spell feat using a skill in which you are a master as a free action instead of a reaction.

QUICK REPAIR FEAT 1

General Skill

Prerequisites trained in Crafting

You take only 10 minutes to Repair an item, rather than 1 hour. If you're an expert, it takes 5 minutes; if you're a master, it takes 1 minute; and if you're legendary, it takes 3 rounds.

QUICK SQUEEZE FEAT 2

General Skill

Prerequisites expert in Acrobatics

When you succeed at the Squeeze action, you can move 5 feet per round instead of 5 feet per minute. On a critical success, you can Squeeze 10 feet per round.

QUICK SWIM FEAT 7

General Skill

Prerequisites master in Athletics

When swimming, you move 5 more feet on a success and 10 more feet on a critical success, to a maximum of your land Speed.

QUICK UNLOCK FEAT 7

General Skill

Prerequisites master in Thievery

When you succeed at a check to Pick a Lock, you gain two successes instead of one. When you critically succeed at such a check, you gain three successes instead of two.

QUIET ALLIES FEAT 2

General Skill

Prerequisites expert in Stealth

You're skilled at helping your allies minimize the noise and glare of their armor. While an ally is within 30 feet of you, their check penalty to Stealth checks from armor is reduced by 2. This doesn't stack with benefits from another character with Quiet Allies or any other ability that reduces check penalties from armor.

RAPID MANTEL FEAT 2

General Skill

Prerequisites expert in Athletics

When you perform a Leap and grab the edge of a surface, you can immediately pull yourself up onto that surface into a standing position as part of your action. If you're a master in Athletics, you can also pull yourself up as part of a successful Grab Edge reaction.

RECOGNIZE SPELL FEAT 1

General Secret Skill

Prerequisites trained in Arcana, Nature, Occultism, or Religion

Trigger A creature casts a spell within line of sight of you, or a trap or similar inanimate object triggers and casts a spell. You must be aware the creature is casting a spell or the trap is triggering.

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. The DC of the check is 10 plus triple the level of the spell. The DC for an uncommon spell is usually 2 higher, and 5 higher for a rare spell.

Success You correctly recognize the spell.

Critical Success You correctly recognize the spell and get a +1 circumstance bonus to your saving throw or your AC to defend against it (if applicable).

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

READ LIPS FEAT 1

General

Prerequisites trained in Society

You can read the lips of others nearby who you can clearly see. When you're at your leisure, you can do this automatically. In encounter mode or when attempting a more difficult feat of lip reading, you are fascinated and flat-footed during each round in which you focus on the lip movements, and you must succeed at a Society check (DC determined by the GM) to successfully read someone's lips in such circumstances.

If you are deaf or hard of hearing and have Read Lips, you recognize the lip movements for the spoken form of your languages. You can also speak the spoken form of your languages clearly enough for others to understand you, so long as you can produce sound vocally.

REMARKABLE RESONANCE FEAT 1

General

Prerequisites Charisma 12

Increase your maximum Resonance Points by 2.

RIDE FEAT 1

General

You can use the Command an Animal action to control a mount without having to first use Handle an Animal. See page 153 for more information.

ROBUST RECOVERY FEAT 2

General Skill

Prerequisites expert in Medicine

Your physiology is especially strong against diseases and poisons, and you have learned folk medicine that allows you to help others recover from them as well. When you treat a disease or a poison, or someone else uses one of these actions to benefit you, increase the circumstance bonus granted on a success to +4.

SCARE TO DEATH FEAT 15

Death Emotion Fear General Skill

Prerequisites legendary in Intimidation

Attempt an Intimidation check against the Will DC of a living creature within 30 feet of you that you sense or see and who can sense or see you. If the target does not understand the language you are speaking, or it can't hear you, you take a –4 circumstance penalty to the check. A creature subjected to this action becomes bolstered against all Scare to Death actions.



Success The target becomes frightened 2 and is fleeing for 1 round.

Critical Success The target must succeed at a Fortitude save against your Intimidation DC or die. On a successful save, the target is frightened 2 and fleeing for 1 round.

Failure The target is frightened 1.

Critical Failure The target is unaffected.

SCRIBE SCROLL — FEAT 1

Downtime, General, Manipulate, Skill

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You can write spells onto scrolls, allowing you to cast them later without spending a spell slot. You use the Craft activity as described on page 148, but you can make only scrolls. Instead of attempting a Crafting check, you attempt a check with the appropriate skill for the spell's tradition—Arcana for a spell on the arcane spell list, Nature for a primal spell, Occultism for an occult spell, and Religion for a divine spell. If a spell appears on multiple spell lists, you can choose which of the applicable skills to use.

You must have access to a spell in order to scribe it onto a scroll.

SHAMELESS REQUEST — FEAT 7

General, Skill

Requirements: master in Diplomacy

You can downplay the potential consequences or outrageousness of your requests through sheer brazenness and charm. When Requesting something, you treat a critical failure as a failure.

SHIELD PROFICIENCY — FEAT 1

General

Prerequisites trained in light armor

You become trained in shields.

SIGN LANGUAGE — FEAT 1

General, Skill

Prerequisites trained in Society

You learn the sign languages associated with the languages you know, allowing you to both sign and understand signs in each of those languages.

SKILL TRAINING — FEAT 1

General, Skill

Prerequisites Intelligence 12

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

Spells that attempt to read your mind, detect whether you are lying, or reveal your alignment must succeed at a spell roll against your Deception DC or they reveal nothing.

SNARE CRAFTING — FEAT 1

General, Skill

Prerequisites trained in Crafting

You can use the Craft activity to create snares, using the rules from page 357. When you choose this feat, you gain the formulas for four common snares. If you have a formula book, you can put these formulas into the book.

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 +2 circumstance bonus on Crafting checks to Craft items of that type. If it's unclear whether the specialty applies, the GM decides. Some specialties might only partially apply. 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

* You must have the Alchemical Crafter skill feat to Craft alchemical items.

SPELL THIEVERY — FEAT 7

General Skill

Prerequisites master in Thievery

If you use Palm an Object or Steal an Object on a scroll, spellbook, or similar item, you can remove the magical writing without disturbing the parchment or other surface it was inscribed upon. When you do, you must have a blank scroll or page in your possession that you can transfer the magical writing onto, or else the magic is expended and lost. The GM usually applies a penalty to observers' Perception checks and DCs to notice the theft, unless the writing is on open display (in the case of an unfurled scroll, for example). You gain a +2 circumstance bonus to your check because you don't need to collect the entire object. However, higher-level magic is harder to steal, so the DC is increased by the spell's level.

STEADY BALANCE — FEAT 1

General Skill

Prerequisites trained in Acrobatics

You can keep your balance easily, even when balancing in adverse conditions. You treat a success using the Balance action as a critical success. You're not flat-footed while attempting to Balance on narrow surfaces and uneven ground, and if you're the target of an attack or effect that requires a saving throw, you fall only if you critically fail your attempt to Maintain Balance.

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 bonus instead of your Diplomacy bonus 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 the fundamental tenets of many faiths enough to recognize notions about them that are unlikely to be true. When attempting a Religion check to Read Scripture or to Recall Knowledge about the tenets of faiths, you treat a critical failure as a failure instead.

SUBTLE THEFT — FEAT 1

General Skill

Prerequisites trained in Thievery

When you successfully Steal an Object, observers (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 an Object action doesn't end your unseen condition.

SURVEY WILDLIFE — FEAT 1

General Skill

Prerequisites trained in Survival

You can spend 10 minutes assessing the area around you to find out what animals are nearby, based on nests, scat, and marks on vegetation. Attempt a Survival check against a DC determined by the GM.

Success You identify one or two types of animals that live in the environment, and you find tracks you can follow if you want to seek one out. If you have the master proficiency rank in Survival, you can also identify one type of more intelligent and dangerous beast in the environment.

Critical Success You identify three or four types of animals that live in the environment, and you find tracks you can follow if you want to seek one out. If you have the master proficiency rank in Survival, you can also identify one type of more intelligent and dangerous beast in the environment.

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 STALKER — FEAT 1

General Skill

Prerequisites trained in Stealth

Select one type of difficult terrain from the following list: underbrush, reeds, rubble, or snow. While unseen by all non-allies in that type of terrain, you can Sneak without the need to attempt a Stealth check as long as you move no more than 5 feet and are not within 10 feet of an enemy at any point during your movement.

Special You can select this feat multiple times. Each time, choose a different type of terrain.

TOUGHNESS — FEAT 1

General

You can withstand more punishment than most before going down. Increase your maximum Hit Points by your

level or 4, whichever is higher. When you reach level 5 and every time you gain a level thereafter, adjust your maximum Hit Points gained from Toughness accordingly (for example, at level 7, this feat would increase your maximum Hit Points by 7). You also gain a +1 circumstance bonus to recovery saves (see page 295).

TRAIN ANIMAL — FEAT 1

Downtime General Manipulate Skill

Prerequisites trained in Nature

You spend time to teach an animal to act in a particular way, selected from those listed in the Command an Animal action (see page 153). The GM determines the DC of any check required to do so and the amount of time the training takes (usually at least a week). If you're expert, master, or legendary in Nature, you might be able to train more exotic creatures, at the GM's discretion.

Success The animal learns the trick.

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 would normally not be able to use—for example, a fighter normally couldn't use a scroll, staff, or wand—in an effort to fool the item and activate it temporarily. Attempt a check with a skill DC of the item's level (typically the low-difficulty DC, but the GM could adjust this at their discretion), using the skill that matches the item's magic tradition (Arcana for a spell on the arcane spell list, Nature for a primal spell, Occultism for an occult spell, and Religion for a divine spell). You must have identified the magic item (or had it identified for you) in order to activate it this way. If you activate a magic item that requires your spell roll or spell DC and you don't have the ability to cast spells of the relevant type (such as arcane or divine), you have the untrained proficiency rank and can use the highest of your Intelligence, Wisdom, and Charisma modifiers. If you're a master in the appropriate skill for that magical tradition, you're treated as having the trained proficiency rank instead. If the spell's tradition depends on the caster's class or requires her to have the spell on her spell list, you choose which class you're attempting to emulate.

Success You can spend actions to activate the item as if you could normally use it as long as you do so before the end of your turn.

Failure You can't use the item for the remainder of your turn, but you can try again on subsequent turns.

Critical Failure You can't use the item, and can't try to use it again until you next prepare.

UNDERWATER MARAUDER — FEAT 1

General Skill

Prerequisites trained in Athletics

You've learned to fight underwater like an aquatic native. You are not flat-footed while you are in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.

UNMISTAKABLE LORE — FEAT 2

General Skill

Prerequisites expert in Lore

You never get information wrong when it comes to your narrow areas of expertise. When you Recall Knowledge for any Lore subcategory in which you're trained, you treat a critical failure as a failure.

VIRTUOSIC PERFORMER — FEAT 1

General Skill

Prerequisites trained in Performance

You have exceptional talent with one type of performance. You gain a +2 circumstance bonus when making a certain type of performance. 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.

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

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 counts as moving on the ground before your second jump, provided you moved at least 10 feet. You can wall jump only once in a turn, unless you're legendary in Athletics, in which case you can wall jump as many times as you can use consecutive jump actions in that turn.

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 gain the trained proficiency rank in all simple weapons. If you were already trained in all simple weapons, you become trained in all martial weapons. If you were already trained in all martial weapons, you become trained in one exotic weapon of your choice.

Special You can select this feat more than once, each time you select it, you become trained in additional weapons as appropriate (first all simple weapons, then all martial weapons, then one exotic weapon each additional time).

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 and can usually purchase in most cities and other large settlements.

Your character starts out with 150 silver pieces (sp) to spend on any common items from this chapter. Items with an uncommon rarity can only be bought with special access or GM permission. If you're playing a spellcaster and want to buy magic items (like potions, scrolls, or holy water) or an alchemist and want to buy alchemical items, your GM can give you permission to buy those, and she will tell you which items you can choose from and how much they cost.

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 with 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 coin. For most commoners and beginning adventurers, the standard unit is the **silver piece** (**sp**). Each silver piece is of a standard weight of silver and is typically accepted by any merchant or kingdom no matter where it was minted. There are three other types of common coins, each likewise standardized in weight and value. The first is the **copper piece** (**cp**). Each copper piece is worth one-tenth of a silver piece. 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 by nobles to demonstrate their wealth, for the purchase of very expensive items, or simply 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. See Table 6–1: Coin Values for the exchange rates of common types of coins.

Coin Bulk

Coins are popular due to their portability. A thousand coins of any denomination or combination of denominations count as 1 Bulk (see below). It's not usually necessary to determine the Bulk of coins in fractions of 1,000. In other words, 100 coins don't count as a light item, and 1,999 coins count as 1 Bulk, not 2.

Price

Most items in the following tables have a Price, which is the amount of currency it typically takes to purchase that item. However, some of the items listed have an inherent or otherwise meaningless cost, indicated with "—". This typically indicates that an entry can't be purchased. An item with a "0" Price indicates that it is normally free, but its value could be higher based on its quality or the composition of its materials. Most items can be sold for half their Price, but coins and raw materials (such as crafting components) can be exchanged for their full Price.

Item Level

Each item has an item level, which represents the complexity of the item 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 (see page 148). If an item's level isn't listed, its level is 0. While characters can use items of any level, Game Masters should keep in mind that allowing characters access to items far above their current level may imbalance the game.

Carrying and Using Items

A character typically has two hands, allowing her to hold an item in each hand or a single two-handed item using both hands. Drawing or changing how you're carrying an item usually requires an Interact action (dropping items instead uses the Drop action). Table 6–2: Changing Equipment lists some ways that you might change the items you're holding or carrying, and the number of hands you need to do so. Many ways to use items cost multiple actions. For example, drinking a potion stowed in your belt pouch requires drawing it with an Interact action and drinking it with an Operate Activation action (see page 376).

Bulk

Especially heavy or unwieldy items can make it more difficult for you to move swiftly, as can overloading yourself with too much gear. The Bulk value of an item reflects how difficult an item is to handle, representing both weight and the size of the item. In most cases, you don't need to worry about Bulk unless you're carrying numerous substantial items or you have a low Strength score.

Bulk Limit

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

If you're encumbered, decrease your Speed by 10 feet, to a minimum of 5 feet. This applies to every movement type you have. You also increase your armor's check penalty by 2, or take a –2 check penalty if you're unarmored.

Bulk Values

Items may have a number to indicate their Bulk value, or may be light (indicated by an L) or negligible for the purpose of determining Bulk (indicated by a —). 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 don't count fractions (so 9 light items count as 0, and 11 items count as 1). 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

As a general rule, 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 awkward or unwieldy items might have different Bulk values. A 10-foot pole isn't heavy, but its length makes it difficult for you to move while you have one on your person. Items made for larger or smaller creatures have greater or lesser Bulk, as described on page 191.

Donning and Removing Armor

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.

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. You're not just carrying the weapon around—you're ready to use it. Other abilities might require you to merely carry or have an item. These apply as long as you have the item on your person; you don't have to be wielding it.

ITEM DAMAGE

An item can be destroyed if it takes damage enough times. An item reduces any damage dealt to it by its Hardness. The Hardness of various materials is explained in the Materials section on page 354. If an item takes damage equal to or exceeding the item's Hardness, the item takes a Dent. If the item takes damage equal to or greater than twice its Hardness in one hit, it takes 2 Dents. For instance, a wooden shield (Hardness 3) that takes 10 damage would take 2 Dents. A typical item can take only 1 Dent without becoming broken. A second Dent causes it to become broken, though it can still be repaired. An item that would take a Dent or become broken while already broken is destroyed beyond salvage. Some magical or especially sturdy items can take more than 1 Dent before becoming broken, as noted in their descriptions.

TABLE 6–1: COIN VALUES

Exchange Rate	CP	SP	GP	PP
Copper piece (cp)	1	1/10	1/100	1/1,000
Silver piece (sp)	10	1	1/10	1/100
Gold piece (gp)	100	10	1	1/10
Platinum piece (pp)	1,000	100	10	1

TABLE 6–2: CHANGING EQUIPMENT

Change	Hands
Draw, stow, or pick up an item[1]	1 or 2
Pass an item to or from a willing creature[2]	1 or 2
Drop item to the ground	1 or 2
Detach a shield or item strapped to you	1
Change grip on an item	2
Retrieve item from a backpack[3] or satchel	2

[1] If you retrieve a two-handed item with only one hand, you still need to change your grip before you can wield or use it.

[2] A creature must have a hand free for someone to pass an item to them, and they might need to change their grip if they receive an item requiring two hands to wield or use.

[3] Retrieving an item stowed in your own backpack requires detaching the backpack first with a separate Interact action.

Broken

Broken is a condition that affects objects. A broken object can't be used for its normal function, nor does it grant bonuses. It still imposes all penalties normally incurred by carrying, holding, or wearing it. For example, a suit of armor would still impose its Dexterity modifier cap, check penalty, and so forth.

Broken armor is an exception. It still grants its item bonuses, but also gives you a conditional penalty to AC depending on its category: –1 for broken light armor, –2 for broken medium armor, or –3 for broken heavy armor.

Object Immunities

Inanimate objects and traps with object immunities are always immune to bleed, disease, death effects, healing, mental effects, necromancy, nonlethal attacks, and poison, as well as the asleep, enervated, enfeebled, paralyzed, and stunned conditions. Many objects are immune to most other conditions, at the GM's discretion. For instance, a sword can't be hampered, but some effects that cause the hampered condition might work on a moving blade trap. Intelligent items are not immune to mental effects.

ARMOR AND SHIELDS

Armor increases your defenses, but some medium or heavy armor can hamper your movement. If you want to increase your defense beyond the protection your armor provides, you can use a shield. Armor always protects you while you're wearing it, but you have to spend an action to Raise a Shield in order for it to improve your AC for that round.

ARMOR CLASS

Your **Armor Class** (**AC**) measures how well you can defend against attacks. Your **Touch Armor Class** (**TAC**) protects against attacks that need only to touch you.

Your Armor Class equals 10 plus your Dexterity modifier (up to your armor's Dexterity modifier cap) plus your proficiency modifier for any armor or shield you are using plus the armor's item bonus to AC. If you're using both armor and a shield, apply the lower of the two proficiency modifiers. If you're not wearing armor, substitute your proficiency in unarmored defense. Your Touch Armor Class uses the same calculation, except you add your armor's item bonus to TAC instead of its bonus to AC. Some spells, magic item, and abilities give your character a bonus or penalty to AC. These also apply to TAC unless stated otherwise.

ARMOR STATISTICS

Table 6–3: Armor lists all suits of armor that can be purchased (as well as the statistics for wearing no armor), organized by armor type. The columns in the table provide the following statistics.

AC Bonus and TAC Bonus

These numbers are the item bonuses you add to your Armor Class and Touch Armor Class, respectively.

Dexterity Modifier Cap

This number is the maximum amount of your Dexterity modifier that can apply to your AC and TAC 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, the amount of your Dexterity modifier you apply to your AC and TAC while wearing that armor is capped at +2.

Check Penalty

You take this untyped penalty to Strength-, Dexterity-, and Constitution-based skill checks, except for those that have the attack trait. Armor that is better than standard quality has a lower check penalty, as described on page 190.

TABLE 6–3: ARMOR

Unarmored	Price	AC Bonus	TAC Bonus	Dex Modifier Cap	Check Penalty	Speed Penalty	Bulk	Traits
No armor	–	+0	+0	–	–	–	–	–
Light Armor	**Price**	**AC Bonus**	**TAC Bonus**	**Dex Modifier Cap**	**Check Penalty**	**Speed Penalty**	**Bulk**	**Traits**
Padded armor	2 sp	+1	+0	+5	–	–	L	Fragile
Leather	15 sp	+1	+0	+6	–	–	1	–
Studded leather	30 sp	+2	+0	+5	–1	–	1	–
Chain shirt	45 sp	+2	+1	+5	–1	–	2	Noisy
Medium Armor	**Price**	**AC Bonus**	**TAC Bonus**	**Dex Modifier Cap**	**Check Penalty**	**Speed Penalty**	**Bulk**	**Traits**
Hide	20 sp	+3	+0	+4	–3	–	2	–
Scale mail	35 sp	+3	+1	+4	–2	–5 ft.	2	–
Chain mail	60 sp	+4	+1	+3	–3	–5 ft.	2	Noisy
Breastplate	80 sp	+4	+2	+3	–4	–5 ft.	2	Clumsy
Heavy Armor	**Price**	**AC Bonus**	**TAC Bonus**	**Dex Modifier Cap**	**Check Penalty**	**Speed Penalty**	**Bulk**	**Traits**
Splint mail	125 sp	+5	+2	+2	–3	–10 ft.	3	Clumsy
Half plate	175 sp	+5	+2	+2	–4	–10 ft.	3	–
Full plate (level 2)	300 sp	+6	+2	+1	–5	–10 ft.	4	Clumsy
Shield	**Price**	**AC Bonus**	**TAC Bonus**	**Dex Modifier Cap**	**Check Penalty**	**Speed Penalty**	**Bulk**	**Traits**
Light wooden shield	5 sp	+1*	+1*	–	–1	–	L	–
Light steel shield	10 sp	+1*	+1*	–	–1	–	L	–
Heavy wooden shield	10 sp	+2*	+2*	–	–1	–	1	–
Heavy steel shield	20 sp	+2*	+2*	–	–1	–	1	–

* Gaining a shield's circumstance bonus to AC and TAC requires using the Raise a Shield action. A shield's check penalty applies whenever you're holding the shield, regardless of whether you have it raised to gain its bonus.



Speed Penalty

While wearing a suit of armor, your Speed is reduced by the listed amount, to a minimum of 5 feet. This applies to all your Speeds in any movement types you have, such as a climb Speed or swim Speed, as well as your land Speed.

Bulk

This entry assumes you're wearing the armor and distributing its weight across your body. A carried suit of armor usually has 1 more Bulk (or 1 Bulk total for armor of light Bulk). This adjusted Bulk is increased or decreased for armor of nonstandard sizes following the normal rules (see page 191).

Armor Traits

The traits for each suit of armor appear in this entry. Armor can have the following traits.

Clumsy This armor's Dexterity modifier cap also applies to Reflex saves and to all Dexterity-based skill and ability checks that don't have the attack trait.

Fragile If fragile armor takes a Dent, it's automatically broken.

Noisy This armor's check penalty increases by 1 on Stealth checks.

Shields

A shield requires the use of one of your hands. It grants its bonuses to AC and TAC only if you use an action to Raise a Shield. This grants the shield's bonuses to AC and TAC as a circumstance bonus until your next turn starts. The shield's check penalty applies whenever you're wielding the shield, regardless of whether the shield is raised.

While you have a shield raised, you can use the Shield Block reaction to reduce damage you take by the shield's Hardness (3 for wooden shields or 5 for steel).

Attacking with a Shield

If you attack with a shield, treat it like an attack with an improvised weapon (see page 178). This deals the heavy shield bash damage or light shield bash damage (as appropriate to the shield's type) listed on Table 6–5: Martial Melee Weapons on page 180.

If you want to reliably use your shield to attack, you need to buy and attach a shield boss or shield spikes to the shield. These work like other weapons, and can even be etched with runes (see page 370).

MATERIALS

Most suits of armor and weapons are made from ordinary, commonly available materials like iron, leather, steel, and wood.

Some special materials have inherent supernatural properties, such as cold iron, which harms fey, or silver, which can damage werewolves and other lycanthropic creatures. These materials are detailed on page 354.

WEAPONS

Most characters in Pathfinder likely carry some kind of weapon, whether a keen-edged dagger, a mighty warhammer, a graceful bow, or even a simple club.

Full details on how you calculate your bonuses, penalties, and modifiers for attack rolls and damage rolls are given in Chapter 1 on page 17, but they are summarized here.

ATTACK ROLLS

When making an attack, determine the result of your attack roll by rolling a d20 and adding your attack modifier with the weapon or unarmed attack you're using. Your melee attack modifier is the sum of your proficiency modifier with a weapon plus your Strength modifier (or optionally, your Dexterity modifier for weapons with the finesse trait). Your ranged attack modifier is the sum of your proficiency modifier with a weapon plus your Dexterity modifier. Bonuses and penalties apply to these rolls just like with other types of checks. Magic weapons and weapons of expert quality or better add an item bonus to your attack rolls.

MULTIPLE ATTACK PENALTY

If you attack 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. This penalty is untyped and is cumulative with all other penalties.

The penalty doesn't apply to attacks you take when it isn't your turn (such as attacks made as part of a reaction), though these attacks often have their own penalty. You can choose a weapon with the agile trait to reduce your multiple attack penalty (see page 182).

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. This counts as a simple weapon, so almost all characters start out trained in unarmed attacks. Use the statistics for a fist even if you're kicking, kneeing, or attacking with another part of your body. Some ancestry feats, class features, class feats, and spells give access to special, more powerful unarmed attacks.

DAMAGE ROLLS

When the result of your attack roll with a weapon or unarmed attack is equal to or exceeds your target's AC, roll the weapon or unarmed attack's damage die to determine the damage you deal. If you're making a melee attack, you add your Strength modifier to the damage. Ranged weapons usually use only the weapon's damage die, though weapons with the propulsive trait sometimes add half your Strength modifier, and thrown weapons add your full Strength modifier.

Magic weapons 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.

CRITICAL HITS

When you make an attack and roll a natural 20 (the number on the die is 20), or if the result of your attack exceeds the target's AC by 10, this is called a critical success (also known as a critical hit).

If you critically succeed at a Strike, your attack deals double damage (see page 293). This damage doubling applies only on Strikes. Other attacks, such as spells or some uses of the Athletics skill, describe the specific effects that occur when their outcomes are critical successes.

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. Treat it as a simple weapon of poor quality (regardless of its actual quality). The GM determines the amount and type of damage the attack deals, if any, as well as any weapon traits the improvised weapon should have. Many improvised weapons have the nonlethal trait.

SELECTING WEAPONS

Characters who focus on combat need to carefully consider their choice of weapons, evaluating whether they want to fight in melee or at range, damage potential, and the special features of various weapons. Characters who are primarily spellcasters usually just need to pick a backup weapon in the best category they're proficient with.

When selecting weapons, you should start by identifying the weapon types that you have proficiency in. You should then compare weapons within these types to determine which ones you will have the highest melee or ranged attack modifier with. It's usually considered best practice to select both a melee and ranged weapon during character creation so you can contend with a broader variety of foes.

WEAPON STATISTICS

The tables on pages 180–182 list the statistics for various melee and ranged weapons that you can purchase, as well as the statistics for striking with a fist. The tables include the following weapon statistics. All weapons listed in this chapter are considered to 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.

Range

Ranged and thrown weapons have a range increment, indicated here in feet. Attacks with the weapon work



normally up to that distance. Attacks beyond the weapon's range increment take a –2 penalty for each additional multiple beyond. 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. Attacks that would take a penalty greater than –10 due to range are impossible.

Reload

Ranged weapons indicate how many Interact actions it takes to reload them. This can be 0 if drawing ammunition and firing the weapon are part of the same action. If an item takes 2 or more actions to reload, the GM determines whether you can spend those actions out of sequence or if they must be performed together as an activity.

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 and drawing a thrown weapon both require a free hand. When you spend the last action required to reload a weapon you're holding, as part of that action, you can place your hands in the grip necessary to wield the weapon normally.

Ammunition

Some entries in the ranged weapons tables are followed by an entry indicating the type of ammunition that weapon shoots. Because other relevant statistics vary by weapon, ammunition entries list only the name, quantity, Price, and Bulk.

Hands

Some weapons require one hand to use, and others require two. A few items, such as a bow, list 1+ for its hands entry. You can hold such a weapon in one hand, but the process of shooting it requires using another hand to retrieve, prepare, and shoot a piece of ammunition. This means you can do other things with your other hand while holding the bow in one hand without spending an action to change your grip, but you must free up your other hand in order to shoot. For example, you could shoot an arrow with your first action, use an Interact action to open a door with your second action, then shoot another arrow

COUNTING WEAPON DAMAGE DICE

Effects based on a weapon's number of damage dice (such as charge or forceful) include only the weapon's damage die plus any extra dice for a *magic weapon*. They don't count additional dice from abilities, critical specialization effects, property runes, weapon traits, or the like. On a critical hit, you double this bonus only once; you don't double it again due to the number of damage dice increasing.

TABLE 6–4: SIMPLE MELEE WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Club	0 sp	1d6 B	1	1	Club	Thrown 10 ft.
Dagger	2 sp	1d4 P	L	1	Knife	Agile, finesse, thrown 10 ft., versatile S
Fist	–	1d4 B	–	1	Brawling	Agile, finesse, nonlethal, unarmed
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	12 sp	1d6 B	1	1	Club	Shove
Morningstar	10 sp	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	Thrown 20 ft.
Spiked gauntlet	3 sp	1d4 P	L	1	Brawling	Agile, free-hand
Staff	0 sp	1d4 B	1	1	Club	Two-hand d8

TABLE 6–5: MARTIAL MELEE WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Bastard sword	35 sp	1d8 P	1	1	Sword	Two-hand d12
Battle axe	12 sp	1d8 S	1	1	Axe	Sweep
Bo staff	2 sp	1d8 B	1	2	Club	Monk, parry, reach, trip
Falchion	30 sp	1d10 S	1	2	Sword	Forceful, sweep
Flail	8 sp	1d6 B	1	1	Flail	Disarm, sweep, trip
Glaive	10 sp	1d8 S	2	2	Polearm	Deadly d8, forceful, reach
Greataxe	22 sp	1d12 S	2	2	Axe	Sweep
Greatclub	12 sp	1d10 B	2	2	Club	Backswing, shove
Greatpick	14 sp	1d10 P	2	2	Pick	Fatal d12
Greatsword	20 sp	1d12 S	2	2	Sword	Versatile P
Guisarme	14 sp	1d10 S	2	2	Polearm	Reach, trip
Halberd	18 sp	1d10 P	2	2	Polearm	Reach, versatile S
Hatchet	4 sp	1d6 S	L	1	Axe	Agile, sweep, thrown 10 ft.
Heavy shield bash	–	1d4 B	–	1	Shield	–
Heavy shield boss	5 sp	1d6 B	–	1	Shield	Attached to heavy shield
Heavy shield spikes	5 sp	1d6 P	–	1	Shield	Attached to heavy shield
Lance	12 sp	1d8 P	2	2	Spear	Charge, deadly d8, 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
Light shield bash	–	1d3 B	–	1	Shield	Agile
Light shield boss	4 sp	1d4 B	–	1	Shield	Agile, attached to light shield
Light shield spikes	4 sp	1d4 P	–	1	Shield	Agile, attached to light shield
Longsword	10 sp	1d8 S	1	1	Sword	Versatile P
Main-gauche	5 sp	1d4 P	L	1	Knife	Agile, disarm, finesse, parry, versatile S
Maul	26 sp	1d12 B	2	2	Hammer	Shove
Pick	7 sp	1d6 P	1	1	Pick	Fatal d10
Ranseur	14 sp	1d10 P	2	2	Polearm	Disarm, reach
Rapier	15 sp	1d6 P	1	1	Sword	Deadly d8, disarm, finesse
Sap	1 sp	1d6 B	L	1	Club	Agile, nonlethal
Scimitar	11 sp	1d6 S	1	1	Sword	Forceful, sweep
Scythe	18 sp	1d10 S	2	2	Polearm	Deadly d10, trip
Shortsword	9 sp	1d6 P	L	1	Sword	Agile, finesse, versatile S
Starknife	24 sp	1d4 P	L	1	Knife	Agile, deadly d6, finesse, thrown 20 ft., versatile S
Trident	13 sp	1d8 P	1	1	Spear	Thrown 20 ft.
War flail	15 sp	1d10 B	2	2	Flail	Disarm, sweep, trip
Warhammer	12 sp	1d8 B	1	1	Hammer	Shove
Whip	1 sp	1d4 S	1	1	Flail	Disarm, finesse, nonlethal, reach, trip

TABLE 6–6: SIMPLE RANGED WEAPONS

Weapon	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	30 sp	1d8 P	120 ft.	1	1	2	Bow	–
10 bolts	1 sp				L			
Dart	1 cp	1d4 P	20 ft.	–	L	1	Dart	Agile, thrown
Hand crossbow	25 sp	1d6 P	60 ft.	1	L	1	Bow	–
10 bolts	1 sp				L			
Heavy crossbow	40 sp	1d10 P	120 ft.	2	2	2	Bow	–
10 bolts	1 sp				L			
Javelin	1 sp	1d6 P	30 ft.	–	L	1	Dart	Thrown
Sling	0 sp	1d6 B	50 ft.	1	L	1+	Sling	Propulsive
10 sling bullets	1 cp				L			

TABLE 6–7: MARTIAL RANGED WEAPONS

Weapon	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Composite longbow	200 sp	1d8 P	100 ft.	0	2	1+	Bow	Deadly d10, propulsive, volley 50
10 arrows	1 sp				L			
Composite shortbow	140 sp	1d6 P	60 ft.	0	1	1+	Bow	Deadly d10, propulsive
10 arrows	1 sp				L			
Longbow	60 sp	1d8 P	100 ft.	0	2	1+	Bow	Deadly d10, volley 50
10 arrows	1 sp				L			
Shortbow	30 sp	1d6 P	60 ft.	0	1	1+	Bow	Deadly d10
10 arrows	1 sp				L			

TABLE 6–8: UNCOMMON SIMPLE MELEE WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Clan dagger	25 sp	1d4 P	L	1	Knife	Agile, dwarf, parry, versatile B
Katar	3 sp	1d4 P	L	1	Knife	Agile, deadly d6, monk

TABLE 6–9: UNCOMMON MARTIAL MELEE WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Dogslicer	1 sp	1d6 S	L	1	Sword	Agile, backstabber, finesse, goblin
Elven curve blade	38 sp	1d8 S	2	2	Sword	Elf, finesse, forceful
Filcher's fork	11 sp	1d4 P	L	1	Spear	Agile, backstabber, deadly d6, finesse, halfling, thrown 20 ft.
Gnome hooked hammer	18 sp	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	10 sp	1d6 S	L	1	Knife	Agile, monk, trip
Katana	20 sp	1d8 S	1	1	Sword	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	28 sp	1d8 S	1	2	Flail	Disarm, finesse, trip
Temple sword	14 sp	1d8 S	1	1	Sword	Monk, trip

TABLE 6–10: UNCOMMON EXOTIC MELEE WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Dwarven waraxe	25 sp	1d8 S	2	1	Axe	Dwarf, sweep, two-hand d12
Gnome flickmace	24 sp	1d8 B	2	1	Flail	Gnome, reach
Orc necksplitter	21 sp	1d8 S	1	1	Knife	Forceful, orc, versatile P
Sawtooth sabre	50 sp	1d6 S	L	1	Sword	Agile, finesse, twin

TABLE 6–11: UNCOMMON MARTIAL RANGED WEAPONS

Weapon	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Halfling sling staff	50 sp	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

with your third action. You're considered to be wielding a 1+ weapon as long as you're holding it in one hand and also have a hand free.

Weapons that require two hands typically deal more damage. Some weapons that use one hand have the two-hand trait, causing them to deal a different weapon damage die when used in two hands.

In addition, some abilities require you to be wielding a weapon in two hands. You meet this requirement as long as you hold the weapon in two hands, even if it doesn't actually require two hands or have the two-hand trait.

Group

A weapon's group classifies it with similar types of weapons. This affects what the weapon does on a critical hit if you have the ability to use critical specialization effects, and some abilities reference weapon groups.

Weapon Traits

The traits a weapon has appear in this entry. Weapons can have the following traits.

Agile The multiple attack penalty you take on the second attack each turn with this weapon 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 in order 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, but only if you're wielding the shield. 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 removed from one item and attached to another with successful use of the Crafting skill. If an item is destroyed, its attached weapon can usually be salvaged.

Backstabber When you hit a flat-footed creature, this weapon deals 1 precision damage. The damage increases to 2 if the weapon is master quality or to 3 if it's legendary.

Backswing You can use this weapon's momentum from a miss 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.

Charge 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.

Deadly On a critical hit, the weapon adds a weapon damage die of the listed size. This damage increases to two dice if the weapon is master quality and three dice if the weapon is legendary. For instance, a master-quality rapier deals 2d6 additional piercing damage on a critical hit.

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 a bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to treat it as a normal failure. On a critical success, you still need a free hand if you want to take the item.

Dwarf People of the dwarf ancestry craft and use these weapons.

Elf People of the elf ancestry craft and use these weapons.

Fatal The fatal trait includes a die size. On a critical hit, all the weapon's damage dice increase to that die size instead of the normal dice, plus the weapon adds another die of damage of the listed size.

Finesse You can use your Dexterity modifier instead of your Strength modifier when making attack rolls with this melee weapon. You still use Strength when calculating damage.

Forceful This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack adds a circumstance bonus to damage equal to double the number of weapon 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 forth. You can't attack with a free-hand weapon if you're wielding anything in that hand or using the hand for something else. When you're not wielding anything and not 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.

Gnome People of the gnome ancestry craft and use these weapons.

Goblin People of the goblin ancestry craft and use these weapons.

Halfling People of the halfling ancestry craft and use these weapons.

Monk Monks can use these weapons with their abilities that normally require unarmed attacks.

Nonlethal All attacks with this weapon are nonlethal (see page 294), and are used to knock creatures unconscious instead of kill them.

Orc People of the orc ancestry craft and use these weapons.

Parry This weapon can be used defensively to block attacks. While wielding this weapon, you can spend an 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 to damage rolls with a propulsive ranged weapon so long as your Strength modifier is not negative. If you have a negative Strength modifier, you add your full Strength modifier instead.

Reach This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, 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 (if any) as a bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to treat the outcome as a normal failure.

Sweep This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted an attack this turn against a creature other than the target of this attack.

Thrown You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet. Ranged weapons with this trait use the range increment specified 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 (if any) as a bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to treat the outcome as a normal failure.

Twin These weapons are used as a pair, each complementing the other. When you are wielding two of the same weapon with this trait and attack with one of them, if you already attacked with the other weapon this turn, you add a circumstance bonus to the damage roll equal to the weapon's number of damage dice. For instance, if you attacked with a twin weapon in your right hand with your first action, you would gain this bonus to damage when you attack with a matching twin weapon in your left hand for your second action. On your third action, an attack with either weapon would receive this bonus, since you'd already attacked with both. The weapons must be of the same type to benefit from this trait, but they don't need to be the same quality or have the same runes.

Two-Hand This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value. If this trait applies to a *magic weapon*, the extra weapon damage dice from it being a *magic weapon* also increase in size while it's being wielded with two hands.

Unarmed An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon tables and weapon groups, and it might have weapon traits. Because it's a part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Versatile A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that has versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Volley This ranged weapon is less effective at close distances. Your attacks against targets that are at a distance within the number of feet listed take a –2 penalty.

CRITICAL SPECIALIZATION EFFECTS

Certain ancestry feats, class features, feats, weapon runes, and other abilities can grant you additional benefits when you achieve a critical success on an attack roll with certain weapons. 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. If an effect requires a saving throw or check, use your class DC.

Axe Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll for the critical hit, you deal damage to that creature equal to a roll of your weapon's damage die (including extra dice for its potency rune, if any). No bonuses or other additional dice apply to this damage.

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 immobile and must spend an Interact action to attempt a DC 10 Athletics check to pull the missile free before it can move from its space. The creature doesn't become stuck if it's incorporeal, liquid (like a water elemental or some oozes), or could otherwise escape without effort.

Brawling The target must succeed at a Fortitude save or be slowed 1 until the end of your next turn.

Club You knock the target back from you 5 or 10 feet (you choose the distance).

Dart The target takes 1d4 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.

Hammer The target is knocked prone.

Knife The target takes 1d4 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. The target takes 1 additional damage per weapon damage die (including the extra dice from a critical hit).

Polearm The target is moved 5 feet in a direction of your choice.

Shield You knock the target back from you 5 feet.

Sling The target must succeed at a Fortitude save or become slowed 1 for 1 round.

Spear The weapon pierces the target, weakening its attacks. The target is enfeebled 1 for 1 round.

Sword The target is made off-balance by your attack, becoming flat-footed for 1 round.

GEAR

You need all sorts of items both while exploring and in downtime, from rations to climbing gear to fancy clothing.

GEAR STATISTICS

Entries for gear use the following categories. Any name with a number after it in parentheses indicates that the item's Price is for the indicated quantity. All items listed in this chapter are level 0 unless the item name is followed by a higher item level in parentheses.

Price

This is the Price to buy this item from a merchant.

Bulk

This measures how heavy and cumbersome the item is to carry. Containers can hold the listed amount of bulk, but some items might not fit due to their dimensions. See page 174 for more information regarding Bulk.

Hands

This lists how many hands it takes to wield 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).

ADVENTURING GEAR DESCRIPTIONS

These items follow special rules or require more detail.

Alchemist's Tools

These beakers and chemicals can be used to set up a mobile alchemical laboratory. Expert-quality alchemist's tools give a +1 item bonus to Crafting checks to create alchemical items, and master-quality ones give a +2 item bonus.

Artisan's Tools

You can create items from raw materials using artisan's tools. This involves using the Crafting skill to Craft the items. Expert artisan's tools give you a +1 item bonus to the check, and master tools give you a +2 item bonus. Different sets might be needed for different kinds of work, as determined by the GM; for example, blacksmith's tools differ from woodworker's tools.

Backpack

A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.

Basic Crafter's Book

This book contains the formulas (see page 188) for all the common items in this chapter.

Belt Pouch

A belt pouch can hold up to 4 items of light Bulk.

Caltrops

These four-pronged metal spikes can cause damage to 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 bleed damage from caltrops is hampered 5. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough caltrops are ruined that other creatures moving into the square are safe.

Deployed caltrops can be salvaged to be used again if no creatures took damage from them. Otherwise, enough caltrops are ruined that they can't be salvaged.

Candle

A lit candle sheds dim light in a 5-foot radius.

Chest

A wooden chest can hold up to 8 Bulk worth of items.

Climbing Kit

This satchel includes 50 feet of hemp rope, some 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 utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.

Clothing

Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes. Fine clothing suits a noble or royal, made with expensive fabrics, precious metals, and intricate patterns. Winter clothing grants a +1 item bonus to Survival checks to Survive in the Wild when enduring cold.

Compass

A compass gives you a +1 item bonus to Survival checks to navigate, provided you're in a location with uniform magnetic fields.

Crowbar, Expert

This item grants you a +1 item bonus to Athletics checks to Break Open anything that can be pried open.

Disguise Kit

This small wooden box contains cosmetics, false facial

TABLE 6–12: ADVENTURING GEAR

Item	Price	Bulk	Hands
Alchemist's tools	60 sp	2	2
Expert alchemist's tools (level 2)	250 sp	2	2
Master alchemist's tools (level 7)	3,750 sp	2	2
Artisan's tools	50 sp	8	2
Expert artisan's tools (level 2)	200 sp	8	2
Master artisan's tools (level 7)	3,000 sp	8	2
Backpack	1 sp	–	–
Basic crafter's book	1 sp	L	2
Bedroll	1 cp	L	–
Belt pouch	4 cp	–	–
Caltrops	3 sp	L	1
Candle (10)	1 cp	–	1
Chain (10 feet)	40 sp	1	2
Chalk (10)	1 cp	–	1
Chest	6 sp	2	2
Climbing kit	5 sp	1	2
Expert climbing kit (level 2)	150 sp	1	2
Clothing			
Ordinary	1 sp	–	–
Fine	20 sp	–	–
Winter	4 sp	–	–
Compass	10 sp	–	1
Cookware	10 sp	2	2
Crowbar, expert (level 2)	5 sp	L	2
Disguise kit	20 sp	L	2
Replacement cosmetics	1 sp	–	–
Expert kit (level 2)	150 sp	L	2
Expert cosmetics (level 2)	5 sp	–	–
Master kit (level 7)	2,500 sp	L	2
Master cosmetics (level 7)	50 sp	–	–
Fishing tackle	8 sp	1	2
Expert fishing tackle (level 2)	150 sp	1	2
Flint and steel	5 cp	–	2
Formula book (blank)	10 sp	1	1
Grappling hook	1 sp	L	1
Hammer	1 sp	L	1
Healer's tools	50 sp	1	2
Expert healer's tools (level 2)	200 sp	1	2
Holly and mistletoe	0	–	1
Hourglass	25 sp	L	1
Ladder (10-foot)	3 cp	3	2
Lantern			
Bull's-eye	10 sp	1	1
Hooded	7 sp	L	1
Lock	20 sp	–	2
Expert lock (level 2)	100 sp	–	2
Master lock (level 7)	1,500 sp	–	2
Magnifying glass, expert	200 sp	–	1
Manacles	30 sp	–	2
Expert manacles (level 2)	150 sp	–	2
Master manacles (level 7)	2,250 sp	–	2
Material component pouch	5 sp	L	1
Merchant's scale	2 sp	L	2
Mirror	10 sp	–	1
Mug	1 cp	–	1
Musical instrument			
Handheld	8 sp	1	2
Handheld expert (level 2)	250 sp	1	2
Handheld master (level 7)	3,600 sp	1	2
Heavy	16 sp	16	2
Heavy expert (level 2)	500 sp	16	2
Heavy master (level 7)	7,200 sp	16	2
Oil (1 pint)	1 cp	–	2
Piton	1 cp	–	1
Rations (1 day)	5 cp	L	1
Religious symbol			
Wooden	1 sp	L	1
Silver	20 sp	L	1
Religious text	10 sp	L	1
Repair kit	30 sp	1	2
Expert repair kit (level 2)	150 sp	1	2
Rope			
Hemp (50 feet)	1 sp	1	2
Silk (50 feet)	10 sp	L	2
Sack (5)	1 cp	L	1
Saddlebags	2 sp	L	2
Satchel	1 sp	–	2
Scroll case	1 sp	–	2
Sheath	1 cp	–	–
Signal whistle	8 cp	–	1
Snare kit	50 sp	8	2
Expert snare kit (level 2)	200 sp	8	2
Master snare kit (level 7)	3,000 sp	8	2
Spellbook (blank)	10 sp	1	1
Spyglass	200 sp	L	2
Expert spyglass (level 4)	800 sp	L	2
Tack	40 sp	1	–
Ten-foot pole	1 cp	1	2
Tent			
Pup	8 sp	L	2
Four-person	50 sp	1	2
Pavilion (level 2)	400 sp	12	2
Thieves' tools	30 sp	L	2
Replacement picks	6 sp	–	–
Expert tools (level 2)	250 sp	L	2
Expert picks (level 2)	50 sp	–	–
Master tools (level 7)	3,600 sp	L	2
Master picks (level 7)	720 sp	–	–
Tool			
Long tool	12 sp	1	2
Short tool	4 sp	L	1 or 2
Torch (10)	1 cp	L	1
Vial	5 cp	–	1
Waterskin	5 cp	L	1
Writing set	15 sp	L	2
Extra ink and paper	1 sp	–	–

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. A disguise kit of expert quality adds a +1 item bonus to relevant checks, and a master disguise kit adds a +2 item bonus. If you've crafted a large number of disguises, you can replenish your cosmetics supply with replacement cosmetics of a level of quality that matches that of your disguise kit.

Fishing Tackle

This kit include a collapsible fishing pole, fishhooks, line, lures, and a fishing net. Expert-quality 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 possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.

Formula Book

A formula book holds formulas necessary to make items other than the common equipment from this chapter. 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, and there's no need for you to copy them into a specific book as long as you can reference them.

Healer's Tools

This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, or Treat a Poison. Expert-quality healer's tools provide a +1 item bonus to such checks.

Holly and Mistletoe

Plants of supernatural significance provide a divine focus for some primal spellcasters, such as druids, to use certain abilities and cast some spells. A bundle of holly and mistletoe must be held in one hand to use it.

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. A hooded lantern sheds light in a 30-foot radius and is equipped with shutters, which you can close to block the light. Closing or opening the shutters takes an Interact action and requires you to have one hand free.

Lock

Picking a standard lock requires three successful DC 20 Thievery checks. An expert-quality lock requires four successes at DC 25, and a master lock requires five successes at DC 30.

Magnifying Glass, Expert

This handheld lens gives you a +1 item bonus to Perception checks to notice minute details of documents, fabric, and the like.

Manacles

Binding a creature in manacles requires one successful touch attack to bind each wrist or ankle. A creature is normally untrained with manacle touch attacks. A two-legged creature with its legs bound is hampered 15, 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. A creature bound to a stationary object is immobile. For creatures with more or fewer limbs, the GM determines what effect manacles have, if any. Freeing a creature from manacles requires three successful DC 22 Thievery checks to Pick the Lock. Expert-quality manacles require four successes at DC 27, and master-quality manacles require five successes at DC 32.

Material Component Pouch

This pouch contains material components for those spells that require them. Though the components are used up over time, you can refill spent components during your daily preparations.

Musical Instrument

Handheld instruments include bagpipes, a small set of chimes, small drums, fiddles and viols, flutes and recorders, small harps, lutes, trumpets, and similar-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 played. An expert instrument gives a +1 item bonus to Performance checks using that instrument, and a master instrument gives a +2 item bonus.

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 touch 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.

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.

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 of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.

Religious Text
This manuscript contains scripture of a particular religion. Some divine spellcasters, such as clerics, can use a religious text as a divine focus to use certain abilities and cast some spells. A religious text must be held in one hand to use it.

Repair Kit
A repair kit 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 kit to Repair items using the Crafting skill. An expert repair kit gives you a +1 item bonus to the check.

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 you must use two hands to transfer items in and out.

Saddlebags
Saddlebags come in a pair. Each can hold up to 3 Bulk worth of items. The Bulk value given is for saddlebags worn by a mount. If you are carrying or stowing saddlebags, they counts as 1 Bulk instead of light Bulk.

Satchel
A satchel can hold up to 2 Bulk worth of items. If you are carrying or stowing a satchel rather than wearing it over your shoulder, it counts as light Bulk instead of negligible.

Scroll Case
Scrolls, maps, and other rolled documents are stored in scroll cases for safe transport.

Sheath
A sheath or scabbard lets you easily carry a weapon on your person.

Signal Whistle
When sounded, a signal whistle can be heard clearly up to half a mile away in open country.

Snare Kit
This kit contains tools and ingredients for creating snares. A snare kit allows you to Craft snares using the Crafting skill. An expert snare kit gives you a +1 item bonus to the check and a master kit gives you a +2 item bonus.

Spellbook
A spellbook holds the written knowledge necessary to learn and prepare various spells, a necessity for wizards and a useful luxury for other spellcasters looking to discover 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 things eight times farther than normal. A spyglass of expert quality adds a +1 item bonus to Perception checks to notice details at a distance.

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 worn tack. 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' Tools
You need thieves' tools to Pick Locks or Disable Devices (of some types) using the Thievery skill. Thieves' tools of expert quality add a +1 item bonus to checks to Pick Locks and Disable Devices, and master thieves' tools add a +2 item bonus. Replacement picks are necessary when your tools break as a result of a critical failure on a Thievery check.

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. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Vial
A simple glass vial holds up to 1 ounce of liquid.

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 inkpen, sealing wax, and a simple seal. If you've written a large amount, you can refill your kit with extra ink and paper.

TABLE 6–13: FORMULAS

Item Level	Formula Price
1st	10 sp
2nd	18 sp
3rd	30 sp
4th	50 sp
5th	80 sp
6th	125 sp
7th	180 sp
8th	250 sp
9th	350 sp
10th	500 sp
11th	700 sp
12th	1,000 sp
13th	1,500 sp
14th	2,250 sp
15th	3,250 sp
16th	5,000 sp
17th	7,500 sp
18th	12,000 sp
19th	20,000 sp
20th	35,000 sp

TABLE 6–14: SERVICES

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	10 sp	L	1
Courier	1 cp per mile		
Hireling (1 day)			
Unskilled	1 sp		
Skilled	5 sp		
Lodging (1 day)			
Floor space	3 cp		
Bed (for 1)	1 sp		
Private room (for 2)	8 sp		
Extravagant suite (for 6)	100 sp		
Meal			
Poor meal	1 cp	L	2
Square meal	3 cp	L	2
Fine dining	10 sp	L	2
Stabling (1 day)	2 cp		
Toll	1 cp+		
Transportation (per 5 miles)			
Caravan	3 cp		
Carriage	2 sp		
Ferry or riverboat	4 cp		
Sailing ship	6 cp		

TABLE 6–15: COST OF LIVING

Item	Week	Month	Year
Subsistence*	4 sp	20 sp	240 sp
Comfortable	14 sp	60 sp	720 sp
Fine	300 sp	1,300 sp	16,000 sp
Extravagant	1,000 sp	4,300 sp	52,000 sp

* You can Survive in the Wild or Subsist in the Streets for free.

TABLE 6–16: SPELLCASTING SERVICES

Item	Price
1st-level spell	27 sp*
2nd-level spell	72 sp*
3rd-level spell	180 sp*
4th-level spell	400 sp*
5th-level spell	800 sp*
6th-level spell	1,600 sp*
7th-level spell	3,600 sp*
8th-level spell	7,200 sp*
9th-level spell	18,000 sp*

* Plus any cost required to cast the specific spell

FORMULAS

Formulas are instructions that can be used to Craft items, typically kept in a formula book. You can usually read a formula as long as you can read the language the formula is written in, though you might lack the skill to Craft the item. Often, alchemists and crafting guilds use obscure languages or create codes to protect their formulas from rivals.

You can buy common formulas at the listed Price, or hire an NPC to show you their formula book for the same Price. 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, either from a schematic or directly from someone else's formula book. If you have a formula, you can make a copy at minimal cost, but you can't Craft a formula using the Crafting skill. If you can find them at all, formulas for uncommon items and rare items are usually significantly more valuable.

Items with Multiple Versions

If an item has multiple versions of different levels, you need the formula for each version. For example, if you have the formula for a *type I bag of holding*, you need to acquire a separate formula to be able to Craft a *type II bag of holding*. The GM might determine that you can acquire a different version more easily or at a lower Price.

Reverse-Engineering Formulas

If you have an item, you can attempt to reverse-engineer its formula. This uses the Craft activity, and takes the same amount of time as creating the item from a formula. You must disassemble the item during the base downtime. The item's disassembled parts are worth half its Price in raw materials and can't be reassembled unless you successfully reverse-engineer the formula or acquire the formula another way. Reassembling the item from the formula works just like Crafting it from scratch.

After the base downtime, you attempt a Crafting check against the same DC it would take to Craft the item. If you succeed, you Craft the formula at its Price (and can

keep working to reduce the Price as normal). If you fail, you're left with raw materials and no formula. If you critically fail, you also waste 10% of the raw materials you'd normally be able to salvage.

SERVICES

The services listed on Table 6–14 describe expenditures for services and consumables, such as staying at an inn or having someone work for you.

Hireling

Paid laborers can provide services for you. Unskilled hirelings can do simple grunt work, and are untrained using most skills. Skilled hirelings have expert proficiency in a particular skill. Hirelings are level 0. If a skill check is needed, an untrained hireling has a +0 modifier, while a skilled hireling has a +4 modifier in their area of expertise and +0 for other skill checks. Hirelings' rates double if they're going adventuring with you, and they hide from danger rather than fighting on your behalf.

Transportation

The costs to hire transportation include standard travel with no amenities. Most transit services provide basic sleeping arrangements, and some provide meals at the rates listed on Table 6–14. Arranging transportation into dangerous lands can be more expensive or impossible.

Spellcasting

Spellcasting services, listed on Table 6–16, are uncommon. Having a spell cast on your behalf requires finding a spellcaster who knows that spell and is willing to cast it to your specifications. It can be hard to find someone who can cast higher-level spells, and uncommon or rare spells typically cost 50–100% 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.

COST OF LIVING

Table 6–15 shows how much it costs to get by for various amounts of downtime. This covers room and board, dues, taxes, and other fees.

ANIMALS

Prices are listed for both renting an animal for a task or trip and purchasing one outright. You usually need to pay for rentals up front, and if the seller believes the animal might be in danger, they typically require a deposit equal to the Price of the animal. Most animals panic in battle. When combat begins, a mount becomes frightened 4 and has the fleeing condition as long as it's frightened. If you successfully Handle your Animal using Nature (see page 153), 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 is fleeing, with the same exceptions.

TABLE 6–17: ANIMALS

Item	Price
Dog	
Rent guard dog	1 cp per day*
Purchase guard dog	2 sp
Rent riding dog	6 cp per day*
Purchase riding dog	40 sp
Horse	
Rent riding horse	1 sp per day*
Purchase riding horse	80 sp
Rent warhorse	10 sp per day*
Purchase warhorse (level 2)	300 sp
Pack animal	
Rent pack animal	2 cp per day*
Purchase pack animal	20 sp
Pony	
Rent riding pony	8 cp per day*
Purchase riding pony	65 sp
Rent warpony	8 sp per day*
Purchase warpony (level 2)	240 sp

* Might require a deposit

TABLE 6–18: BARDING

Light Barding	Price	AC Bonus	TAC Bonus	Check Penalty	Speed Penalty	Bulk
Small or Medium	100 sp	+1	+0	–1	–5 ft.	2
Large	200 sp	+1	+0	–1	–5 ft.	4

Heavy Barding	Price	AC Bonus	TAC Bonus	Check Penalty	Speed Penalty	Bulk
Small or Medium (level 2)	250 sp	+2	+1	–3	–10 ft.	4
Large (level 3)	500 sp	+2	+1	–3	–10 ft.	8

Warhorses and warponies are trained for combat. They don't become frightened at the start of combat or when attacked or damaged.

Statistics for all listed animals appear in the *Pathfinder Playtest Bestiary*.

Barding

You can purchase special armor for animals, called barding. Any animal is considered to be trained in light barding, and combat-trained animals are trained in heavy barding. The Price and Bulk of barding depend on the animal's size. Guard dogs are Small, riding dogs and ponies are Medium, and horses and pack animals are Large. For creatures of other sizes, adjust the numbers from the closest category as normal (see page 191). Unlike a suit of armor, barding doesn't have a Dexterity modifier cap. Barding can't have magic runes, though special magical barding might be available. Barding otherwise uses the same rules as armor.

ITEM QUALITY

The armor, weapons, and gear listed in this chapter are considered to be of standard quality unless otherwise noted, created by a crafter who is trained in the appropriate skill. Standard items do not impose a bonus or penalty on any attacks or checks using the item. You might encounter items of poor quality from time to time, and as you adventure you may find, craft, or purchase items crafted at a significantly higher quality.

Poor-Quality Items

Improvised or of dubious make, poor-quality items are never available for purchase except for in the most desperate of communities, usually for half the Price of a standard item, though you can never sell them in any case. Attacks and checks using a poor-quality item take a –2 item penalty. This penalty also applies to the DCs of all checks that a poor-quality item applies to (such as AC with poor-quality armor). A poor-quality suit of armor also worsens the armor's check penalty by 2. If a poor-quality item takes enough damage to gain a Dent, it is broken instead.

Expert, Master, and Legendary Items

Expert, master, and legendary items are of a superior quality and can be crafted only by characters with the respective proficiency rank in the Crafting skill. Expert-quality armor and weapons are 2nd-level items, except expert heavy armor, which is 3rd level. Master-quality armor and weapons are 7th-level items, and legendary-quality armor and weapons are 15th-level items.

Item Bonus

Weapons and skill-boosting items of expert, master, and legendary quality add the listed item bonus to attack rolls with the weapon or skill checks using the item (see Table 6–19). Higher-quality armor reduces its check penalty by an amount equal to the item bonus (so master-quality hide would have a –1 check penalty instead of the standard –3 check penalty). As with other item bonuses, you apply only the higher item bonus from the item's quality or its magic.

Ammunition Quality

Weapons that shoot ammunition convey their bonuses and abilities onto their ammunition, so an attack roll using standard-quality ammunition and an expert-quality bow still gains a +1 item bonus. You can also purchase high-quality ammunition—10 pieces of ammunition cost as much as a single weapon. Magic ammunition has special benefits, but attacking with high-quality nonmagical ammunition doesn't confer any special bonus or benefit, so using expert-quality ammunition with a standard bow does not provide any bonus to the attack roll.

Other Items

While most items can be purchased at a better quality level for an increased Price, few actually grant any benefit from this improvement. Those that offer a benefit for improved quality list their Price and bonuses in their description. A finely crafted jeweled lantern, for example, is no better at providing light than an ordinary lantern, even if it is worth 100 sp.

Improving Quality

You can use the Craft downtime activity (see page 148) to improve the quality of an item up to your proficiency rank in the Crafting skill. For this purpose, the Price equals the difference in Price between the two qualities. Upgrading an expert-quality chain shirt to master quality, for example, uses a Price of 3,250 sp. This requires you to have master Crafting and to provide 1,625 sp worth of raw materials to start the process.

Nonmagical items might decrease in quality over a long period of neglect or after extended use, but they can be restored in the same way as improving an item.

Magic Items and Quality

Weapons and armor must be expert quality or better to be made into a magic item. Quality determines the maximum bonus and number of properties the weapon or armor can have. The full rules for magic items begin on page 376.

Magic items are always assumed to be the minimum level of quality for their bonus unless noted otherwise, and the quality cost is included in the item's Price. Rarely, an item will be of a higher quality than the bonus would indicate, with its Price increased by the difference in quality. A *+1 legendary longsword*, for example, would cost 64,650 sp more than an ordinary *+1 longsword* (which would normally be crafted at an expert level).

Quality and Hardness

Structures and items made at a quality above the minimum for their material gain additional Hardness. Table 6–19 lists the increased Hardness of an item of higher quality compared to a standard item. Structures, such as walls and doors, gain twice as much Hardness for higher quality, as shown on the table.

TABLE 6-19: ITEM QUALITY

Item Quality	Item Bonus	Weapon Price	Light/Medium Armor Price	Heavy Armor Price	Shield Price	Item Hardness	Structure Hardness
Expert	+1	350 sp	350 sp	500 sp	300 sp	+1	+2
Master	+2	3,600 sp	3,600 sp	3,600 sp	3,000 sp	+3	+6
Legendary	+3	65,000 sp	65,000 sp	65,000 sp	6,000 sp	+6	+12

ITEMS AND SIZES

The Bulk rules in this chapter are made for Small and Medium creatures, and similarly the items are sized for creatures of those sizes. Large or larger creatures can carry more, and Tiny creatures can carry less. Their Bulk limits are multiplied, as noted on the table below.

In most cases, the only creatures of sizes other than Small or Medium are monsters under the GM control, in which case you probably won't need to track Bulk carefully. These rules for Bulk limits mainly come up when a group tries to load up a mount or animal companion, and the rules for items of different sizes apply when the characters defeat a big creature that has gear, like a fire giant.

Bulk Conversions for Different Sizes

Creatures of different sizes count items of lower or higher Bulk in a similar way to how Small and Medium creatures count light items, as shown in the table. For example, a Large creature counts 10 items of 1 Bulk as 1 Bulk and a Huge creature counts 10 items of 2 Bulk as 1 Bulk. A Tiny creature counts 10 items of negligible Bulk as 1 Bulk. Negligible items work in a similar way—a Huge creature can carry any number of 1-Bulk items. A Tiny creature doesn't count any items as negligible Bulk.

Creature Size	Bulk Limit	Treats as Light	Treats as Negligible
Tiny	×1/2	–	none
Small or Medium	Standard	L	–
Large	×2	1 Bulk	L
Huge	×4	2 Bulk	1 Bulk
Gargantuan	×8	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 table below provides the differences. Items that are always built for creatures of a certain size (such as the barding on page 189) already include any necessary adjustments.

Creature Size	Price	Bulk	Light Becomes	Negligible Becomes
Tiny	standard	×1/2*	–	–
Small or Medium	standard	standard	L	–
Large	×2	×2	1	L
Huge	×4	×4	2	1
Gargantuan	×8	×8	4	2

* An item that would have its Bulk reduced below 1 has light Bulk.

For example, a morningstar has a Price of 10 sp and 1 Bulk, so one made for a Huge creature has a Price of 40 sp and 4 Bulk. One made for a Tiny creature still costs 10 sp (due to its intricacy) and has 1/2 Bulk, which converts to light Bulk. A torch costs 1 cp and has light Bulk, so a torch made for a Huge creature costs 4 cp and has 2 Bulk, and one made for a Tiny creature costs 1 cp and has negligible Bulk.

A Tiny creature or one that's Large or larger counts items of different Bulk in a special way, as described on above. This means these creatures can usually wear and carry about the same amount of gear as a Medium creature if the equipment is appropriately sized.

The Price adjustment applies only to the Price of the item itself. Prices for magic items and alchemical items mostly come from their magic or alchemical properties. The Price of an item made from special materials is calculated based on the item's Bulk, after adjusting the Bulk for the item's size. See Chapter 11 for more information.



SPELLS

Whether from mystic artifacts, mysterious creatures, or wizards weaving strange spells, magic brings fantasy and wonder to the world of Pathfinder. This section describes how spellcasters prepare and cast spells.

PREPARING SPELLS

If you're a prepared spellcaster, you must spend time once each day preparing your spells for that day. At the start of your daily preparations, you select a number of spells of different spell levels determined by your levels in a spellcasting class. You retain access to these spells until they are cast 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 are spells with the cantrip trait; once you prepare such a spell, you can cast it as many times as you want until the next time you prepare spells. See page 193.

You might gain an ability allowing you to swap prepared spells or perform other aspects of preparation throughout the day, but only your daily preparation counts for the purpose of effects that last "until the next time you prepare spells."

Heightened Prepared Spells

You can prepare a spell in a higher-level slot than its normal spell level. This is called heightening your spell. If you do this, the spell's level increases to match the higher level of the new spell slot. This can be useful because some effects, such as dispelling, depend on the spell's level.

Many spells have specific extra benefits when they are heightened, such as increased damage. These extra benefits are described in a special entry at the end of the spell's stat block. Some heightened entries specify at what levels the spell can be prepared to gain these extra advantages. Each of these heightened entries states specifically what aspects of the spell change at the given level, including any effects of the lower-level heightened versions of the spell; you need to read only the heightened entry for the spell level you're casting.

Other heightened entries give a number after a plus sign, indicating that heightening grants extra advantages over multiple levels. This effect applies for every level the spell is heightened above its lowest spell level, and is cumulative. For example, *fireball* says "**Heightened (+1)** The damage increases by 2d6." Because *fireball* deals 6d6 fire damage at level 3, a level 4 *fireball* would deal 8d6 fire damage, a 5th-level spell would deal 10d6 fire damage, and so on.

SPONTANEOUS SPELLS

If you're a spontaneous spellcaster, you don't prepare spells in your spell slots. Instead, you choose which spell you're using a spell slot for at the moment you decide to cast it. The cost of this freedom and spontaneity is that you know only a limited number of spells, determined by your class. When you make your daily preparations, all your spell slots are refreshed.

Heightened Spontaneous Spells

If you're a spontaneous spellcaster, you can heighten spells much like prepared casters do. However, you must know a heightened spell at the specific level that you want to cast it. You can choose to learn a spell at more than a single level so that you can cast it with more resilience. For example, if you knew *fireball* as a 3rd-level spell and as a 5th-level spell, you could cast it as a 3rd-level or 5th-level spell, but not as a 4th-level spell.

Many spontaneous casting classes provide the ability to cast a limited number of spells as heightened versions even if you know the spell at only a single level, such as the spontaneous heightening class feature.

INNATE SPELLS

There's a third way to cast spells that doesn't rely on you having levels in a spellcasting class. These innate spells are natural to your character, typically coming from your ancestry or a magic item rather than a class. The ability that gives you an innate spell tells you how often you can cast it—usually once per day—and what tradition of spell it is (arcane, divine, occult, or primal). Innate cantrips can be cast at will and are automatically heightened as normal for cantrips (see Cantrips below) unless otherwise specified. As with spontaneous spells, you refresh your castings of innate spells during your daily preparations.

You're always trained at casting your innate spells even if you aren't otherwise trained in spells. If you have expert or better proficiency in spell rolls, apply this proficiency to your innate spells too. You use your Charisma modifier as your spellcasting ability modifier



on innate spells unless a rule states otherwise. You can use the spellcasting actions required to cast your innate spells, even if you don't normally have access to them for casting other spells. Having an innate spell means you can cast it, even if it's not of a spell level you can normally cast. This is especially common with monsters, which might be able to cast innate spells far beyond what a spellcaster of the same level could use.

You can't heighten innate spells, but some abilities that grant innate spells might give you the spell at a higher level than its base or occasionally change the level at which you cast the spell. An innate cantrip heightens with your level, and its spell level is half your level, rounded up.

CANTRIPS

A cantrip is a special type of spell that you can master to a higher degree than you can other spells. A spell with the cantrip trait doesn't use spell slots—you can cast a cantrip at will, any number of times per day.

You can't prepare a cantrip in a numbered spell slot. A cantrip is always automatically heightened to the highest level of spell you can cast in the class. This makes a cantrip a 1st-level spell if you can cast 1st-level spells, a 2nd-level spell if you can cast 2nd-level spells, and so on. If you gain access to a cantrip but aren't normally a spellcaster, your cantrips automatically heightened to half your level, rounded up.

POWERS

Powers are a special type of spell that you can learn only through special class features, rather than choosing them from a spell list. You can't prepare a power in a spell slot. Most characters who gain powers from a class feature cast them using Spell Points. The number of Spell Points you receive depends on the class, but it is typically a number equal to a particular ability modifier when you first gain access to a power, and this number goes up as you gain different new powers. You can cast a power any number of times provided you have the Spell Points to pay for it.

You only have one pool of Spell Points, even if you get powers and Spell Points from multiple sources. You can spend these Spell Points on any of your powers, regardless of their source. To calculate the number of Spell Points you have, compare the different pools granted by each source and use the highest of these (usually the highest of the respective ability modifiers), then add any extra Spell Points you get from feats or other sources.

Spellcasters with Powers

If you are a spellcaster, your powers are the same tradition of spell as the class that gave you the power, so a wizard's powers are arcane, a cleric's are divine, and a sorcerer's are determined by their bloodline.

Like cantrips, powers automatically use the highest level of spell you can cast from the class that gave you the powers. Unlike a cantrip, a power has a minimum level. If you can't cast spells of that level from a class, you can't cast powers of that level granted by that class either, even if you somehow gain access to it.

Non-Spellcasters with Powers

If you get powers from a class that doesn't usually grant the ability to cast spells (for example, if you're a monk with the Ki Strike feat), the highest level of power you can cast is half your level, rounded up, and your powers are automatically heightened to this level. The ability that gives you your powers will also tell you the proficiency rank for your spell rolls and spell DCs, as well as the tradition of your powers (arcane, divine, occult, or primal). Though the ability to cast powers does not mean you become a spellcaster, you gain the ability to use the Cast a Spell activity as well as use any spellcasting actions necessary to cast your powers (see page 195), but only when casting those powers.

MAGICAL TRADITIONS

Spellcasters cast spells from one of four different spell lists, each of which represents one magical tradition. The four magical traditions are arcane, divine, occult, and primal. The caster adds the tradition's trait to the spell when she casts it.

Your class will determine which tradition of magic your spells use. In some cases, you might be able to cast spells from a different spell list, such as the spells a cleric gains from her domain. In these cases, the spell still uses your magic tradition rather than that of the spell list it normally comes from.

Some types of magic, such as that of most magic items, don't belong to any one of the traditions alone. These have the magical trait instead of a tradition trait.

SPELL SCHOOLS

All spells fall into one of the eight schools of magic. Each spell has the trait corresponding to its school.

Abjuration

Abjurations protect and ward. They create barriers that keep out attacks, effects, or even certain types of creatures. They also create effects that harm trespassers or banish interlopers.

Conjuration

Conjuration spells bring a creature or object from somewhere else (typically from another plane) to follow your commands or transport creatures via teleportation.

Divination

Divinations allow you to learn the secrets of the present, past, and future. They bestow fortune, grant you the ability to perceive remote locations, and reveal secret knowledge.

Enchantment

Enchantments affect the minds and emotions of other creatures, sometimes to influence and control behavior, and other times to bolster them to greater heights of courage.

Evocation

Evocations capture magical forces and then shape them to harm your foes or protect you allies.

Illusion

Illusions create the semblance of something real, fooling the eyes, ears, and other senses.

Disbelieving Illusions

Sometimes illusions give a creature a chance to disbelieve the spell, allowing the creature to effectively ignore it. This usually happens when they Seek or otherwise spend actions to engage with the illusion, comparing the result of their Perception check (or another check or saving throw, at the GM's discretion) with the spell's DC. Mental illusions typically provide rules in the spell's description for disbelieving the effect (often a Will save).

If the illusion is visual and a creature interacts with the illusion in a way that would prove that it is not what it seems, they may know that an illusion is present, but they cannot ignore it without successfully disbelieving the illusion. For instance, if a character is pushed through the illusion of a door, they will know that the door is an illusion, but they still cannot see through it. Even in the case where a visual illusion is disbelieved, it may, at the GM's discretion, block vision enough to grant concealment to those on the other side of such an illusion from the disbelieving creature. Disbelieving an illusion makes it and those things it blocks seem hazy and indistinct.

Necromancy

These spells harness the power of life and death. They can sap life essence or sustain creatures with life-saving healing.

Transmutation

These spells make alterations to or transform the physical form of a creature or object.

SPELL TRAITS

Some spells and effects have traits, such as "mental" or "good." These traits tell you a little bit more about the spell and how it works, and you might find other rules that reference them. A creature might, for example, have a –2 circumstance penalty on saving throws against mental effects.

Traits of the spell apply to the effect of the spell, not to the actions used to cast it. For example, the effect of the *light* spell has the light trait, but providing a Somatic or Material Casting action while casting it isn't a light effect.

Below is a glossary of a few of the traits you might see that have important rules attached to them.

Auditory

Auditory actions and effects rely on sound. An action with the auditory trait can only be successfully performed 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 is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect makes sound.

Morph

Spells that slightly alter a creature's form have the morph trait. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the first morph effect is immediately dismissed.

Your morph effects may also be dismissed if you are polymorphed and the polymorph effect invalidates or overrides your morph effect. For instance, a morph that sharpened your fingers into claws would be dismissed if you polymorphed into a form that lacked hands, and a morph that gave you wings would be dismissed if you polymorphed into a form that had wings of its own (however, 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 transform the target into a new form. Neither a creature nor an object can be under the effect of more than one polymorph effect at a time. If a creature or object comes under the effect of a second polymorph effect, the second polymorph effect dispels the first one. Unless otherwise stated, these spells don't allow the target to take on the appearance of a specific creature, but rather just a generic creature of a general type or ancestry.

Summoned

A creature called by way of a conjuration spell or effect gains the summoned trait. A summoned creature can't summon other creatures, create things of value, or cast spells that require an expensive material component or special focus. It can take only 2 actions on its turn, and can't take reactions. Otherwise, it uses the standard abilities for a creature of its kind.

When you finish casting the spell and when you spend an action to Concentrate on the Spell, the summoned creature then takes its 2 actions. After its actions, you continue with the rest of your turn. You can direct a given summoned creature only once per turn; Concentrating on a Spell for a summoned monster more than once on the same turn doesn't give that monster any more actions. If you don't Concentrate on the Spell during your turn, the creature takes no actions, assuming it isn't dismissed due to the spell having a duration of concentration.

Summoned creatures can be banished by various spells and effects and are automatically banished if reduced to 0 Hit Points, or if the spell that calls them is dismissed.

Visual

A visual spell can affect only creatures that can see it.

CASTING SPELLS

Casting a Spell is a special activity consisting of a combination of spellcasting actions. For the spellcasting classes in this book, these actions are Material Casting, Somatic Casting, and Verbal Casting, but other spellcasters might use different actions to cast their spells.

CAST A SPELL

You Cast a Spell you know or have prepared. Casting a Spell is a special activity that takes a variable number of actions depending on the spell, as listed in each spell's stat block. You can spend those actions in any order you wish, provided you do so consecutively on a single turn. As soon as all spellcasting actions are complete, the spell effect occurs.

Some spells allow you take a spellcasting action as a reaction or free action. In this case, you Cast the Spell as a reaction or free action (as appropriate) instead of as an activity; such cases will be noted in the spell's stat block (for example, "◆ Verbal Casting").

Some spells take minutes or hours to cast. The Cast a Spell activity for these spells includes a mix of the listed spellcasting actions, but it's not necessary to break down which one you're doing at a given time. You can't take 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 normal for the activity rules, you can't cast these types of longer spells in an encounter, and if combat breaks out while you're casting one, your spell is disrupted (see Disrupting Spells on page 196).

Spellcasting Actions

The actions you take to Cast a Spell have the spellcasting trait, and the ones used in this book are listed below. Some classes modify the way these spellcasting actions work. As noted in Cast a Spell, some specific spells let you turn spellcasting actions into reactions or free actions. This is indicated by a different symbol in the "Casting" entry of the spell in question.

◆ MATERIAL CASTING

Manipulate Spellcasting

Requirements You have a free hand.

You retrieve and manipulate either a material spell component or a spell focus. If you manipulate a material spell component, that component is expended in the casting (whether or not the spell is disrupted). If you manipulate a focus, it is not spent, and you can stow it again as part of this action if you so choose. Spells that require this action use a material component unless a focus is specified.

You can assume that common components are included in a material component pouch (see page 186), but spells that require foci list what items they need, and you might need to acquire them separately.

Special If you're a bard Casting a Spell from the occult tradition while holding a musical instrument, you can play that instrument to replace any material component the spell requires by using the instrument as a spell focus instead. In this case, you don't have to have a free hand to take this action and the action gains the auditory trait.

If you're a cleric Casting a Spell from the divine tradition while holding a divine focus (such as a religious symbol or text), you can replace any material component the spell requires by using the divine focus as a spell focus instead. In this case, you don't have to have a free hand to take this action.

If you're a druid Casting a Spell from the primal tradition while holding a primal focus (such as holly and mistletoe), you can replace any material component the spell requires by using the primal focus as a spell focus instead. In this case, you don't have to have a free hand to take this action.

If you're a sorcerer Casting a Spell from the spell list that matches your bloodline, you can draw on the magic within your blood to replace any Material Casting actions that require material components with Somatic Casting actions. You can't replace a Material Casting action that requires a spell focus.

SOMATIC CASTING

Manipulate Spellcasting

Requirements You have a free hand.

You gesture and move to manipulate the forces of magic, providing a somatic component for a spell. If the spell requires you to touch the target, you do that as a part of this action.

Special If you're a bard Casting an occult Spell while holding a musical instrument, you can play that instrument to replace any Somatic Casting actions with Material Casting actions by using the instrument as a spell focus instead. In this case, the Material Casting actions gain the auditory trait.

If you're a cleric Casting a Spell from the divine tradition while holding a divine focus (such as a religious symbol or text), you don't have to have a free hand to take this action, and you can touch the target with the focus instead.

If you're a druid Casting a Spell from the primal tradition while holding a primal focus (such as holly and mistletoe), you don't have to have a free hand to take this action, and you can touch the target with the focus instead.

VERBAL CASTING

Auditory Concentrate Spellcasting

In a loud and strong voice, you vocalize words of power, providing a verbal component for a spell.

Special If you're a bard Casting a Spell from the occult tradition while holding a musical instrument, you can play that instrument to replace any Verbal Casting actions with Material Casting actions by using the instrument as a spell focus instead. In this case, the Material Casting actions gain the auditory trait.

Disrupting Spells

If you take damage from a reaction triggered by any of your spellcasting actions while Casting a Spell or the Concentrate on a Spell action, your spell may be disrupted. If the damage you take is equal to or greater than your level, the spell is lost (sometimes referred to as "wasted"). When you lose a spell, you've expended the prepared spell or spell slot, as well as all the spell's costs and the actions the Cast a Spell activity required, but the spell generates no effect. If a spell is disrupted during a Concentrate on a Spell action, the spell is instead immediately dismissed.

RANGES, AREAS, AND TARGETS

Spells with a range can affect only targets within that range, create areas at some place within that range, or make something appear in the range. Most spell ranges are in feet, though some can stretch over miles, reach anywhere on the planet, or go even further. A spell with a range of touch requires you to physically touch the target during your Somatic Casting action. If you use such a spell against a creature against its will, you have to succeed at a melee touch attack (see Spell Attacks on page 197), and the spell gains the attack trait.

Sometimes a spell has an area which can be an aura, burst, cone, or line. Areas are defined on page 299. If the spell emanates 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.

Some spells allow you to directly target a creature or object. The target creature or object 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 normally. You can attempt to target a creature you can't see, as described in Detecting Creatures on page 302. If you fail to target the creature, this doesn't change how the spell affects any other targets. 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. Spells that affect multiple creatures in an area can have both an area entry and a target entry.

Line of Effect

You usually need an unblocked path to the target of a spell, the origin point of an area, or the place where you create something with a spell. For more on line of effect, see page 298.

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 can last until the start or end of a turn, or last 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. When the duration reaches 0, the spell effect ends.

Some spells have effects that last even after the spell's magic is gone. Any ongoing effect that isn't part of the spell's duration entry isn't considered magical. For instance, a spell that creates a loud sound and has no duration might deafen someone for a time (even permanently). This deafness couldn't be dispelled because it is not itself magical, though a *restore senses* spell could cure it.

Concentration

If the spell's duration is concentration, it lasts until the end of your next turn unless you spend a Concentrate on a Spell action to extend the duration of that spell.

CONCENTRATE ON A SPELL

Concentrate **Requirements** You have at least one spell active with a concentration duration, and you are not fatigued.

Choose one spell with a concentration duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells may have slightly different or expanded effects if you concentrate. Concentrating on a Spell for more than 10 minutes (60 rounds) ends the spell and makes you fatigued.

If you take damage equal to or greater than your level from a reaction or free action triggered by this action, your spell is disrupted and immediately dismissed.

Dismissing

Some spells can be dismissed, ending the duration early due to some action you take or some event that occurs. If a spell can be dismissed voluntarily, the duration entry says so, and the method of how or when the spell is dismissed appears in the spell's description.

Long Durations

If your spell has a long enough duration to last past your next daily preparations, preparing a new spell in that slot (for a prepared caster) or recovering a spell slot of that level (for a spontaneous caster) automatically ends the previous spell's duration. You can choose not to prepare a spell or regain a spell slot in order to maintain the active spell until its duration runs out, but if you do, you can't prepare a new spell in that slot or cast a new spell from it until your next daily preparations.

Spells with an unlimited duration are exempt from this rule. They last until dispelled, or until dismissed if they have a mode of dismissal.

SPELL ATTACKS

Some spells require you to succeed at an attack roll to affect the target. This is usually because they require you to touch your target, precisely aim a ray, or otherwise make an accurate attack. Any attack you make is part of the spell's Somatic Casting action.

Usually, such spells require a melee touch attack or a ranged touch attack. In both cases, make an attack roll and compare the result to the target's TAC. Your proficiency modifier for a spell's attack roll is the same as your proficiency modifier with spell rolls. Spell attacks are unarmed, but they don't apply any special benefits from your weapons or unarmed attacks, nor do they deal any damage outside of what's listed in the spell. Melee touch attacks have the finesse trait (see page 182). On a successful attack, your spell affects the target, and on a failure the spell is lost unless otherwise noted. Spells with a range of "touch" always require a melee touch attack when used against an unwilling target, but not when used on a willing or unconscious target.

Some spells require a normal melee attack or ranged attack instead of a touch attack. These work as described above, but they target AC instead of TAC.

DISPELLING

Some spells, such as *dispel magic*, can be used to dispel the effects of other spells. At least one creature, object, or manifestation of the spell you are trying to dispel must be within range of the spell that you are using to dispel it. Treat this as a counteract check (see page 319) using the spell's level as its counteract level and a spell roll for any necessary counteract check.

Light and Darkness

Light and darkness from magical and nonmagical sources interact in specific ways. Nonmagical light always shines in nonmagical darkness and always fails to shine in magical darkness. Magical light always shines in nonmagical darkness, but it shines in magical darkness only if the light spell has a higher level than the darkness effect. Spells with the darkness trait or the light trait can always dispel one another, but bringing light and darkness into contact doesn't automatically cause one to dispel the other. You must cast a *light* spell on a darkness effect directly to dispel it (and vice versa), though certain spells automatically attempt to dispel opposing effects and describe how they do so.

ACTING HOSTILE

Sometimes spell effects prevent a target from acting in a hostile fashion or end if a creature acts in a hostile fashion. A hostile act is one that can harm or damage another creature, whether directly or indirectly, but not those that a creature is unaware could cause harm. For instance, lobbing a *fireball* into a crowd would be a hostile act, but opening a door and accidentally freeing a horrible monster would not be a hostile act as long as the opener did not know the monster was there. The GM is the final arbitrator of what constitutes as acting hostile.

TRIGGER STIMULUS

A trigger stimulus is a simple sensory cue that causes a spell such as *magic mouth* to activate. A spell requiring a trigger stimulus activates as a reaction when the spell's sensor observes something that fits its defined trigger stimulus. Depending on the spell, the trigger stimulus can be a type of creature, such as "female humans" or "red-haired dwarves," 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 fit its trigger stimulus. For a spell to detect a visual trigger stimulus, the spell's origin point must have unimpeded line of sight to the trigger stimulus. Darkness doesn't prevent a visual trigger stimulus from being detected, but invisibility does, as does a successful Stealth check to Hide (if the result is greater than the spell's DC). For auditory trigger stimuli, line of sight isn't necessary, though the sound must be audible at the spell's origin point. Invisibility doesn't conceal an auditory trigger stimulus, but a Stealth check to Sneak can.



WALLS

Some spells create walls. Each spell lists the depth, length, and height of the wall, and specifies how it can be positioned. Some walls can be shaped, meaning that you can manipulate the wall's shape into a form other than a straight line, choosing its path square by square. Each square of the wall's length must be adjacent with the square or squares next to it, so walls cannot be shaped to make a diagonal line. The path of a wall can't cover 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. In the heading, cantrips list "cantrip" instead of the spell and level, and powers are labeled as "power" along with their minimum level.

SPELL NAME SPELL [LEVEL]

Traits **Casting** The spellcasting actions required to complete the spell are listed here. Spells that can be cast during a single round list their actions. Those that can be cast as a free action or a reaction instead of one or more actions indicate that in this entry. Spells that take longer to cast list the time required, such as "1 minute." These longer times also list the required types of spellcasting actions in parentheses, since you still can't cast the spell if you're unable to take the specified type of action. If casting the spell has a Trigger or Requirement, that trigger or requirement is listed in this section.

Cost If the spell requires money or some other resource to cast it, the cost entry describes that requirement.

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.

Duration Spells with a duration end after the noted time. A spell that doesn't list a duration takes place instantaneously, and anything created by it persists after the spell.

The section after the line describes the effects of the spell. This section might have entries for what happens at different degrees of success and failure.

Heightened (level) If the spell can be heightened, the effects of heightening it appear at the end of the stat block.

READING SPELL LISTS

The spell lists on the following pages present the spells for the four magical traditions (though not powers, which are granted by class features and belong to no specific tradition). A superscript "H" included after a spell's name indicates that this spell has stronger effects when heightened. A superscript "U" indicates that the spell has an uncommon rarity, and a superscript "R" indicates that it is rare. You can't choose an uncommon or rare spell unless your class or the GM gives you access to it. For more information about uncommon and rare spells, see page 10.

ARCANE SPELL LIST

Arcane casters choose spells from the following.

Cantrips

Acid splash[H]
Chill touch[H]
Dancing lights
Daze
Detect magic[H]
Disrupt undead[H]
Electric arc[H]
Ghost sound[H]
Light[H]
Mage hand[H]
Message[H]
Prestidigitation
Produce flame[H]
Ray of frost[H]
Read aura[H]
Shield[H]
Sigil[H]
Tanglefoot[H]
Telekinetic projectile[H]

1st-Level Spells

Air bubble
Alarm[H]
Ant haul
Burning hands[H]
Charm[H]
Color spray
Command[H]
Create water
Fear[H]
Feather fall
Fleet step
Floating disk
Goblin pox
Grease
Grim tendrils[H]
Gust of wind
Illusory disguise[H]
Illusory object[H]
Item facade[H]
Jump[H]
Lock[H]
Longstrider[H]
Mage armor[H]
Magic aura[H, U]
Magic missile[H]
Magic weapon
Mending[H]
Negate aroma[H]
Ray of enfeeblement
Shocking grasp[H]
Sleep[H]
Spider sting
Summon monster[H]
True strike
Unseen servant
Ventriloquism[H]

2nd-Level Spells

Acid arrow[H]
Blur
Comprehend language[H]
Continual flame[H]
Create food[H]
Darkness[H]
Darkvision[H]
Deafness
Endure elements[H]
Enlarge[H]
False life[H]
Flaming sphere[H]
Gentle repose[H]
Glitterdust
Hideous laughter
Humanoid form[H]
Illusory creature[H]
Invisibility[H]
Knock
Magic mouth
Mirror image
Misdirection
Obscuring mist
Pest form[H]
Phantom steed[H]
Resist energy[H]
See invisibility[H]
Shrink[H]
Spectral hand
Spider climb
Telekinetic maneuver
Touch of idiocy
Water breathing[H]
Water walk[H]
Web[H]

3rd-Level Spells

Bind undead
Blindness
Clairaudience
Dispel magic
Dream message[H]
Earthbind
Enthrall
Feet to fins
Fireball[H]
Ghostly weapon
Haste[H]
Hypnotic pattern
Invisibility sphere[H]
Levitate
Lightning bolt[H]
Locate[H, U]
Meld into stone
Mind reading[U]
Nondetection[U]
Paralyze[H]
Secret page
Shrink item
Slow[H]
Stinking cloud
Vampiric touch[H]
Wall of wind

4th-Level Spells

Aerial form[H]
Blink
Clairvoyance
Confusion[H]
Creation[H]
Detect scrying[H, U]
Dimension door[H]
Dimensional anchor
Discern lies[U]
Enervation
Fire shield[H]
Fly[H]
Freedom of movement
Gaseous form
Globe of invulnerability[U]
Hallucinatory terrain[H, U]
Nightmare[U]
Outcast's curse
Phantasmal killer[H]
Private sanctum[U]
Resilient sphere
Rope trick[U]
Shape stone
Solid fog
Spell immunity
Stoneskin[H]
Suggestion[H]
Telepathy[H]
Veil[H]
Wall of fire[H]
Weapon storm[H]

5th-Level Spells

Banishment[H]
Black tentacles
Chromatic wall[H]
Cloak of colors
Cloudkill[H]
Cone of cold[H]
Control water
Crushing despair[H]
Drop dead[H, U]
Elemental form[H]
False vision[U]
Hallucination[H]
Illusory scene[H]
Mariner's curse
Mind probe[U]
Passwall[H, U]
Prying eye
Sending
Shadow siphon
Shadow walk[U]
Telekinetic haul
Telepathic bond[U]
Tongues[U]
Wall of ice[H]
Wall of stone[H]

6th-Level Spells

Baleful polymorph[H]
Chain lightning[H]
Collective transposition[H]
Disintegrate[H]
Dominate[H, U]
Dragon form[H]
Feeblemind[H]
Flesh to stone
Mislead
Phantasmal calamity[H]
Purple worm sting
Repulsion
Scrying[U]
Spellwrack
Teleport[H, U]
True seeing
Vampiric exsanguination[H]
Vibrant pattern
Wall of force[H]

7th-Level Spells

Contingency[H, U]
Dimensional lock[U]
Duplicate foe[H]
Energy aegis[H]
Fiery body[H]
Leng's sting
Magnificent mansion[U]
Mask of terror[H]
Plane shift[U]
Power word blind[H, U]
Prismatic spray
Project image[H]
Reverse gravity[U]
Spell turning[U]

Warp mind

8th-Level Spells

Antimagic field[R]
Disappearance
Discern location[U]
Dream council
Earthquake[H]
Horrid wilting[H]
Maze
Mind blank[U]
Monstrosity form
Polar ray[H]
Power word stun[H, U]
Prismatic wall
Scintillating pattern
Uncontrollable dance
Unrelenting observation

9th-Level Spells

Disjunction[U]
Foresight
Implosion[H]
Meteor swarm[H]
Power word kill[H, U]
Prismatic sphere
Resplendent mansion
Shapechange
Weird

10th-Level Spells

Gate[U]
Time stop[U]
Wish[U]

DIVINE SPELL LIST

Divine casters choose spells from the following.

Cantrips

Chill touch[H]
Daze
Detect magic[H]
Disrupt undead[H]
Forbidding ward[H]
Guidance
Know direction[H]
Light[H]
Message[H]
Prestidigitation
Read aura[H]
Shield[H]
Sigil[H]
Stabilize[H]

1st-Level Spells

Air bubble
Alarm[H]
Bane
Bless
Command[H]
Create water
Detect alignment[H, U]
Detect poison[H, U]
Disrupting weapons[H]
Fear[H]
Harm[H]
Heal[H]
Lock[H]
Magic weapon
Mending[H]
Protection[U]
Purify food and drink
Ray of enfeeblement
Sanctuary
Summon monster[H]
Ventriloquism[H]

2nd-Level Spells

Augury
Calm emotions
Continual flame[H]
Create food[H]
Darkness[H]
Darkvision[H]
Deafness
Death knell
Endure elements[H]
Faerie fire
Gentle repose[H]
Ghoulish cravings
Remove fear[H]
Resist energy[H]
Restoration[H]
Restore senses[H]
See invisibility[H]
Shield other
Silence[H]
Sound burst[H]
Spiritual weapon[H]
Status[H]
Undetectable alignment[U]
Water breathing[H]
Water walk[H]

3rd-Level Spells

Bind undead
Blindness
Circle of protection[H, U]
Crisis of faith[H]
Dispel magic
Dream message[H]
Heroism[H]
Locate[H, U]
Neutralize poison
Remove disease
Sanctified ground
Searing light[H]
Vampiric touch[H]
Zone of truth[U]

4th-Level Spells

Air walk
Dimensional anchor
Discern lies[U]
Divine wrath[H]
Enervation
Freedom of movement
Globe of invulnerability[U]
Outcast's curse
Read omens[U]
Remove curse
Spell immunity
Talking corpse[U]

5th-Level Spells

Abyssal plague
Banishment[H]
Breath of life
Death ward
Flame strike[H]
Prying eye
Sending
Shadow blast[H, U]
Spiritual guardian[H]

6th-Level Spells

Blade barrier[H]
Field of life[H]
Raise dead[H, U]
Repulsion
Righteous might[H]
Spellwrack
Spirit blast[H]
Stone tell[U]
Stone to flesh
True seeing
Vampiric exsanguination[H]

7th-Level Spells

Dimensional lock[U]
Divine decree[H]
Energy aegis[H]
Ethereal jaunt[H, U]
Finger of death[H]
Leng's sting
Plane shift[U]
Regenerate[H]
Weakening ground[H]

8th-Level Spells

Antimagic field[R]
Discern location[U]
Divine aura
Divine inspiration
Moment of renewal
Spiritual epidemic
Wind walk

9th-Level Spells

Bind soul[U]
Crusade[H, U]
Foresight
Overwhelming presence
Revival[U]
Wail of the banshee
Weapon of judgment[H]

10th-Level Spells

Avatar[U]
Gate[U]
Miracle[U]

OCCULT SPELL LIST

Occult casters choose spells from the following.

Cantrips

Chill touch[H]
Dancing lights
Daze
Detect magic[H]
Disrupt undead[H]
Forbidding ward[H]
Ghost sound[H]
Guidance
Know direction[H]
Light[H]
Mage hand[H]
Message[H]
Prestidigitation
Read aura[H]
Shield[H]
Sigil[H]
Telekinetic projectile[H]

1st-Level Spells

Alarm[H]
Bane
Bless
Charm[H]
Color spray
Command[H]

Detect alignment[H, U]
Fear[H]
Floating disk
Grim tendrils[H]
Illusory disguise[H]
Illusory object[H]
Item facade[H]
Lock[H]
Mage armor[H]
Magic aura[H, U]
Magic missile[H]
Magic weapon
Mending[H]
Mindlink
Phantom pain[H]
Protection[U]
Ray of enfeeblement
Sanctuary
Sleep[H]
Soothe[H]
Summon monster[H]
True strike
Unseen servant
Ventriloquism[H]

2nd-Level Spells

Augury
Blur
Calm emotions
Comprehend language[H]
Continual flame[H]
Darkness[H]
Darkvision[H]
Deafness
Death knell
Faerie fire
False life[H]
Gentle repose[H]
Ghoulish cravings
Hideous laughter
Humanoid form[H]
Illusory creature[H]
Invisibility[H]
Knock
Magic mouth
Mirror image
Misdirection
Paranoia[H]
Phantom steed[H]
Remove fear[H]
Remove paralysis[H]
Resist energy[H]
Restoration[H]
Restore senses[H]
See invisibility[H]
Silence[H]
Sound burst[H]
Spectral hand
Spiritual weapon[H]
Status[H]
Telekinetic maneuver
Touch of idiocy
Undetectable alignment[U]

3rd-Level Spells

Bind undead
Blindness
Circle of protection[H, U]
Clairaudience
Dispel magic
Dream message[H]
Enthrall
Ghostly weapon
Haste[H]
Heroism[H]
Hypercognition
Hypnotic pattern
Invisibility sphere[H]
Levitate
Locate[H, U]
Mind reading[U]
Nondetection[U]
Paralyze[H]
Secret page
Slow[H]
Vampiric touch[H]
Zone of truth[U]

4th-Level Spells

Blink
Clairvoyance
Confusion[H]
Detect scrying[H, U]
Dimension door[H]
Dimensional anchor
Discern lies[U]
Enervation
Fly[H]
Gaseous form
Globe of invulnerability[U]
Hallucinatory terrain[H, U]
Modify memory[H, U]
Nightmare[U]
Outcast's curse
Phantasmal killer[H]
Private sanctum[U]
Read omens[U]
Remove curse
Resilient sphere
Rope trick[U]
Spell immunity
Suggestion[H]
Talking corpse[U]
Telepathy[H]
Veil[H]

5th-Level Spells

Abyssal plague
Banishment[H]
Black tentacles
Chromatic wall[H]
Cloak of colors
Crushing despair[H]
Death ward
Drop dead[H, U]
False vision[U]
Hallucination[H]
Illusory scene[H]
Mariner's curse
Mind probe[U]
Prying eye
Sending
Shadow blast[H, U]
Shadow siphon
Shadow walk[U]
Synaptic pulse
Synesthesia[H]
Telekinetic haul
Telepathic bond[U]
Tongues[U]

6th-Level Spells

Collective transposition[H]
Dominate[H, U]
Feeblemind[H]
Mislead
Phantasmal calamity[H]
Repulsion
Scrying[U]
Spellwrack
Spirit blast[H]
Teleport[H, U]
True seeing
Vampiric exsanguination[H]
Vibrant pattern
Wall of force[H]

7th-Level Spells

Dimensional lock[U]
Duplicate foe[H]
Energy aegis[H]
Ethereal jaunt[H, U]
Leng's sting
Magnificent mansion[U]
Mask of terror[H]
Plane shift[U]
Possession[H, U]
Prismatic spray
Project image[H]
Retrocognition[H]
Reverse gravity[U]
Visions of danger[H]
Warp mind

8th-Level Spells

Antimagic field[R]
Disappearance
Discern location[U]
Dream council
Maze
Mind blank[U]
Prismatic wall
Scintillating pattern
Spiritual epidemic
Uncontrollable dance
Unrelenting observation

9th-Level Spells

Bind soul[U]
Foresight
Overwhelming presence
Prismatic sphere
Resplendent mansion
Unfathomable song
Wail of the banshee
Weird

10th-Level Spells

Alter reality[U]
Fabricated truth[U]
Gate[U]
Time stop[U]

PRIMAL SPELL LIST

Primal casters choose spells from the following.

Cantrips

Acid splash[H]
Dancing lights
Detect magic[H]
Disrupt undead[H]
Electric arc[H]
Guidance
Know direction[H]
Light[H]
Prestidigitation
Produce flame[H]
Ray of frost[H]
Read aura[H]
Sigil[H]
Stabilize[H]
Tanglefoot[H]



1st-Level Spells

Air bubble
Alarm[H]
Ant haul
Burning hands[H]
Charm[H]
Create water
Detect poison[H, U]
Fear[H]
Feather fall
Fleet step
Goblin pox
Grease
Gust of wind
Heal[H]
Jump[H]
Longstrider[H]
Magic fang
Mending[H]
Negate aroma[H]
Pass without trace[H]
Purify food and drink
Shillelagh
Shocking grasp[H]
Spider sting
Summon nature's ally
Ventriloquism[H]

2nd-Level Spells

Acid arrow[H]
Animal messenger
Barkskin[H]
Continual flame[H]
Create food[H]
Darkness[H]
Darkvision[H]
Deafness
Endure elements[H]
Enlarge[H]
Entangle
Faerie fire
Flaming sphere[H]
Gentle repose[H]
Glitterdust
Humanoid form[H]
Obscuring mist
Pest form[H]
Phantom steed[H]
Remove fear[H]
Remove paralysis[H]
Resist energy[H]
Restoration[H]
Restore senses[H]
Shape wood
Shrink[H]
Speak with animals
Spider climb
Status[H]
Tree shape
Water breathing[H]
Water walk[H]
Web[H]

3rd-Level Spells

Animal form[H]
Blindness
Dispel magic
Earthbind
Feet to fins
Fireball[H]
Haste[H]
Insect form[H]
Lightning bolt[H]
Meld into stone
Neutralize poison
Nondetection[U]
Remove disease
Searing light[H]
Slow[H]
Stinking cloud
Wall of thorns[H]
Wall of wind

4th-Level Spells

Aerial form[H]
Air walk
Creation[H]
Dinosaur form[H]
Fire shield[H]
Fly[H]
Freedom of movement
Gaseous form
Hallucinatory terrain[H, U]
Shape stone
Solid fog
Speak with plants
Stoneskin[H]
Wall of fire[H]
Weapon storm[H]

5th-Level Spells

Banishment[H]
Cloudkill[H]
Cone of cold[H]
Control water
Death ward
Elemental form[H]
Mariner's curse
Moon frenzy[H]
Passwall[H, U]
Plant form[H]
Tree stride[H, U]
Wall of ice[H]
Wall of stone[H]

6th-Level Spells

Baleful polymorph[H]
Chain lightning[H]
Dragon form[H]
Field of life[H]
Fire seeds[H]
Flesh to stone
Purple worm sting
Stone tell[U]
Stone to flesh
Tangling creepers
True seeing

7th-Level Spells

Energy aegis[H]
Fiery body[H]
Finger of death[H]
Leng's sting
Mask of terror[H]
Plane shift[U]
Regenerate[H]
Sunburst[H]
Unfettered pack[H]
Volcanic eruption[H]

8th-Level Spells

Earthquake[H]
Horrid wilting[H]
Moment of renewal
Monstrosity form
Polar ray[H]
Punishing winds
Wind walk

9th-Level Spells

Disjunction[U]
Implosion[H]
Meteor swarm[H]
Nature's enmity
Shapechange
Storm of vengeance[H]

10th-Level Spells

Nature incarnate[U]
Primal herd[U]
Primal phenomenon[U]

SPELL DESCRIPTIONS

ABERRANT WHISPERS — POWER 3

Auditory Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 15-foot aura; **Targets** each enemy in the area
Duration 1 round

You utter phrases in an unknown tongue, assaulting the minds of those nearby. The effect is based on the result of the target's Will save. Regardless of the result of each target's save, each target is bolstered against castings of *aberrant whispers*.

Success The target is unaffected.
Failure The target is stupefied 2.
Critical Failure The target is confused.

ABYSSAL PLAGUE — SPELL 5

Attack Chaotic Disease Evil Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

Your touch afflicts the target with Abyssal plague. The effect is based on the target's Fortitude save.

Success –2 conditional penalty on saves vs. Abyssal plague for 1 day or she contracts it, whichever comes first.
Critical Success The target is unaffected.
Failure Afflicted with Abyssal plague at stage 1.
Critical Failure Afflicted with Abyssal plague at stage 2.

Abyssal Plague (disease) **Level** 9. The drained condition from Abyssal plague can't be recovered until the disease is cured. **Stage 1** drained 1 (1 day); **Stage 2** drained increases by 2 (1 day).

ABYSSAL WRATH — POWER 5

Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 60-foot cone

You evoke the power of an Abyssal realm. The damage types of the spell (one energy and one physical) are based on the result of rolling on the table below. The spell gains the corresponding traits.

1d4	Realm	Manifestation	Damage Type
1	Skies	Bolts of lightning and flying debris	Bludgeoning and electricity
2	Depths	Acid and demonic shells	Acid and slashing
3	Frozen	Frigid air and ice	Bludgeoning and cold
4	Volcanic	Jagged volcanic rocks and magma	Fire and piercing

You deal 2d10 damage of the corresponding damage types to each creature in the cone; the creature must attempt a Reflex save.

Success The creature takes half damage.
Critical Success The creature is unaffected.
Failure The creature takes full damage of each damage type.
Critical Failure It takes double damage of each damage type.

Heightened (+2) The damage is increased by 1d10.

ACID ARROW — SPELL 2

Acid Attack Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one creature or object

Make a ranged touch attack against the target. On a hit, you deal acid damage equal to 1d8 plus your spellcasting ability modifier plus 1d6 persistent acid damage. On a critical hit, double the damage, but not the persistent damage.

Heightened (+2) 1d8 extra damage and 1d6 extra persistent damage.

ACID SPLASH — CANTRIP

Acid Cantrip Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature or object

You splash a glob of acid. Make a ranged touch attack. If you hit, you deal 1d4 acid damage plus 1 splash damage. On a critical success, the target also takes 1 persistent acid damage.

The damage increases depending on your level.

Heightened (3rd) Damage increases to 1d4 + your spellcasting ability modifier, persistent damage increases to 2.
Heightened (5th) Damage increases to 2d4 + your spellcasting ability modifier, persistent damage increases to 3.
Heightened (7th) Damage increases to 3d4 + your spellcasting ability modifier, persistent damage increases to 4.
Heightened (9th) Damage increases to 4d4 + your spellcasting ability modifier, persistent damage increases to 5.

ACQUISITIVE'S FORTUNE — POWER 1

Divination Fortune

Casting 10 minutes (Material, Somatic, Verbal)
Range 30 feet; **Targets** one creature
Duration 24 hours

You call upon good fortune to protect from brutal calamity in daily work. If your target rolls a critical failure on a Lore check to Practice a Trade, it rerolls the check and takes the second result.

AERIAL FORM — SPELL 4

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform into a Medium flying animal battle form. You count as an animal in addition to your normal traits. Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate it. When you transform, you gain the following:

- AC 26 (TAC 25), ignore armor's check penalty and reduced Speed.
- One or more unarmed melee attacks, which are the only types of attacks you can use. You're trained with them. Your attack modifier is +13 and your damage bonus is +5. These are Dexterity based (for the purpose of sluggish, for example).
- 5 temporary Hit Points while you have the form.
- Low-light vision.
- Acrobatics bonus of +14 unless your own bonus is higher.

These special statistics can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents casting spells, speaking, or taking most manipulate actions that require hands. (The GM decides if there's doubt.) You can dismiss the spell with a concentrate action. When you prepare this spell, choose from the options below. You gain the attacks, Speeds, and special abilities listed. You can choose the specific type of animal (such as an owl or eagle for bird). This has no effect on the Size or statistics.

- **Bat** Speed 20 feet, fly Speed 30 feet; echolocation 40 feet (auditory blindsight); fangs **Damage** 2d8 piercing; wing (agile), **Damage** 2d6 bludgeoning.

- **Bird** Speed 10 feet, fly Speed 50 feet; beak, **Damage** 2d8 piercing; talon (agile), **Damage** 1d10 slashing.
- **Pterosaur** Speed 10 feet, fly Speed 40 feet; scent; beak, **Damage** 3d6 piercing.
- **Wasp** Speed 20 feet, fly Speed 40 feet; stinger, **Damage** 1d8 piercing plus 1d6 persistent poison.

Heightened (5th) Your battle form is Large and your fly Speed is accelerated 10. You must have enough space to expand or the spell is lost. Your statistics are AC 28 (TAC 26); attack modifier of +15; damage bonus +8; 10 temporary HP; Acrobatics +18.

Heightened (6th) Your battle form is Huge, your attacks have 10-foot reach, and your fly Speed is accelerated 15 feet. You must have enough space or the spell is lost. Your statistics are AC 31 (TAC 28); attack modifier +19; damage bonus +4 and double damage dice (including persistent damage); 15 temporary HP; Acrobatics +20.

AGILE FEET — POWER 1

Transmutation

Casting ◇ Somatic Casting; **Trigger** You Step or Stride.

For the Stride, you're accelerated 5 feet and ignore difficult terrain. For the Step, you ignore difficult terrain.

AIR BUBBLE — SPELL 1

Conjuration

Casting ◇ Verbal Casting; **Trigger** A creature within range enters an environment where it can't breathe.

Range 60 feet; **Targets** the triggering creature

Duration 1 minute or until dismissed

A bubble of pure air appears around the target's head, allowing it to breathe normally. The spell is dismissed as soon as the target returns to an environment where it can breathe normally.

AIR WALK — SPELL 4

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one creature

Duration 1 minute

The target can walk on air as if it were solid ground. It can ascend and descend in this way at a maximum of a 45-degree angle.

ALARM — SPELL 1

Abjuration

Casting 10 minutes (Material, Somatic, Verbal); **Requirements** 3 gp silver bell focus

Range touch; **Area** 20-foot burst

Duration 8 hours

The focus is whisked away until the magic is broken or the spell expires. 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 that awakens you (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 awake if it succeeds at a DC 15 Perception check. A creature aware of the alarm must succeed at a Stealth check against the spell's DC or trigger the alarm when moving into the area.

Heightened (3rd) You can specify criteria for creatures that sound the alarm. For instance, orcs or people with red hair.

ALLEGRO — CANTRIP

Cantrip Composition Emotion Enchantment Mental

Casting ◆ Verbal Casting

Range 30 feet; **Targets** one ally

Duration 1 round

You perform rapidly, speeding your ally. The ally is quick and can use the action to Strike, Stride, or Step.

ALTER REALITY — SPELL 10

Divination

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting

You use your occult lore and the power of your mind to manipulate the spiritual multiverse, resulting in any of the following effects:

- Duplicate any occult spell of 9th level or lower.
- Duplicate any non-occult spell of 7th level or lower.
- Produce any effect whose power is equivalent to any occult spell 9th level or lower, or non-occult spell 7th level or lower.

At the GM's discretion, you can try to produce greater effects, but this is dangerous and the spell may have only a partial effect.

ANCESTRAL SURGE — POWER 1

Enchantment

Casting ◆ Verbal Casting

Duration 1 round

You gain a +1 conditional bonus to spell rolls and spell DCs.

If you have available Spell Points, you can spend 1 Spell Point and Concentrate on a Spell to extend its duration by 1 round.

ANGELIC HALO — POWER 1

Abjuration Good

Casting ◆ Somatic Casting ◆ Verbal Casting

Duration 1 minute

You gain the effects of *protection* against evil.

Heightened (3rd) The effect of the spell increases to that of a *circle of protection* against evil, centered on you for 1 minute.

Heightened (5th) The spell's duration increases to 1 hour.

ANGELIC WINGS — POWER 3

Evocation Light

Casting ◆ Somatic Casting ◆ Verbal Casting

Duration 3 rounds

Wings of pure light spread out from your back, granting you a fly Speed of 30 feet. Your wings cast bright light in a 30-foot radius. When the duration would end, if you have Spell Points, you can spend 1 Spell Point to increase the duration by 3 rounds. When it ends, you float to the ground, with *feather fall*'s effects.

Heightened (5th) The base duration, and the extra duration for spending 1 Spell Point, increase to 1 minute.

Heightened (7th) The base duration increases to 10 minutes. The extra duration for spending 1 Spell Point increases to 5 minutes.

ANIMAL FORM — SPELL 3

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Duration 1 minute or until dismissed

You transform into a Medium animal battle form. You count as an animal in addition to your normal traits. Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate it. When you transform, you gain the following:

- AC 22 (TAC 20), ignore armor's check penalty and reduced Speed.

- One or more unarmed melee attacks, which are the only types of attacks you can use. You're trained with them. Your attack modifier is +10 and your damage bonus is +5. These are Strength based (for the purpose of enfeebled, for example).
- 10 temporary Hit Points while you have the form.
- Low-light vision.
- Athletics bonus of +11 unless your own is higher.

These special statistics can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents casting spells, speaking, or using most actions with the manipulate trait that require hands. (The GM decides if there's doubt.) You can dismiss the spell with a concentrate action.

If you prepare this spell, choose from the options below. You gain the attacks, Speeds, and special abilities listed. You can choose the specific type of animal (such as lion or snow leopard for cat). This has no effect on size or statistics.

- **Ape** Speed 25 feet, climb Speed 20 feet; scent; fist, **Damage** 2d6 bludgeoning
- **Bear** Speed 25 feet; scent; jaws, **Damage** 2d8 piercing; claw (agile), **Damage** 1d8 slashing.
- **Bull** Speed 30 feet; scent; horn, **Damage** 2d8 piercing.
- **Canine** Speed 40 feet; scent; jaws, **Damage** 2d8 piercing.
- **Cat** Speed 40 feet; scent; jaws, **Damage** 2d6 piercing; claw (agile), **Damage** 1d10 slashing.
- **Deer** Speed 45 feet; scent; antler, **Damage** 2d6 piercing.
- **Frog** Speed 25 feet, swim, Speed 25 feet; scent; jaws, **Damage** 2d6 bludgeoning; tongue (reach 15 feet), **Damage** 2d4 bludgeoning.
- **Shark** swim Speed 35 feet; scent; jaws, **Damage** 2d8 piercing.
- **Snake** Speed 20 feet, climb Speed 20 feet, swim Speed 20 feet; scent; fangs, **Damage** 2d4 piercing plus 1d6 poison.

Heightened (4th) Your battle form is Large and your attacks have 10-foot reach. You must have enough space to expand or the spell is lost. Your statistics are AC 25 (TAC 22); attack modifier +14; damage bonus +9; 15 temporary HP; Athletics +14.

Heightened (5th) Your battle form is Huge and your attacks have 15-foot reach. You must have enough space to expand or the spell is lost. Your statistics are AC 27 (TAC 24); attack modifier of +16; damage bonus +7 and double the number of damage dice; 20 temporary HP; Athletics +18.

ANIMAL MESSENGER — SPELL 2

Enchantment Mental

Casting 1 minute (Material, Somatic, Verbal)
Range 120 feet
Duration 1 week

You offer a gift of food, and an ordinary Tiny wild 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. Optionally, you can attach a small object or note up to light Bulk to it. The animal does its best to reach the destination; if it does, it waits nearby until the duration expires, allowing other nonhostile creatures to approach it and remove the attached object.

If there are no Tiny wild animals in range, the spell is lost.

ANT HAUL — SPELL 1

Transmutation

Casting ◆ Somatic Casting ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 8 hours

The target can carry 3 more Bulk than normal before becoming encumbered and up to a maximum of 6 more Bulk.

ANTIMAGIC FIELD — SPELL 8

Abjuration

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Area 10-foot aura
Duration concentration, up to 1 minute

Spells can't penetrate the area, magic items cease to function within it, and no one inside can cast spells or use magic abilities. Likewise, spells—such as *dispel magic*—can't affect the field itself unless they are of a higher level. Magic effects resume the moment they pass outside the field. For example, a ray fired from one side of the field could target a creature on the other side (as long as caster and target are outside). A summoned creature winks out of existence but reappears if the field moves or ends. Invested magic items cease to function, but they remain invested and function when the item exits; the ability boost from a potent item isn't suppressed. Spells of a higher level than the *antimagic field* overcome its effects, and can even be cast by a creature within the field.

The field disrupts only magic, so a *+3 longsword* still functions as a master-quality longsword. Magically created creatures (such as golems) function normally within an *antimagic field*.

ARCANE COUNTERMEASURE — POWER 5

Abjuration

Casting ◆ Somatic Casting; **Trigger** A creature within range that you can see casts a spell.
Range 120 feet; **Targets** the spell cast by the triggering creature

You undermine the target spell, making it easier to defend against. You reduce the spell's level by 1, and targets gain a +1 conditional bonus to any saving throws, skill checks, AC, or DC against it.

You can't reduce the spell's level below its minimum (if any). For example, a 5th-level *cone of cold* would remain 5th-level, but a 5th-level *fireball* would become 4th-level.

ARTISTIC FLOURISH — POWER 2

Transmutation

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one item or work of art
Duration 24 hours

You infuse the target with artisanal and artistic vision. Its quality increases to match your proficiency rank in Crafting, to a maximum of expert. The target is a beautiful and impressive piece for its new quality, but the effect is obviously temporary, so it can't be sold for more than normal. This doesn't allow you to use the target to Craft a magic item that requires the new quality or perform any other task requiring a permanent item of that quality.

Heightened (4th) If you spend 1 additional Spell Point, the maximum quality increases to master.

Heightened (8th) If you spend 2 additional Spell Points, the maximum quality increases to legendary.

ATHLETIC EXPLOIT — POWER 1

Transmutation

Casting ◆ Somatic Casting

Until the end of your turn, you don't take check penalties or Speed reduction from armor or encumbrance.

AUGMENT SUMMONING — POWER 1

Conjuration

Casting ◇ Verbal Casting; **Trigger** You complete an arcane spell that summons a creature.

The summoned creature gains a +1 conditional bonus to attack rolls, AC, and saving throws for the duration of the triggering spell.

AUGURY — SPELL 2

Divination
Prediction

Casting 10 minutes (Material, Somatic, Verbal)

You ask about the results of a particular course of action. The spell can predict results up to 30 minutes into the future, and reveals the GM's best guess among the following outcomes.

- **Weal** The results will be good.
- **Woe** The results will be bad.
- **Weal and Woe** The results will be a mix of good and bad.
- **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 casts *augury* on the same topic, use the secret roll result from the first casting. It's possible to get a different result if circumstances change.

AVATAR — SPELL 10

Polymorph
Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform into an avatar of your deity, assuming a Huge battle form. You must have space to expand or the spell is lost. You count as a deity in addition to your normal traits. Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate it. When you transform, you gain the following:

- AC 42 (TAC 39), ignore armor's check penalty and reduced Speed.
- One or more attacks, which are the only types of attacks you can use. You're trained with them. Your attack modifier is +31 and the damage bonus is listed. Melee attacks are Strength based (for the purposes of enfeebled, for example) unless they have the finesse trait, and all ranged attacks are Dexterity based. They target the enemy's AC. Even if they deal positive or negative damage, they don't heal creatures.
- 30 temporary Hit Points while you have the form.
- Darkvision.
- Athletics bonus of +31 unless your own bonus is higher.

These statistics can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. This form prevents spellcasting and most manipulate actions that require hands (the GM decides if there's doubt). You can dismiss the spell with a concentrate action.

When in battle form, you gain the attacks, Speeds, and special abilities listed for your deity below.

- **Abadar** Speed 50 feet, immune to hampered and immobilized, burrow Speed 30 feet; crossbow (range 120 feet, reload 1), **Damage** 6d10+3 piercing.
- **Asmodeus** Speed 70 feet, immune to hampered, *air walk;* mace (reach 15 feet), **Damage** 6d10+6 bludgeoning; hellfire (range 120 feet), **Damage** 6d6+3 fire.
- **Calistria** Speed 30 feet, fly Speed 70 feet; whip (disarm, finesse nonlethal, reach 20 feet), **Damage** 6d4+6 slashing; savored sting (range 60 feet), **Damage** 6d6+3 poison.
- **Cayden Cailean** Speed 70 feet, ignore difficult terrain (and greater), *air walk*; rapier (deadly, reach 15), **Damage** 6d6+6 piercing; ale splash (range 120 feet), **Damage** 6d6+3 poison.
- **Desna** Speed 30 feet, fly Speed 70 feet; starknife (agile, deadly, finesse, reach 15, silver, thrown 60), **Damage** 6d4+6 piercing; moonbeam (range 120 feet, silver), **Damage** 6d6+3 fire.
- **Erastil** Speed 70 feet, ignore difficult terrain (and greater), *air walk*; longbow (deadly, range 150), **Damage** 6d8+3 piercing.
- **Gorum** Speed 70 feet, immune to hampered and immobilized; greatsword (versatile P, reach 15), **Damage** 6d12+6 slashing.
- **Gozreh** fly Speed 70 feet, swim Speed 70 feet, no land Speed; ignore difficult terrain (and greater); wind (versatile electricity, range 120 feet), **Damage** 6d6+3 bludgeoning; waves **Damage** 6d8+6 bludgeoning (bull rush, reach 15, thrown 20).
- **Iomedae** Speed 70 feet, immune to hampered, *air walk*; shield (15 Hardness, can't be dented or broken); longsword (versatile piercing, reach 15 feet), **Damage** 6d8+6 slashing.
- **Irori** Speed 80 feet, immune to hampered, *air walk*; unfettered strike (agile, versatile S or P, finesse, reach 15), **Damage** 6d8+6 bludgeoning; wind strike (range 60), **Damage** 6d4+6 bludgeoning.
- **Lamashtu** Speed 30 feet, fly Speed 70 feet; falchion (forceful, reach 15 feet), **Damage** 6d10+6 slashing; waters of Lamashtu, (range 120 feet), **Damage** 6d6+3 poison.
- **Nethys** Speed 70 feet, immune hampered, *air walk*; raw magic (versatile cold, electricity, fire, range 120), **Damage** 6d6 force.
- **Norgorber** Speed 70 feet, ignore difficult terrain and greater difficult terrain, *air walk*; short sword (agile, finesse, versatile slashing, reach 15 feet), **Damage** 6d6+6 piercing; blackfinger toss (range 120 feet), **Damage** 6d6+3 poison.
- **Pharasma** Speed 70 feet, immune to hampered, *air walk*; dagger (agile, finesse, reach 15 feet, thrown 40 feet), **Damage** 6d6+6 slashing; spiral blast (range 120 feet, damages only undead, **Damage** 6d8+3 positive).
- **Rovagug** Speed 50 feet, immune to hampered and immobilized, burrow Speed 30 feet; jaws (reach 15 feet), **Damage** 6d12+6 piercing; leg (agile, versatile piercing, reach 15 feet), **Damage** 6d8+6 bludgeoning.
- **Sarenrae** Speed 30 feet, fly Speed 70 feet; scimitar (forceful, nonlethal, reach 15 feet), **Damage** 6d6+6 slashing; everflame (nonlethal, range 120 feet), **Damage** 6d6+3 fire.
- **Shelyn** Speed 70 feet, ignore difficult terrain and greater difficult terrain, *air walk*; glaive (deadly, nonlethal, reach 20 feet), **Damage** 6d8+6 slashing; melody of inner beauty, (nonlethal, range 120 feet), **Damage** 6d6+3 sonic.
- **Torag** Speed 50 feet, immune to hampered and immobilized, burrow Speed 30 feet; shield (15 Hardness, can't be dented or broken); warhammer (bull rush, reach 15 feet), **Damage** 6d8+6 bludgeoning.
- **Urgathoa** Speed 70 feet, immune to hampered, *air walk*; scythe (deadly, trip, reach 15 feet), **Damage** 6d10+6 slashing; pallid plague (range 120 feet), **Damage** 6d6+3 negative.
- **Zon-Kuthon** Speed 70 feet, ignore difficult terrain and greater difficult terrain, *air walk*; spiked chain (disarm, trip, reach 15 feet), **Damage** 6d8+6 slashing; midnight pain (mental, nonlethal, range 120 feet), **Damage** 6d6+3.

BALEFUL POLYMORPH — SPELL 6

Polymorph Transmutation

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature
Duration varies

You attempt to transform the target creature into a harmless animal appropriate to the area, with effects based on its Fortitude save.

Success The target's body gains minor features of the harmless animal. Its insides churn, causing it to be sick 1. When it recovers from the sickness, its features revert to normal.
Critical Success The target is unaffected.
Failure The target transforms for 1 minute but keeps its mind. It can spend all its actions on its turn concentrating on its original form, granting it a Will save to end the effect.
Critical Failure The target is transformed into the chosen harmless animal, body and mind, for 1 day.

Heightened (8th) On a critical failure, the duration is unlimited.

BANE — SPELL 1

Enchantment Mental

Casting Somatic Casting Verbal Casting
Area 30-foot aura; **Targets** enemies in the aura
Duration concentration, up to 1 minute

Divine censure makes it difficult for your enemies to attack. Targets take a –1 conditional penalty to attack rolls. *Bane* can dispel *bless*.

BANISHMENT — SPELL 5

Abjuration

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature that isn't on its home plane

You send the target back to its home plane, to the place it was before leaving. The effect depends on the target's Will save. You can add a Material Casting action to give the creature a –2 circumstance penalty to its save. The component must be a specially gathered object that is anathema to the creature, not from a spell component pouch. You can cast this spell only when you're on your home plane.

Success The creature resists being banished.
Critical Success The creature resists being banished and you are stunned until the end of your next turn.
Failure The creature is banished.
Critical Failure The creature is banished and can't return to your home plane by any means for 1 week.

Heightened (9th) You can target up to 10 creatures. The extra material component affects these targets if it is anathema to them.

BARKSKIN — SPELL 2

Abjuration Plant

Casting Somatic Casting, Verbal Casting
Range touch; **Targets** one creature
Duration 1 minute

The target's skin is covered in bark. The target gains resistance 1 to bludgeoning and piercing damage and weakness 2 to fire.

Heightened (+2) The resistances increase by 2 and weakness by 3.

BIND SOUL — SPELL 9

Evil Necromancy

Casting Somatic Casting, Verbal Casting; **Requirements** black sapphire with a gp value of at least the target's level × 100
Range 30 feet; **Targets** one creature that died within the last minute
Duration unlimited

You wrench the target's soul and imprison it in a black sapphire.

The soul can't be returned to life through any means, even a *miracle* or *wish*. If the gem is destroyed or *soul bind* is dispelled on the gem, the soul is free. The gem has AC 16, TAC 12, and Hardness 10. A gem can't hold more than one soul, and attempting to put another soul into it wastes the spell.

BIND UNDEAD — SPELL 3

Necromancy

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one mindless undead creature with a level no greater than *bind undead*'s spell level
Duration 1 day

You control the target. It gains the minion trait. If you or an ally acts hostile to the target, the spell ends.

BIT OF LUCK — POWER 1

Divination Fortune

Casting Somatic Casting; **Trigger** You or an ally within range fails an attack roll, saving throw, or skill check by 1 and did not benefit from a conditional bonus.
Range 30 feet

You tilt the scales of luck slightly, adding a +1 conditional bonus to the check retroactively, thus making the check a success.

BLACK TENTACLES — SPELL 5

Conjuration

Casting Material Casting, Somatic Casting, Verbal Casting
Range 120 feet; **Area** 20-foot burst adjacent to a flat surface
Duration 1 minute or until dismissed

Tentacles rise and attempt to Grapple each creature in the area. Make spell rolls against the Fortitude DC of each creature. Any creature you succeed against is grabbed and takes 2d6 bludgeoning damage. Whenever a creature ends its turn in the tentacles, the tentacles attempt to grab that creature if they haven't already, and deal 1d6 bludgeoning damage to any creature grabbed.

The tentacles' escape DC is equal to your spell DC. A creature can attack a tentacle in an attempt to release its grip. It has AC 25 and TAC 23 and is destroyed if it takes 12 damage or more.

BLADE BARRIER — SPELL 6

Evocation Force

Casting Material Casting, Somatic Casting, Verbal Casting
Range 120 feet
Duration 1 minute

Blades of force form a churning wall. The wall is a straight line 20 feet high, 120 feet long, and 2 inches thick and provides cover. You deal 6d8 force damage to each creature in its space when the wall is created, that attempts to pass through the wall, or that ends its turn inside the wall; the creature must attempt a Reflex save. A creature that succeeds when the wall is created is pushed to the nearest space on the side of its choice.

Success The creature takes half damage.
Critical Success The creature is unaffected.
Failure The creature takes full damage.
Critical Failure The creature takes double damage. If it was trying to move through, it fails but can try again with later actions.

Heightened (+1) The damage increases by 1d8.

BLESS — SPELL 1

Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 30-foot aura; **Targets** you and allies in the aura
Duration concentration, up to 1 minute

Blessings from beyond make your companions potent. They gain a +1 conditional bonus to attack rolls. *Bless* can dispel *bane*.

BLIND AMBITION — POWER 1

Emotion Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 10 minutes

You strengthen a target's ambition, increase its resentment of allies, and make it easier to turn. The effects depend on its Will save.

Success Attempts to Coerce, Request, or use mental effects to convince the target to advance its own ambitions take half the usual circumstance penalties (or gain bonuses on the target's save) for being against the target's convictions or nature.

Critical Success The target takes no effect.

Failure Attempts to Coerce, Request, or use mental effects to convince the target to advance its own ambitions ignore any circumstance penalties (or bonuses on the target's save) for being against the target's convictions or nature, and they seem reasonable for effects like *suggestion*.

Critical Failure The target is overcome with ambition, taking whatever actions would advance its own agenda over that of its allies, even without attempts to convince the target.

BLINDNESS — SPELL 3

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

You blind the target. The effect is determined by the target's Fortitude save. The target is bolstered against all castings of *blindness*.

Success The target is blinded until its next turn begins.

Critical Success The target is unaffected.

Failure The target is blinded for 1 minute.

Critical Failure The target is blinded permanently.

BLINK — SPELL 4

Conjuration Teleportation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

You blink quickly between the Material and Ethereal Planes. You gain resistance 5 to all damage (overcome by force). You can Concentrate on the Spell to vanish and reappear 10 feet in a random direction determined by the GM; the movement doesn't trigger reactions. At the end of your turn, you vanish and reappear as above.

BLUR — SPELL 2

Illusion Visual

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 1 minute

The target's form appears blurry and it is concealed.

BREATH OF LIFE — SPELL 5

Healing Necromancy Positive

Casting ◆ Verbal Casting; **Trigger** A living creature within range would die.
Range 60 feet; **Targets** the triggering creature

The target regains 4d8 plus your spellcasting ability modifier Hit Points, reduces its dying condition to dying 3, and gets a +2 conditional bonus to its next recovery save. You can't use *breath of life* if the triggering effect was *disintegrate* or a death effect.

BURNING HANDS — SPELL 1

Evocation Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 15-foot cone

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area; they must each attempt a Reflex save.

Success The creature takes half damage.

Critical Success The creature takes no damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Heightened (+1) The damage increases by 2d6.

CALL OF THE GRAVE — POWER 1

Arcane Attack Fear Necromancy Wizard

Casting ◆ Somatic Casting ◆ Verbal Casting
Range 30 feet; **Targets** one living creature

You fire a dreadful ray. Make a ranged touch attack.

Success The target becomes frightened 1.

Critical Success The target becomes frightened 2.

Failure The target is unaffected.

CALM EMOTIONS — SPELL 2

Emotion Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Area** 10-foot burst
Duration concentration, up to 1 minute

Creatures in the area become calm, depending on their Will saves.

Success Calming urges give a –1 conditional penalty to attack rolls.

Critical Success The creature is unaffected.

Failure You suppress emotion effects and prevent the creature from acting hostile. If it is subject to hostility from any other creature, it ceases to be affected by *calm emotions*.

Critical Failure As failure, but hostility doesn't end the effect.

CAPTIVATING ADORATION — POWER 2

Emotion Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 15-foot aura
Duration 1 minute

You become entrancingly beautiful and desirable, and creatures are distracted by their feelings for you as long as they remain within the area. The effect is determined by their Will saves. If a creature leaves and reenters, use the original save results.

Success The creature takes a –1 conditional penalty to Perception and skill checks not directed at you.

Critical Success The creature is unaffected.

Failure The creature is fascinated.

Critical Failure The creature is fascinated and its attitude toward you improves by one step.

CELESTIAL BRAND — POWER 5

Curse Necromancy

Casting ◆ Somatic Casting ◆ Verbal Casting
Range 30 feet; **Targets** one non-good creature
Duration 1 round

A blazing symbol appears on the target, marking it for divine



justice. You and your allies receive a +1 conditional bonus to your attack rolls and skill checks against it. Anytime a good creature damages it, it deals 2d4 additional good damage. The target is bolstered against all castings of *celestial brand*.

Heightened (+2) The good damage increases by 1d4.

CHAIN LIGHTNING SPELL 6

Electricity Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 500 feet; **Targets** one creature, plus any number of additional creatures

You discharge a powerful bolt of lightning at the target, dealing 7d12 electricity damage unless it succeeds at a Reflex save. The electricity arcs to another creature within 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. Targets after the first take 6d12 electricity damage and must attempt a Reflex save. Roll the damage only once and apply it to each target (halving or doubling when necessary).

Success The targets take half damage.

Critical Success The targets are unaffected, and the chain ends.

Failure The targets take full damage

Critical Failure The targets take double damage.

Heightened (+1) The damage to all targets increases by 1d12.

CHARM SPELL 1

Emotion Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one humanoid creature
Duration 1 hour or until dismissed

To the target, your words are honey and your visage bathed in dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or acted hostile.

You can dismiss *charm* with a Verbal Casting action. If you act hostile to 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, which could potentially allow you to convince the target to continue being your friend via mundane means.

Success The target is unaffected, but thinks your spell was something harmless instead of *charm*, unless it identifies the spell (usually with Identify Magic).

Critical Success The target is unaffected and aware you tried to charm it.

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't act hostile toward you.

Critical Failure Target is helpful and can't act hostile toward you.

Heightened (4th) You can target any creature, not just humanoids.

Heightened (8th) You can target up to 10 creatures of any kind.

CHARMING TOUCH POWER 1

Attack Emotion Enchantment Mental

Casting ◆ Somatic Casting
Range 30 feet; **Targets** one humanoid creature
Duration 10 minutes or until dismissed

You infuse your target with love or lust, causing it to act friendlier. On a successful touch attack roll, the target attempts a Will save, with a +4 circumstance bonus if you or your allies recently threatened or acted hostile to it and a –2 circumstance penalty if you critically succeed on the attack roll or it allows you to touch it.

You can dismiss the spell with a Verbal Casting action. If you act hostile to 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, which could potentially allow you to convince the target to continue being your friend via mundane means. The effects of the Will save are the same effects as *charm*.

Heightened (4th) You can target any type of creature, not just humanoids, as long as they would find you attractive.

CHARMING WORDS — POWER 1

Auditory Enchantment Lingual Mental

Casting ◆ Somatic Casting ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration until the start of your next turn

You whisper enchanting words with effects depending on the target's Will save. The target is bolstered.

Failure The target can't act hostile toward you.
Critical Failure The target is stunned.
Success The target is unaffected.
Critical Success You enrage the target; it gains a +2 circumstance bonus to attack rolls, spell rolls, and spell DCs against you.

CHILL TOUCH — CANTRIP

Attack Necromancy Negative

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one living or undead creature

Your touch weakens the living and disorients undead. Make a melee touch attack. The effect of a hit depends on whether the target is living or undead. Heightening increases the damage.

Living Creature 1d8 negative damage. On a critical hit, double damage and enfeebled 1 for 1 round.
Undead Creature Flat-footed for 1 round. On a critical hit, it's also fleeing for 1 round unless it succeeds at a Will save.

Heightened (3rd) Damage of 1d8 + your spellcasting ability modifier.
Heightened (5th) Damage of 2d8 + your spellcasting ability modifier.
Heightened (7th) Damage of 3d8 + your spellcasting ability modifier.
Heightened (9th) Damage of 4d8 + your spellcasting ability modifier.

CHROMATIC WALL — SPELL 5

Abjuration

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet
Duration 10 minutes

You create an opaque wall of light in a vibrant color. The wall is straight and vertical, stretching 60 feet across and 30 feet high. If it would pass through a creature, the spell is lost. The wall sheds bright light 20 feet on each side. You can ignore its effects.

Roll 1d4 to determine the color of the wall. Each color has a particular effect on items, effects, or creatures that attempt to pass through. *Chromatic wall* can't be dispelled normally; rather, each color is automatically dispelled when targeted by a specific spell, even if that spell is a lower level than *chromatic wall*.

1: Red Destroys ranged weapon ammunition (such as arrows and crossbow bolts) that would pass through, and deals 15 fire damage to anyone passing through (Reflex half, or none on a critical success). Dispelled by *cone of cold*.
2: Orange Destroys thrown weapons that would pass through, and deals 20 acid damage to anyone passing through (Reflex half, or none on a critical success). Dispelled by *gust of wind*.
3: Yellow Stops acid, cold, electricity, fire, force, negative, positive, and sonic effects from passing through, and deals 25 electricity damage to anyone passing through (Reflex half, or none on a critical success). Dispelled by *disintegrate*.
4: Green Stops toxins, gases, and breath weapons from passing through, and deals 10 poison damage to anyone passing through and makes them enfeebled 1 (Fortitude half damage and negate enfeebled, and no damage on a critical success) for 1 minute. Dispelled by *passwall*.

Heightened (7th) The spell's duration increases to 1 hour. Roll 1d8 to determine the wall's color. A red, orange, yellow, or green wall deals an extra 10 damage.

5: Blue Stops auditory, petrification, and visual effects from passing through, and those passing through suffer the effects of *flesh to stone*. Dispelled by *magic missile*.
6: Indigo Stops divination and mental effects from passing through, and those passing through suffer the effects of *warp mind*. Dispelled by *searing light*.
7: Violet Prevents spells from targeting the other side (area effects still cross as normal), and creatures passing through are slow 1 for 1 minute (sent to another plane, as the effect of *plane shift*, on a critical failure). Dispelled by *dispel magic*.
8: Reroll, and the wall's save DC gets a +2 conditional bonus.

CIRCLE OF PROTECTION — SPELL 3

Abjuration

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Area** 10-foot-aura centered on the touched creature
Duration 1 minute

Choose chaotic, evil, good, or lawful. If you choose chaos, this spell gains the lawful trait and so on. Creatures in the area gain a +1 conditional bonus to AC against attacks by creatures of the chosen alignment and saves against effects from such creatures. This increases to +3 against effects from such creatures that directly control the target and attacks made by such summoned creatures.

Summoned creatures of the chosen alignment can't willingly enter without a Will save. Use the first result for repeated attempts.

Heightened (4th) The duration increases to 1 hour.

CLAIRAUDIENCE — SPELL 3

Divination Scrying

Casting 1 minute (Material, Somatic, Verbal)
Range 500 feet
Duration 1 minute

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

Divination Scrying

Casting 1 minute (Material, Somatic, Verbal)
Range 500 feet
Duration 1 minute

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 as if using your normal visual senses.

CLOAK OF COLORS — SPELL 5

Illusion Visual

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute

A cloak of swirling colors shrouds the target. Creatures are dazzled while adjacent to it, and attacks cause a brilliant flash of light. When a creature hits the target with a melee attack, it must attempt a Will save. It's bolstered until the end of its next turn.

Success The attacker is unaffected.
Failure The attacker is blinded for 1 round.
Critical Failure The attacker is stunned for 1 round.

CLOUDKILL — SPELL 5

Death Necromancy Poison

Casting Material Casting, Somatic Casting, Verbal Casting
Range 120 feet; **Area** 20-foot burst
Duration 1 minute or until dismissed

You conjure a moving bank of poisonous fog. This functions as *obscuring mist*, except the area moves 10 feet away from you each round. You deal 5d6 poison damage to each breathing creature that starts its turn in the spell's area; each creature must attempt a Fortitude save.

Success The creature takes half damage.
Critical Success The creature takes no damage.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Heightened (+1) The damage increases by 1d6.

COLLECTIVE TRANSPOSITION — SPELL 6

Conjuration Teleportation

Casting Somatic Casting, Verbal Casting
Area 30-foot aura; **Targets** up to two creatures

You teleport the targets to new positions within the area. The creature must be able to fit, and the position must be unoccupied, entirely within the area, and in your line of sight. Unwilling creatures can attempt a Will save.

Success The target is unaffected.
Critical Success The target can choose to teleport, but it chooses the destination.
Failure You teleport the target and choose its destination.

Heightened (+1) The number of targets increases by one.

COLOR SPRAY — SPELL 1

Illusion Visual

Casting Somatic Casting, Verbal Casting
Area 15-foot cone
Duration 1 or more rounds (see below)

Swirling colors affect viewers based on their Will saves.

Success Dazzled for 1 round.
Critical Success The target is unaffected.
Failure Blinded for 1 round, dazzled for 4 rounds.
Critical Failure Stunned for 1 round, blinded for 4 rounds.

COMMAND — SPELL 1

Auditory Enchantment Lingual Mental

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature
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), drop what it's holding, drop prone, or stand in place. The effects depend on the target's Will save.

Success The target is unaffected.
Failure The target spends its first action doing as you commanded, and the spell is dismissed.
Critical Failure The target does as you commanded, spending as many actions as possible doing so, and does nothing else.

Heightened (5th) You can target up to 10 creatures.

MAGIC AND MORALITY

Magic allows you to perform some pretty wondrous things in the game, but it can be used for terrible purposes. While some spells are obviously vile, or have the evil trait and a direct connection to the profane, other spells can be used for good or ill. Using magic does not free you from the morality of the outcome.

Nowhere is this more true than when it comes to enchantment spells, especially those used to compel a character to do something. These spells can remove the power of choice from a character and can very easily be used in ways that are evil. Dominating an ogre and forcing him to abandon his guard post is not necessarily evil, but using that same spell to force a merchant to give you all of his wares certainly is.

The ultimate judgment of whether a player is using a spell for an evil purpose is left up to the GM, but all players should take care when using such spells. Using a spell for an evil purpose can cause a player character's alignment to shift to evil. Far more importantly, these actions can negatively impact people at the table. Such spells might create situations that the echo truly awful experiences the players might have had, creating uncomfortable or hostile environments. Players and GMs should work to prevent these situations so everyone can focus on having fun at the table.

COMMANDING LASH — POWER 2

Enchantment Mental

Casting Verbal Casting
Requirements Your last action must have been a Strike that dealt damage to a target.

You issue a command to the target, as the spell *command*.

COMPETITIVE EDGE — POWER 2

Emotion Enchantment Mental

Casting Somatic Casting, Verbal Casting
Duration 1 minute

Your competitiveness drives you to better yourself against superior opposition. You gain a +1 conditional bonus to checks against a DC more than 11 greater than your total bonus before *competitive edge*; this doesn't affect your DCs. For instance, if you attempt a check at a +10 against a DC of 22 or higher, you gain the bonus, but if the DC is 21 or lower, you don't.

COMPREHEND LANGUAGE — SPELL 2

Divination

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one 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.
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.

CONE OF COLD SPELL 5

Cold Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 30-foot cone

Icy cold rushes forth from your hands. You deal 11d6 cold damage to creatures in the area; they must each attempt a Reflex save. When Casting this Spell, you can add a Material Casting action to include a small crystal or icicle. If you do, increase the area to a 60-foot cone.

Success The creature takes half damage.
Critical Success The creature takes no damage.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Heightened (+1) The damage increases by 2d6.

CONFUSION SPELL 4

Emotion Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute or until dismissed

You befuddle your target with strange impulses, causing it to act randomly. The effects are determined by the target's Will save.

Success Babbles incoherently and is slowed 1 for 1 round.
Critical Success The target is unaffected.
Failure Confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confusion.
Critical Failure Confused for 1 minute with no save to end early.

Heightened (8th) You can target up to 10 creatures.

CONTINGENCY SPELL 7

Abjuration

Casting 10 minutes (Material, Somatic, Verbal)
Duration 24 hours

You prepare a spell to trigger later. While casting *contingency*, you also cast another spell of 4th level or lower with a casting time of no more than three actions. You must pay any appropriate costs for the spell. This companion spell must be one that can affect you. You must make any decisions for the spell when you set the contingency, such as choosing damage type for *resist energy*.

During the casting, choose a trigger under which the spell will be cast, using the same restrictions as the trigger for a readied action. You can cause the companion spell to come into effect as a reaction with that trigger. It affects only you, even if it would normally affect more creatures. If you define complicated conditions, as determined by the GM, the trigger might fail.

If you cast *contingency*, the newer one supersedes the older.

Heightened (8th) You can choose a spell of 5th level or lower.
Heightened (9th) You can choose a spell of 6th level or lower.
Heightened (10th) You can choose a spell of 7th level or lower.

CONTINUAL FLAME SPELL 2

Evocation Light

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Cost 6 gp worth of ruby dust
Range touch; **Targets** one object
Duration unlimited

A magical flame springs up from the object, as bright as a torch. It doesn't need oxygen, react to water, or generate heat.

Heightened (+1) The cost increases as follows: 16 gp for 3rd level; 30 gp for 4th; 60 gp for 5th; 120 gp for 6th; 270 gp for 7th; 540 gp for 8th; 1,350 gp for 9th; and 3,350 gp for 10th.

CONTROL WATER SPELL 5

Evocation Water

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 500 feet; **Area** 50 feet long by 50 feet wide

You can raise or lower the level of water in the chosen area by 10 feet. Water creatures in the area suffer the effects of *slow*.

COUNTER PERFORMANCE POWER 1

Composition Enchantment Fortune Mental Power

Casting ◆ Verbal Casting, ◆ Somatic Casting; **Trigger** You or an ally within 60 feet must roll a saving throw against an auditory or visual effect.
Area 60-foot aura

You protect yourself and allies through performance. Choose an auditory performance if the trigger was auditory or a visual performance if it was visual, then roll a Performance check for the chosen performance. You and allies in the area can use the higher result of your Performance check or their saving throw.

CREATE FOOD SPELL 2

Conjuration

Casting 10 minutes (Somatic, Verbal)
Range 30 feet

You create enough food to feed six Medium creatures for a day; it's bland and unappealing and leaves the eater unsatisfied. After 1 day, if no one has eaten the food, it decays and becomes inedible. Most Small creatures eat one-fourth as much as a Medium creature (one-sixteenth as much for most Tiny 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

Conjuration Water

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch

Cupping your hands, water begins to flow. You create 2 gallons of water. If no one drinks it, it evaporates after 1 day.

CREATION SPELL 4

Conjuration

Casting 1 minute (Material, Somatic, Verbal)
Range 0 feet
Duration 1 hour

You create a temporary standard-quality object. It must be of vegetable matter and 5 cubic feet or smaller. It can't rely on intricate artistry or complex moving parts, never functions as a cost or the like, and can't be made of special materials or materials with a rarity of uncommon or higher. It is obviously temporary conjured.

Heightened (5th) The item is expert quality and can use minerals.

CRISIS OF FAITH — SPELL 3

Enchantment Mental

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature

You assault the target's faith, riddling the creature with doubt and mental turmoil for 6d4 mental damage, or 6d6 mental damage if it can cast divine spells. The effects are determined by its Will save.

Success The target takes half damage.
Critical Success The target takes no damage.
Failure The target takes full damage.
Critical Failure The target takes double damage 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) Damage increases by 2d4 (2d6 if divine spellcaster)

CRUSADE — SPELL 9

Enchantment Lingual Mental

Casting Somatic Casting, Verbal Casting
Range 60 feet; **Targets** up to 4 creatures
Duration 5 minutes

Pronounce a cause. It can be to attain an item, claim a patch of land, slay a creature, war with a group, or be entirely peaceful. Your cause can't force the targets to harm one another or themselves. They become completely dedicated to that cause, depending on their levels. They choose their own actions, but they favor direct action over inaction or indirect action.

- **13th or Lower** The target is so dedicated to the cause that it will pursue it to the death (unless you say otherwise).
- **14th** The target is dedicated to the cause, but the spell ends for the target if it's reduced to 50 Hit Points or fewer.
- **15th** As 14th, plus the target can attempt a Will save at the end of each turn to end the spell for itself.

The spell ends for all creatures if you or one of your allies acts hostile toward a target, or the cause is complete. The GM might determine this spell has alignment traits befitting the cause.

Heightened (10th) The level limit for each category increases by 2.

CRUSHING DESPAIR — SPELL 5

Emotion Enchantment Mental

Casting Somatic Casting, Verbal Casting
Area 30-foot cone
Duration 1 or more rounds

You inflict despair on creatures in the area. The effects are determined for each creature by its Will save.

Success For 1 round, it can't take reactions and must attempt another save at the start of its turn or be slowed 1 for that turn as it sobs uncontrollably.
Critical Success The creature is unaffected.
Failure As a success, but lasting 1 minute.
Critical Failure As failure, but automatically slowed 1 for 1 minute.

Heightened (7th) The area increases to a 60-foot cone.

DANCING LIGHTS — CANTRIP

Cantrip Evocation Light

Casting Somatic Casting, Verbal Casting
Range 120 feet
Duration concentration

You create up to four floating lights, no two of which are more than 10 feet apart. Each sheds light like a torch. When you Concentrate on the Spell, you can move each light up to 60 feet. Each light must remain within range and within 10 feet of all others, or it winks out.

DARKENED EYES — POWER 2

Darkness Transmutation

Casting Somatic Casting, Verbal Casting
Range 60 feet; **Targets** one creature
Duration 1 round or 1 minute

You infuse a creature's vision with darkness depending on its Fortitude save. The target is bolstered.

Success It loses darkvision and gains low-light vision for 1 round. If it didn't have darkvision, it loses low-light vision instead.
Critical Success The creature is unaffected.
Failure As success, but the effect last for 1 minute.
Critical Failure As failure, but the target loses darkvision and low-light vision, and if it had neither, it's blinded for 1 minute.

DARKNESS — SPELL 2

Darkness Evocation

Casting Material Casting, Somatic Casting, Verbal Casting
Range 120 feet; **Area** 20-foot burst
Duration 1 minute

A shroud of darkness prevents light from penetrating or emanating within the area. This suppresses magical light of the spell's level 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) treat targets seen through the darkness as concealed.

DARKVISION — SPELL 2

Divination

Casting Somatic Casting, Verbal Casting
Duration 1 hour

You gain darkvision.

Heightened (3rd) The spell's range is touch and it targets 1 creature.

DAZE — CANTRIP

Cantrip Enchantment Mental

Casting Somatic Casting, Verbal Casting
Range 60 feet; **Targets** 1 creature
Duration 1 round

You cloud the target's mind with effects determined by its Will save.

Success The target is unaffected.
Failure The target is flat-footed.
Critical Failure The target is flat-footed and slowed 1.

DAZZLING FLASH — POWER 2

Evocation Light

Casting Material Casting, Verbal Casting
Area 20-foot cone

You raise your religious symbol and create a blinding flash. Creatures in the area are dazzled or blinded, depending on their Fortitude save.

Success The target is dazzled for 1 round.
Critical Success The target is unaffected.
Failure Blinded for its next action and dazzled for 1 minute.
Critical Failure Blinded for 2 rounds and dazzled for 1 hour.

DEAFNESS — SPELL 2

Necromancy

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature

ALIGNMENT AURA

The strength of an alignment aura depends on the level of the creature, item, or spell. Clerics and other divine spellcasters with a patron deity are treated as 5 levels higher, as are undead and creatures from the Outer Planes.

Creature or Item Level	Aura Strength
0–5	None
6–10	Faint
11–15	Moderate
16–20	Powerful
21+	Overwhelming

Spell or Effect Level	Aura Strength
0–3	Faint
4–7	Moderate
8+	Powerful

The target loses hearing, depending on its Fortitude save, and is bolstered against all castings of *deafness*.

Success The target is deafened for 1 round

Critical Success The target is unaffected.

Failure The target is deafened for 10 minutes.

Critical Failure The target is deafened permanently.

DEATH KNELL SPELL 2

Attack Death Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one living creature at 0 HP

You snuff out a creature at the brink of death, based on its Will save. If this kills it, you gain 10 temporary HP and a +1 conditional bonus to attack and damage rolls for 10 minutes.

Success The target increases its dying value by 1.

Critical Success The target is unaffected.

Failure The target dies.

DEATH WARD SPELL 5

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one creature touched

Duration 1 minute

The target is protected from negative energy. It receives a +4 conditional bonus to saves against death and negative effects, gains resistance 10 to negative, and suppresses the effects of enervated.

DEATH'S CALL POWER 2

Necromancy

Casting ◆ Verbal Casting; **Trigger** You reduce an enemy to 0 HP.

You gain temporary HP equal to the enemy's level, or twice the enemy's level if it was undead. It is bolstered against all castings of *death's call*. The temporary HP last for 1 minute.

DELUSIONAL PRIDE POWER 2

Emotion Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one creature

Duration varies

You supercharge the target's confidence, causing it to rationalize failures as sour grapes. It takes a –2 conditional penalty to skill checks to retry a task it attempted and failed during the duration. On its turn, it takes a –1 conditional penalty to attack rolls if it failed its first attack, or –2 if it failed both of its first two attacks. The duration depends on its Will save, and it's bolstered.

Success The effect lasts for 1 round.

Critical Success The target is unaffected.

Failure The effect lasts for 10 minutes.

Critical Failure The effect lasts for 24 hours.

DESTRUCTIVE AURA POWER 2

Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 10-foot aura

Duration 1 minute

Reduce resistances of creatures in the aura (including you) by 1.

Heightened (+2) Reduce resistances by an additional 1.

DESTRUCTIVE CRY POWER 1

Evocation

Casting ◆ Verbal Casting

Requirements Your last action was a Strike that dealt damage.

You shout of glory and deal additional damage equal to your level.

DETECT ALIGNMENT SPELL 1

Detection Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 30-foot aura

Your eyes glow as you sense aligned auras. Choose chaotic, evil, good, or lawful. You detect auras of that alignment. You receive no information beyond presence or absence. You can choose not to detect creatures or effects you're aware have that alignment.

Only divine spellcasters, undead, and beings from the Outer Sphere have an alignment aura if they are 6th level or higher.

Heightened (2nd) You also learn each aura's location and strength.

DETECT MAGIC CANTRIP

Cantrip Detection Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 30-foot aura

You send out a magical pulse that registers the presence of magic. You receive no information beyond presence or absence of magic. You can choose to ignore magic you're fully aware of, such as you and your allies' magic items and ongoing spells.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically get detected normally.

Heightened (3rd) You learn the school of magic for the highest-level magical effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. You don't learn the exact location but can narrow down the source to within a 5-foot cube. If the source is larger than that, you identify only the cube nearest to you.

DETECT POISON SPELL 1

Detection Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one object or creature



You detect whether a creature is venomous or poisonous, or 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 thus can mask other poisons.

Heightened (2nd) You determine the number and types of poison.

DETECT SCRYING SPELL 4

Detection Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 30-foot aura
Duration 10 minutes

You detect the presence of scrying effects in the area. If *detect scrying* is higher level than a scrying effect, you gain a glimpse of the scrying creature and learn its approximate distance and direction.

Heightened (6th) The duration increases to 24 hours.

DIMENSION DOOR SPELL 4

Conjuration Teleportation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 60 feet

You instantly transport yourself and any items you're wearing and holding from your current space to a clear space 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.

DIMENSIONAL ANCHOR SPELL 4

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration varies

You interfere with the target's ability to travel dimensions. The target is immune to teleportation and any effect that would move it to a different plane. The duration is determined by its Will save.

Success The effect lasts for 1 round.
Critical Success No effect.
Failure The effect lasts for 1 minute.
Critical Failure The effects lasts for 1 hour.

DIMENSIONAL LOCK SPELL 7

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** 30-foot burst
Duration 1 day

You create a shimmering barrier that attempts to dispel all teleportation effects and planar travel into or out of the area, including items that allow access to extradimensional spaces (such as a *bag of holding*). *Dimensional lock* dispels any attempt to summon a creature into the area but doesn't stop the creature from departing when the summoning ends.

DIMENSIONAL STEPS POWER 4

Conjuration Teleportation

Casting ◆ Somatic Casting
Range 10 feet or more

You teleport up to 10 feet within your line of sight.

If you have Spell Points, you can increase the cost by 1 Spell Point to increase the maximum distance by 10 feet.

Heightened (6th) The initial and increased distance are 15 feet.
Heightened (8th) The initial and increased distance are 20 feet.

DINOSAUR FORM SPELL 4

Polymorph Transmutation

Casting Somatic Casting, Verbal Casting
Duration 1 minute or until dismissed

You transform into a Large animal battle form. You must have space to expand or the spell is lost. You count as an animal in addition to your normal traits. Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate it. When you transform, you gain the following:

- AC 25 (TAC 22), ignore armor's check penalty and reduced Speed.
- One or more natural melee attacks, which are the only types of attacks you can use. You're trained with them. Your attack modifier is +14; your damage bonus is +9. These are Strength based.
- 15 temporary Hit Points while you have the form.
- Low-light vision and scent.
- Athletics bonus of +14 unless your own bonus is higher.

These special statistics can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents casting spells, speaking, or using most actions with the manipulate trait that require hands (the GM decides if there's doubt). You can dismiss the spell with a concentrate action.

If you prepare this spell, choose from the following options. You gain the attacks, Speeds, and special abilities listed. You can choose the specific type of animal (such as allosaurus instead of tyrannosaurus). This has no effect on size or statistics.

- **Ankylosaurus** Speed 25 feet; +1 conditional bonus to AC, but not TAC; tail (backswing, reach 10 feet), **Damage** 2d6 bludgeoning; foot, **Damage** 2d6 bludgeoning.
- **Brachiosaurus** Speed 25 feet; tail (reach 15 feet), **Damage** 2d6 bludgeoning; foot (2d8 bludgeoning).
- **Deinonychus** Speed 40 feet; talon (agile), **Damage** 2d4 piercing plus 1 persistent bleed; jaws, **Damage** 1d10 piercing.
- **Stegosaurus** Speed 30 feet; tail (reach 10), **Damage** 2d8 piercing.
- **Triceratops** Speed 30 feet; horn (2d8 piercing plus 1d6 persistent bleed on a critical hit); foot (2d6 bludgeoning).
- **Tyrannosaurus** Speed 30 feet; jaws (deadly, reach 10), **Damage** 1d12 piercing; tail (reach 10), **Damage** 1d10 bludgeoning.

Heightened (5th) Your battle form is Huge and your attacks have 15-foot reach, or 20 if they started with 15. Your statistics are AC 27 (TAC 24); attack modifier +16; damage bonus +6 and double damage dice; 20 temporary HP; Athletics +17.

Heightened (7th) Your battle form is Gargantuan and your attacks have 20-foot reach, or 25 if they started with 15. Your statistics are AC 33 (TAC 29); attack modifier +23; damage bonus +18 and double damage dice; 25 temporary HP; Athletics +24.

DIRGE OF DOOM CANTRIP

Cantrip Composition Emotion Enchantment Fear Mental

Casting Verbal Casting
Area 30-foot aura
Duration 1 round

Foes within the area are frightened 1 and unable to reduce it for as long as they remain in the area.

DISAPPEARANCE SPELL 8

Auditory Illusion Visual

Casting Material Casting, Somatic Casting
Range touch; **Targets** one creature
Duration 10 minutes

The target becomes invisible and is completely silent. This defeats all forms of blindsense and blindsight.

DISCERN LIES SPELL 4

Divination Mental Revelation

Casting Somatic Casting, Verbal Casting
Duration 10 minutes

You gain a +4 conditional bonus to Perception vs. lies.

DISCERN LOCATION SPELL 8

Detection Divination

Casting 10 minutes (Material, Somatic, Verbal)
Range unlimited; **Targets** one creature or object

You discover the target's exact location by name (including the building, community, and country) and plane of existence.

You can target a creature only if you've seen it in person or have a significant belonging or a piece of its body. To target an object, you must have touched it or have a fragment. *Discern location* overcomes lower-level protections against detection and divination.

DISINTEGRATE SPELL 6

Evocation

Casting Somatic Casting, Verbal Casting
Range 120 feet; **Targets** one creature or unattended object

You fire a green ray at your target. Make a ranged touch attack. You deal 12d10 damage and the target must attempt a Fortitude save. On a critical hit, treat the save result as one degree worse. A creature reduced to 0 HP is reduced to fine powder; gear remains.

An object you hit is destroyed (no save), regardless of Hardness, unless it's an artifact or similarly hard to destroy. A single casting can destroy no more than a 10-foot cube of matter. This automatically destroys any force construct, such as a *wall of force*.

Success The target takes half damage.
Failure The target takes full damage.
Critical Failure The target takes double damage

Heightened (+1) The damage increases by 2d10.

DISJUNCTION SPELL 9

Abjuration

Casting Somatic Casting, Verbal Casting
Range 120 feet; **Targets** one magic item

Crackling energy disjoins the target. You attempt to dispel it. If you succeed, it's deactivated for 1 week. On a critical success, it's destroyed. If it's an artifact or similar item, you automatically fail.

DISPEL MAGIC SPELL 3

Abjuration

Casting Somatic Casting, Verbal Casting
Range 120 feet; **Targets** one spell effect or unattended magic item

Make a dispel attempt against the target (see page 197). If you succeed against a spell effect, you dispel it. If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's quality. If the target is an artifact or similar item, you automatically fail.

DISRUPT UNDEAD CANTRIP

Necromancy Positive

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one undead creature

You infuse the target with energy. You deal 1d10 positive damage; the target must attempt a Fortitude save. Heightening increases damage.

Success The target takes half damage.

Critical Success The target takes no damage.
Failure The target takes full damage.
Critical Failure Double damage and enfeebled 1 for 1 round.
Heightened (3rd) 1d10 + your spellcasting ability modifier.
Heightened (5th) 2d10 + your spellcasting ability modifier.
Heightened (7th) 3d10 + your spellcasting ability modifier.
Heightened (9th) 4d10 + your spellcasting ability modifier.

DISRUPTING WEAPONS — SPELL 1

Necromancy, Positive

Casting Somatic Casting, Verbal Casting
Range touch; **Targets** up to two weapons, each of which must be unattended or wielded by you or a willing ally
Duration 1 minute

Targets' attacks deal an extra 1d4 positive damage to undead.
Heightened (3rd) Target up to three weapons, 2d4 damage.
Heightened (5th) Target up to four weapons, 3d4 damage.

DIVINE AURA — SPELL 8

Abjuration

Casting Somatic Casting, Verbal Casting
Area 10-foot aura; **Targets** allies in the aura
Duration concentration, up to 1 minute

Divine power wards the targets, granting a +1 conditional bonus to AC and saves while in the area.

Choose chaotic, evil, good, or lawful. If you choose chaos, this spell gains the lawful trait and so on. The bonuses increase to +2 against attacks by creatures of the chosen alignment and effects created by such creatures. The bonuses increase to +4 against effects from such creatures that directly control the target and attacks made by summoned creatures of the chosen alignment.

When a creature of the chosen alignment hits a target with a melee attack, it must succeed at a Will save or be blinded for 1 minute. It's bolstered against all *divine auras* for the duration.

The first time you Concentrate on the Spell each round, the radius grows 10 feet.

DIVINE DECREE — SPELL 7

Evocation

Casting Somatic Casting, Verbal Casting
Range 40 feet; **Area** 40-foot aura
Duration varies

You utter potent words linked to your faith. Choose an alignment your deity has (chaotic, evil, good, or lawful). You can't cast this spell if you don't have a deity or your deity is true neutral. You deal 7d6 damage to creatures of that alignment in the area; each creature must attempt a Will save. Creatures that match the alignment are unaffected. Those that neither match nor oppose it don't suffer effects other than damage and treat their result as one degree better.

Success The creature takes half damage.
Critical Success The creature is unaffected.
Failure It takes full damage and is enfeebled 2 for 1 minute.
Critical Failure It takes double damage and is enfeebled 2 for 1 minute. A 10th-level creature or lower must attempt a second save. On a failure, it's paralyzed for 1 minute; on a critical failure, it dies. If you're on your home plane, a creature that critically fails is banished with the effect of a failed *banishment* save.

Heightened (+1) The damage increases by 1d6 and the level of creatures that must attempt a second save on a critical failure by 2.

DIVINE INSPIRATION — SPELL 8

Enchantment, Mental

Casting Somatic Casting, Verbal Casting
Range touch; **Targets** one willing creature

You infuse a target with spiritual energy, refreshing its magic. If it prepares spells, it recovers one 6th-level or lower spell it previously cast today and can cast that spell again. If it spontaneously casts spells, it recovers one of its 6th-level or lower spell slots.

DIVINE VESSEL — POWER 1

Enchantment

Casting Somatic Casting; **Trigger** You cast a non-cantrip spell that targets a single ally.

Add one Somatic Casting action to the triggering spell. Its target gains a +1 conditional bonus to saves as long as the spell lasts and as long as you Concentrate on the Spell, to a maximum of 1 minute. If the original spell already requires concentration, you can maintain the conditional bonus with the same action.

DIVINE WARD — POWER 1

Abjuration

Casting Somatic Casting; **Trigger** An ally in range takes damage.
Range 30 feet

Redirect damage no more than twice your level to you. You take the damage instead of the triggering ally. Your immunities, resistances, weaknesses, and so on do not apply against the redirected damage. If the damaging effect applies enhancements or conditions, you aren't subject to either; your ally is still subject to enhancements and conditions even if you redirect all damage to you.

DIVINE WRATH — SPELL 4

Evocation

Casting Somatic Casting, Verbal Casting
Range 120 feet; **Area** 20-foot burst

Choose an alignment your deity has (chaotic, evil, good, or lawful). You can't cast this spell if you don't have a deity or your deity your deity is true neutral. You deal 4d8 damage of that alignment. Creatures that match the alignment are unaffected. Those that neither match nor oppose it treat their result as one degree better.

Success The creature takes half damage.
Critical Success The creature takes no damage.
Failure The creature takes full damage and is sick 1.
Critical Failure Full damage, sick 2, and slowed 1 while sick.
Heightened (+1) The damage increases by 1d8.

DIVINER'S SIGHT — POWER 1

Concentrate, Divination, Fortune

Casting Verbal Casting
Range 30 feet; **Targets** one willing living creature
Duration end of your next turn or until dismissed

You glimpse into the target's future. Roll a d20. When the target attempts a Perception check, saving throw, or skill check, it can use the number you rolled instead of rolling, and the spell is dismissed. Casting it again dismisses any active *diviner's sight*.

DOMINATE — SPELL 6

Enchantment, Mental

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one humanoid creature
Duration 1 day, or until dismissed

You take command of the target, forcing it to obey your orders.

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.

Success Slowed 1 for 1 round as it fights off your commands.

Critical Success The target is unaffected.

Failure The target follows your orders but attempts a Will save at the end of each of its turns. On success, the spell is dismissed.

Critical Failure As failure, but the target receives a new save only whenever you give it a new order, and even then only if the new order is against its nature, such as killing its allies.

Heightened (9th) You can target a non-humanoid creature.

DOWNPOUR POWER 2

Evocation Water

Casting ◆ Verbal Casting, ◆ Somatic Casting

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You call a torrential downpour. The rain extinguishes nonmagical flames. Creatures in the area are concealed and dazzled. They gain fire resistance 4. Creatures with weakness to water that end their turns in the area take damage equal to their weakness.

Heightened (+1) The amount of fire resistance increases by 2.

DRAGON BREATH POWER 3

Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 30-foot cone or 60-foot line originating from you

You spew energy from your mouth, dealing 5d6 damage. The area, damage type, and save depend on the dragon type in your bloodline. The spell gains the trait matching its damage type.

Dragon Type	Area and Damage Type	Saving Throw
Black or copper	60-foot line of acid	Reflex
Blue or bronze	60-foot line of electricity	Reflex
Brass	60-foot line of fire	Reflex
Green	30-foot cone of poison	Fortitude
Gold or red	30-foot cone of fire	Reflex
Silver or white	30-foot cone of cold	Reflex

Each creature in the area must attempt a save.

Success The creature takes half damage.

Critical Success The creature is unaffected.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Heightened (+1) The damage increases by 1d6.

DRAGON CLAWS POWER 1

Morph Transmutation

Casting ◆ Verbal Casting

Duration 1 minute

Vicious claws grow from your fingers. They are agile, finesse unarmed attacks, and you're trained in them. They deal 1d4 slashing damage and 1d4 damage of a type determined by the dragon in your bloodline. Scales also cover part of your body, giving you resistance 5 to the same damage type (see table above).

Heightened (3rd) The claws count as *+1 magic*, granting a +1 item bonus to attack rolls and adding a damage die; you gain 7 resistance.

Heightened (5th) The claws count as *+2*; you gain 10 resistance.

Heightened (7th) The claws count as *+3*; you gain 12 resistance.

Heightened (9th) The claws count as *+4*; you gain 15 resistance.

DRAGON FORM SPELL 6

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Duration 1 minute or until dismissed

You transform into a Large dragon battle form. You must have space to expand or the spell is lost. You count as a dragon in addition to your normal traits. Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate it. When you transform, you gain the following:

- Blindsense 60 feet and darkvision.
- Athletics bonus of +20 unless your own bonus is higher.
- AC 27 (TAC 24), ignore armor's check penalty and reduced Speed.
- 10 temporary Hit Points while you have the form.
- Resistance 10 against the damage type of your breath weapon.
- Speed 40 feet and fly Speed 100 feet.
- One or more natural melee attacks, which are the only types of attacks you can use. You're trained with them. Your attack modifier is +20 and your damage bonus is +6. These are Strength based (for the purposes of enfeebled, for example).
- You can activate a breath weapon by spending 2 actions. A creature that succeeds at a DC 24 saving throw takes half damage, or no damage on a critical success. The saving throw is a Reflex save unless stated otherwise in the special ability description below. Once activated, your breath weapon can't be used again for 1d4 rounds. Your breath weapon is an arcane evocation with the appropriate damage trait. The shape, damage, and damage type depend on your specific dragon form (see below).

These special statistics can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents casting spells or taking most actions with the manipulate trait that require hands (the GM decides if there's doubt). You can dismiss the spell with an action (this action has the concentrate trait).

If you prepare this spell, choose from the following options. When in battle form, you gain the attacks, movement types, and special abilities listed below for the corresponding form:

- **Black** jaws, **Damage** 1d12 piercing plus 2d6 acid; claw (agile), **Damage** 2d10 slashing; tail (reach 10 feet), **Damage** 2d10 bludgeoning; horns (reach 10 feet), **Damage** 2d8 piercing; swim 60 feet; breath weapon 60-foot line, 11d6 acid.
- **Blue** burrow 20 feet; jaws, **Damage** 1d10 piercing plus 1d12 electricity; claw (agile), **Damage** 2d10 slashing; tail (reach 10), **Damage** 2d10 bludgeoning; horns (reach 10), **Damage** 2d8 piercing; breath weapon 80-foot line, 6d12 electricity.
- **Green** swim 40 feet, nonmagical foliage doesn't count as difficult terrain; jaws, **Damage** 1d12 piercing plus 2d6 poison; claw (agile), **Damage** 2d10 slashing; tail (reach 10), **Damage** 2d10 bludgeoning; horns (reach 10), **Damage** 2d8 piercing; breath weapon 30-foot cone, 10d6 poison (Fortitude save instead of Reflex).
- **Red** ignore concealed from smoke; jaws, **Damage** 1d12 piercing plus 2d6 fire; claw (agile), **Damage** 3d6 slashing; tail (reach 10), **Damage** 2d10 bludgeoning; wing (reach 10), **Damage** 2d8 bludgeoning; breath weapon 30-foot cone, 10d6 fire.
- **White** climb 25 feet on ice; jaws, **Damage** 2d6 piercing plus 2d6 cold; claw (agile), **Damage** 2d10 slashing; tail (reach 10), **Damage** 2d10 bludgeoning; breath weapon 30-foot cone, 10d6 cold.
- **Brass** burrow 20 feet; jaws, **Damage** 2d8 piercing plus 2d4 fire;

claw (agile), 2d10 slashing; tail (reach 10 feet), **Damage** 2d10 bludgeoning; spikes (reach 10 feet), **Damage** 2d8 piercing; breath weapon 60-foot line, 15d4 fire.

- **Bronze** swim 40 feet; jaws, **Damage** 1d10 piercing plus 1d12 electricity; claw (agile), **Damage** 2d10 slashing; tail (reach 10 feet), **Damage** 2d10 bludgeoning; wing (reach 10 feet), **Damage** 2d8 slashing; breath weapon 80-foot line, 6d12 electricity.
- **Copper** climb 25 feet on stone; jaws, **Damage** 1d12 piercing plus 2d6 acid; claw (agile), **Damage** 2d10 slashing; tail (reach 10 feet), **Damage** 2d10 bludgeoning; wing (reach 10 feet), **Damage** 2d8 bludgeoning; breath weapon 60-foot line, 10d6 acid.
- **Gold** swim 40 feet; jaws, **Damage** 1d12 piercing plus 2d6 fire; claw (agile), **Damage** 3d6 slashing; tail (reach 10 feet), **Damage** 2d10 bludgeoning; horns (reach 10 feet), **Damage** 2d8 piercing; breath weapon 30-foot cone, 6d10 fire.
- **Silver** walk on clouds; jaws, **Damage** 1d12 piercing plus 2d6 cold; claw (agile), **Damage** 2d10 slashing; tail (reach 10), **Damage** 2d10 bludgeoning; breath weapon 30-foot cone, 8d8 cold.

Heightened (8th) Your battle form is Huge, your fly Speed is accelerated 20, and your attacks have 10-foot reach (15 if they previously had 10). Your statistics are Athletics +26; AC 34 (TAC 30); 15 temporary HP; attack modifier +26; damage bonus +12; breath weapon DC 30; +14 conditional bonus to breath weapon damage.

DRAGON WINGS — POWER 5

Morph, Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

Leathery wings sprout from your back, giving you a fly Speed of 60 feet. When the duration would end, if you have Spell Points, you can spend 1 Spell Point to increase the duration by 1 minute. When it ends, you float to the ground, with the effect of *feather fall*.

If you have Spell Points, you can increase the cost by 1 Spell Point to gain the effects of *dragon claws* as long as the wings last.
Heightened (7th) The duration increases to 10 minutes. Spell Points increase the duration by 5 minutes.

DREAD AURA — POWER 4

Enchantment, Emotion, Fear, Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 30-foot-radius aura centered on you
Duration 1 round

You emit an aura of terror. Foes in the area are frightened 1 and unable to reduce the condition.

If you have Spell Points, you can spend 1 Spell Point to Concentrate on the Spell and extend its duration, for up to 1 minute.

DREAM COUNCIL — SPELL 8

Illusion, Mental

Casting 10 minutes (Somatic, Verbal)
Range planetary; **Targets** up to 12 creatures you know by name and have met in person
Duration 1 hour

Upon Casting this Spell, any targets—including you—can choose to immediately fall asleep. The spell ends for any creatures that don't choose to fall asleep. Sleepers join a shared dream, where they can communicate with one another as though they were in the same room. Individual targets leave this shared dream upon awakening, and if all the targets awaken, the spell is dismissed.

DREAM MESSAGE — SPELL 3

Enchantment, Mental

Casting 10 minutes (Somatic, Verbal)
Range planetary; **Targets** one creature you know by name and have met in person
Duration 1 day or until dismissed

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, she receives the message instantly. If not, she receives it the next time she sleeps. As soon as she receives it, the spell is dismissed, 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 is dismissed for each creature individually.

DREAMING POTENTIAL — POWER 2

Enchantment, Mental

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one 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.

DROP DEAD — SPELL 5

Illusion, Visual

Casting ◆ Somatic Casting; **Trigger** A creature within range is hit by an attack from an enemy.
Range 120 feet; **Targets** one creature
Duration concentration, up to 1 minute

The target appears to fall down dead, though it actually turns invisible. Its illusory corpse remains where it fell, complete with an appropriate fatal wound. This illusion looks and feels like a dead body. If the target's death seems absurd—for instance, a barbarian at full health appears to be slain by 2 damage—the GM can grant the attacker an immediate Perception check to disbelieve the illusion.

If the target acts hostile, the spell is dismissed afterward. This ends the entire spell, so the illusory corpse disappears too.
Heightened (7th) The spell isn't dismissed if the target acts hostile.

DUPLICATE FOE — SPELL 7

Conjuration

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one enemy of level 16 or lower
Duration concentration, up to 1 minute or until dismissed

You try to create a temporary duplicate of an enemy. 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 its HP drop to 0.

The duplicate attacks your enemies to the best of its abilities. You can attempt to command it as if you used Command a Minion as part of your action to Concentrate on the Spell, but the GM determines whether the creature follows your command.

The duplicate is imperfect, so each turn after it takes its actions, it loses 8d6 Hit Points. It's not a living creature, and it can never regain its lost Hit Points in any way.

Success The duplicate deals half damage with its Strikes and is destroyed at the end of the second round after it takes actions.

Critical Success You fail to create a duplicate.

Failure The duplicate works as described.

Heightened (+1) The level of creature you can target increases by 2. The duplicate has 10 more HP and loses 1d6 more each turn.

EARTHBIND SPELL 3

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one flying creature
Duration varies (see below)

You hamper a target's flight, with effects based on its Fortitude save. If the creature reaches the ground, it doesn't take falling damage.

Success The target falls safely up to 120 feet.

Critical Success The target is unaffected.

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

Earth Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 500 feet; **Area** 60-foot burst
Duration 1 round

You shake the ground, topple creatures, and shatter structures.

- **Shaking Ground** The ground is difficult terrain, and creatures on it take a –2 circumstance penalty to attack rolls and skill checks.
- **Fissures** Each creature on the ground must attempt a Reflex save at the start of its turn to keep footing and avoid falling into 40-foot-deep fissures that open. The fissures are permanent, and their walls require DC 15 Athletics 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, or higher or lower as the GM sees fit). A collapse deals 11d6 bludgeoning damage; each creature caught in a collapse must attempt a Reflex save to escape it.

Success The creature takes Half collapse damage and falls prone.

Critical Success Half collapse damage.

Failure Full collapse damage and falls prone.

Critical Failure Full collapse damage and falls into a fissure.

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.

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.

ECHOING NIGHTMARE SPELL 2

Emotion Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration see text

You create a nightmare conduit between your mind and the target, ensuring one of you is confused, depending on the target's Will save.

Success You are confused until the end of your next turn.

Critical Success You are confused for 1 minute.

Failure The target is confused for 3 rounds. It can attempt a new Will save at the end of each of its turns to end the effect.

Critical Failure The target is confused for 1 minute.

ELECTRIC ARC CANTRIP

Attack Cantrip Electricity Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one or two creatures

You deal 1d6 electricity damage; each target must attempt a Reflex save. Heightening increases damage.

Success The target takes half damage.

Critical Success The target takes no damage.

Failure The target takes full damage.

Critical Failure The target takes double damage.

Heightened (3rd) Damage of 1d6 + your spellcasting ability modifier.
Heightened (5th) Damage of 2d6 + your spellcasting ability modifier.
Heightened (7th) Damage of 3d6 + your spellcasting ability modifier.
Heightened (9th) Damage of 4d6 + your spellcasting ability modifier.

ELEMENTAL FORM SPELL 5

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform into a Medium elemental battle form. You count as an elemental in addition to your normal traits. Your gear is absorbed into you; the constant abilities still function, but you can't activate it. When you transform, you gain the following:

- Darkvision.
- Acrobatics (air or fire) or Athletics (earth or water) bonus of +17; ignore this change if your own bonus is higher.
- AC 28 (TAC 26), ignore armor's check penalty and reduced Speed.
- 10 temporary Hit Points while you have the form.
- Resistance 5 to critical hits and precision damage.
- One or more natural melee attacks, which are the only types of attacks you can use. You're trained with them. Your attack modifier is +15 and your damage bonus is +9. These are Dexterity based (air or fire) or Strength based (earth or water).

These special statistics can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents casting spells or using most actions with the manipulate trait that require hands (the GM decides if there's doubt). You can dismiss the spell with a action (this action has the concentrate trait).

If you prepare this spell, choose from the options below. When in battle form, you gain the attacks, movement types, and special abilities listed.

- **Air** fly Speed 80 feet, and movement doesn't trigger reactions; gust, **Damage** 1d4 bludgeoning.
- **Earth** Speed 20 feet, burrow Speed 20 feet; fist, **Damage** 2d10 bludgeoning.

- **Fire** Speed 50 feet; fire resistance 10, weakness 5 to cold and 5 to water; tendril, **Damage** 1d8 fire plus 1d4 persistent fire.
- **Water** Speed 20 feet, swim Speed 60 feet; fire resistance 5; wave, **Damage** 1d12 bludgeoning, and you can spend an action immediately after a hit to push the target 5 feet.

Heightened (6th) Your battle form is Large and your attacks have 10-foot reach. You must have space to expand or the spell is lost. Your statistics are Acrobatics or Athletics +19, AC 31 (TAC 28); 15 temporary HP; attack modifier +19; damage bonus +13.

Heightened (7th) Your battle form is Huge and your attacks have 15-foot reach. You must have space to expand or the spell is lost. Your statistics are Acrobatics or Athletics +23; AC 34 (TAC 32); 20 temporary HP; attack modifier +21; damage bonus +11 and double the number of damage dice (including persistent damage).

ELEMENTAL TEMPEST — POWER 4

Evocation

Casting ◇ Verbal Casting; **Trigger** You cast an evocation wizard spell that deals acid, cold, electricity, or fire damage.

Duration 1 minute or until dismissed

You emit light like a torch. If hit by an attack from an adjacent foe, you can use a reaction to deal 1d8 damage per level of the triggering spell. The damage type is the same as that of the triggering spell, and the spell gains that trait (choose one if the triggering spell deals multiple eligible types). This dismisses the spell.

Heightened (6th) The damage is 2d8 per triggering spell level.

EMPTY BODY — POWER 9

Conjuration Teleportation

Casting ◆◆ Somatic Casting, ◆◆ Verbal Casting

Duration 1 minute

You turn ethereal as *ethereal jaunt* but don't need to concentrate.

ENDURE ELEMENTS — SPELL 2

Abjuration

Casting 10 minutes (Somatic, Verbal)

Range touch; **Targets** one willing creature

Duration 1 day

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 heat.

Heightened (5th) The target is protected from severe cold, severe heat, extreme cold, and extreme heat.

ENDURING MIGHT — POWER 2

Abjuration

Casting ◆◇ Somatic Casting; **Trigger** An attack or effect would deal you damage.

You gain resistance to all of that attack's damage equal to your level plus your Strength modifier.

ENERGY ABSORPTION — POWER 4

Abjuration

Casting ◆◇ Verbal Casting; **Trigger** An effect deals acid, cold, electricity, or fire damage to you.

You gain resistance 10 to acid, cold, electricity, or fire damage from the triggering effect (one type of your choice). The resistance applies only to the triggering effect's initial damage.

Heightened (3rd) The resistance increases to 15.

Heightened (6th) The resistance increases to 20.

Heightened (8th) The resistance increases to 25.

ENERGY AEGIS — SPELL 7

Abjuration

Casting 1 minute (Material, Somatic, Verbal)

Range touch; **Targets** one creature

Duration 24 hours

You protect the target with a powerful, long-lasting barrier. It gains resistance 5 to acid, cold, electricity, fire, force, and sonic.

Heightened (9th) The resistances increase to 10.

ENERVATION — SPELL 4

Attack Necromancy Negative

Casting ◆◆ Somatic Casting, ◆◆ Verbal Casting

Range 30 feet; **Targets** one creature

Duration 1 minute

Make a ranged touch attack. If you succeed, the effect depends on the target's Fortitude save; if you critically succeed, treat the result as one degree worse. Enervated effects last for only the duration.

Success The target is enervated 1.

Critical Success The target is unaffected.

Failure The target is enervated 2.

Critical Failure The target is enervated 4.

ENHANCE VICTUALS — POWER 1

Transmutation

Casting 1 minute (Material, Somatic, Verbal)

Range touch; **Targets** 1 nonmagical pint of water or pound of food

You transform the target into delicious fare, changing water into wine or another fine beverage or enhancing food's taste and ingredients to make it a gourmet treat. The transformation also attempts to counteract toxins in the food or water. If you have Spell Points, you can add an additional pint or pound for each additional Spell Point you spend. The feast vanishes if not consumed.

Heightened (+1) Initial and additional pints or pounds increase by 1.

ENLARGE — SPELL 2

Polymorph Transmutation

Casting ◆◆ Somatic Casting, ◆◆ Verbal Casting

Range 30 feet; **Targets** one willing creature

Duration 1 minute

The target grows to size Large. Its equipment grows with it but returns to natural size if removed. The creature is sluggish 1. Its reach increases by 5 feet (or by 10 feet if it started out Tiny) and it gains a +2 conditional 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 conditional bonus to melee damage is +4 and 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) As level 4, but you can target up to 10 creatures.

ENTANGLE — SPELL 2

Plant Transmutation

Casting ◆◆ Somatic Casting, ◆◆ Verbal Casting

Range 120 feet; **Area** squares in a 20-foot-radius burst that contain plants

Duration 1 minute

Plants in the area entangle creatures. Each round a creature starts its turn in the area, it must attempt a Reflex save. On a failure, it is entangled until it leaves the area, and on a critical failure, it is also immobile for 1 round. Creatures can attempt Acrobatics or Athletics checks at *entangle*'s DC to remove these effects.

ENTHRALL SPELL 3

Auditory Enchantment Emotion

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** creatures in range
Duration concentration, up to 10 minutes

You speak or sing without interruption throughout the casting and duration. Targets that notice your speech or song might give their undivided attention, depending on their Will saves. The GM may 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 enters range has to attempt a save when you Concentrate on the Spell. If you're speaking, *enthrall* is lingual.

Success The target needn't pay attention but doesn't notice you tried to use magic (it might notice others are enthralled).
Critical Success The target is unaffected.
Failure The target is fascinated with you. It can attempt a Will save if it witnesses actions or speech with which it disagrees. If it succeeds, it's no longer fascinated and bolstered to this casting of *enthrall*. The fascination ends instantly if the creature is subject to a hostile act or a successful Diplomacy or Intimidation check against the spell's DC.
Critical Failure As failure, but the target can't attempt a save to end the fascination if it disagrees with you.

ETHEREAL JAUNT SPELL 7

Conjuration Teleportation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration concentration, up to 1 minute

You travel to the Ethereal Plane, which overlaps the Material Plane. Material Plane creatures can't see you and you can move through things on the Material Plane. You move at half your normal Speeds, but can move in any directions (including up and down).

You can see onto the Material Plane within a radius of 60 feet; it is gray, hazy, and concealed from you. You can't affect the Material Plane, and you can't be affected by the Material Plane except by force effects and abjurations.

When the spell ends, you return to the Material Plane. If you're in the air, you fall (unless you can fly), and if you're inside an object, you're pushed into the nearest open space and take 1d6 damage per 5 feet you were pushed.

If you cast this spell when not on the Material Plane, it is lost.

Heightened (9th) You can target up to five additional willing creatures at a range of 30 feet. The maximum duration is 10 minutes.

FABRICATE POWER 1

Conjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

You create a temporary standard-quality object. It must be of vegetable matter and 1 Bulk or less. It can't rely on intricate craftsmanship or complex moving parts, never functions as a cost or the like, and can't be made of special materials or materials with a rarity of uncommon or higher. It is obviously temporary conjured, and its aesthetic matches your style of craftsmanship or artistry.

FABRICATED TRUTH SPELL 10

Enchantment Mental

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 100 feet; **Targets** up to 5 creatures
Duration varies

Choose a single fact you want all targets to believe. Their experiences color how they react to this "truth" and how their behavior changes. If the fact changes what they perceive, they treat the change as a sudden revelation. 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 effect depends on the targets' Will saves. If a target is already subject to *fabricated truth*, your spell tries to dispel it. If the check fails, the target can't get an outcome worse than success.

Success It doesn't believe the fact or realize you tried to trick it.
Critical Success As success, but it knows you tried to trick it.
Failure It believes the fact for a duration of 1 week.
Critical Failure It believes the fact with unlimited duration.

FACE IN THE CROWD POWER 1

Illusion Visual

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

You cause yourself to blend into a crowd. While within a crowd of roughly similar creatures, you are concealed, gain a +2 conditional bonus to Deception and Stealth checks to go unnoticed among the crowd, and ignore difficult terrain caused by the crowd.

FAERIE DUST POWER 1

Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Area** 5-foot burst
Duration 1 round

Sparkling magical dust fills the spell's area, making those within drowsy. Each creature in the area must attempt a Will save.

Success The creature is unaffected.
Failure The creature can't use reactions and takes a –2 conditional penalty to Perception checks.
Critical Failure The target falls asleep. It automatically awakens when the spell ends.

FAERIE FIRE SPELL 2

Evocation Light

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Area** 10-foot burst
Duration 1 minute

All creatures in the area are limned in colorful, heatless fire of a color of your choice. Visible creatures can't be concealed while affected by *faerie fire*. If the creatures are invisible, they are concealed while affected by *faerie fire*, rather than being unseen.

FALSE LIFE SPELL 2

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 day

You gain a number of temporary Hit Points equal to 6 plus your spellcasting ability modifier.

Heightened (+2) The temporary Hit Points increase by 6.

FALSE VISION SPELL 5

Illusion

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Area** 100-foot burst



Duration 24 hours

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 Concentrate on 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 level than *false vision*, you can attempt a Perception check to disbelieve the illusion, though even if you're successful, you can't learn what's truly going on in the area.

FATAL ARIA — POWER 10

Composition Death Emotion Enchantment Mental Power

Casting ◆ Verbal Casting
Range 30 feet; **Targets** one creature

You perform music so perfect that the target dies of joy or sorrow. Once targeted, the target is bolstered against all castings of *fatal aria*. 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, the target drops to 0 Hit Points and gains dying 1 or, if it's already dying, increases its dying condition by 1.
18th or Higher The target takes 50 damage. If this brings it to 0 Hit Points, it dies instantly.

FEAR — SPELL 1

Emotion Enchantment Fear Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration varies

You plant fear in the target, with effects based on its Will save.

Success The target is frightened 1.
Critical Success The target is unaffected.
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.

FEATHER FALL — SPELL 1

Abjuration

Casting ◆ Verbal Casting; **Trigger** A creature within range is falling.
Range 60 feet; **Targets** one falling creature
Duration 1 minute or until dismissed

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 is dismissed as soon as the target lands.

FEEBLEMIND — SPELL 6

Curse Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one humanoid creature
Duration varies

You drastically reduce the target's mental faculties. The effect depends on the target's Will save.

Success The target is stupefied 2 for 1 round.
Critical Success The target is unaffected.
Failure The target is stupefied 4 with a permanent 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, she becomes an NPC under the GM's control.

Heightened (9th) You can target a non-humanoid creature.

FEET TO FINS SPELL 3

Morph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one 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 land Speed. Its land Speed then becomes 5 feet.

FEY DISAPPEARANCE POWER 3

Enchantment

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 round

You can ignore natural difficult terrain (such as underbrush). Once this spell comes into effect, you can immediately Step or Stride.

If you have a pool of Spell Points, you can increase the cost of *fey disappearance* by 2 Spell Points to also turn invisible for the spell's duration, before taking your Step or Stride. Acting in a hostile manner doesn't dismiss this invisibility.

FIELD OF LIFE SPELL 6

Healing Necromancy Positive

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Area** 20-foot burst
Duration concentration, up to 1 minute

A field of positive energy fills the area, exuding warmth and rejuvenating those within. Each living creature that starts its turn in the area regains 1d4 Hit Points, and any undead creature that starts its turn in the area takes 1d4 positive damage.

Heightened (9th) The healing and damage increase to 1d6.

FIERY BODY SPELL 7

Fire Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
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 1d4 additional fire damage, and your fire spells deal one additional die of fire damage (of the same damage die the spell uses). You can cast *produce flame* as an innate spell with a single Somatic Casting action.

In fire form, you have a fly Speed of 40 feet and don't need to breathe.

Heightened (9th) You have resistance 15 to precision damage, creatures touching you take 4d6 fire damage instead of 3d6, your unarmed attacks deal 2d4 fire damage, and you have a fly Speed of 60 feet.

FINGER OF DEATH SPELL 7

Death Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one living creature

You point your finger toward the target and speak a word of slaying. You deal 50 negative damage to the target, and the target must attempt a Fortitude save. If the damage from *finger of death* reduces the target to 0 Hit Points, the target dies instantly.

Success The target takes half damage.
Critical Success The target is unaffected.
Failure The target takes full damage.
Critical Failure The target dies instantly.

Heightened (+1) The damage increases by 10.

FIRE RAY POWER 1

Evocation Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 60 feet; **Targets** one creature or object

Attempt a ranged touch Strike against the target. If you succeed at the attack, you deal fire damage to the target equal to 1d6 plus your spellcasting ability modifier.

Heightened (+1) The ray's damage increases by 1d6.

FIRE SEEDS SPELL 6

Evocation Fire Plant

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

Four acorns grow in your hand, their shells streaked with red patterns. You or anyone else who has one of the acorns can toss it up to 30 feet with an action that has the manipulate trait. It explodes in a 5-foot burst, dealing 4d6 fire damage, and each creature in the area must attempt a Reflex save. The save uses your spell DC, even if someone else throws the acorn.

Success The creature takes half damage.
Critical Success The creature is unaffected.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Flames continue to burn on the ground in the burst for 1 minute, dealing 2d6 fire damage to any creature that enters the flames or ends its turn within them. A creature can take damage from the continuing flames only once per round, even if it's in overlapping areas of fire created by different acorns.

When the spell ends, any remaining acorns rot and turn to ordinary soil.

Heightened (8th) The burst damage increases to 5d6 and the continuing flames damage increases to 3d6.

Heightened (9th) The burst damage increases to 6d6 and the continuing flames damage increases to 3d6.

FIRE SHIELD SPELL 4

Evocation Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

You wreathe yourself in flames, gaining cold resistance 5. Additionally, adjacent creatures that hit you with a melee attack, as well as creatures that touch you or hit you with an unarmed attack, take 2d6 fire damage each time they do.

Heightened (+2) The cold resistance increases by 5 and the fire damage increases by 1d6.

FIREBALL SPELL 3

Evocation Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 500 feet; **Area** 20-foot burst

A burst of fire explodes, dealing 6d6 fire damage; creatures in the area must attempt a Reflex save.

Success The creature takes half damage.
Critical Success The creature is unaffected.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.
Heightened (+1) The damage increases by 2d6.

FLAME BARRIER — POWER 2

Abjuration Fire

Casting ◆ Verbal Casting; **Trigger** An effect deals fire damage to either you or an ally within range.
Range 60 feet

You or one ally gains fire resistance from the triggering effect equal to twice your level. The resistance applies only against damage you take from the triggering attack, not to any enhancements or conditions.

FLAME STRIKE — SPELL 5

Evocation Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Area** 10-foot radius, 40-foot-tall cylinder

You call a rain of divine fire that plummets down from above, dealing 8d6 fire damage. Each creature in the area must attempt a Reflex save. Because the flame is infused with divine energy, creatures in the area apply only half their usual fire resistance. Creatures that are immune to fire treat their result on the saving throw as one degree of success better instead of gaining the usual benefit of immunity.

Success The creature takes half damage.
Critical Success The creature is unaffected.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.
Heightened (+1) The damage increases by 2d6.

FLAMING SPHERE — SPELL 2

Evocation Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Area** one 5-foot square
Duration concentration or until dismissed (see below)

You create a sphere of flame in a square within range. The sphere deals 3d6 fire damage to each creature in the sphere's square; each creature must attempt a Reflex save. Once per round when you Concentrate on this Spell, you can direct the sphere to roll to a spot within range and deal 3d6 fire damage; each creature in that square must attempt a Reflex save. You can't Concentrate on the Spell to move the sphere during the round you create it.

Success The creature is unaffected.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.
Heightened (+1) The damage increases by 1d6.

FLEET STEP — SPELL 1

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

You are accelerated 30, but this applies only to your Speed.

FLESH TO STONE — SPELL 6

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one creature made of flesh
Duration varies

You attempt to turn the target's flesh into stone. The target must attempt a Fortitude save.

Success The target is slowed 1 for 1 round.
Critical Success The target is unaffected.
Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns. On a failed save, the slowed condition increases by 1; on a critically failed save, it increases by 2. A successful save reduces the slowed condition by 1. If the slowed condition is reduced to 0 or otherwise ends, the spell ends. When a creature is unable to act due to the slowed condition from *flesh to stone*, the spell ends but the creature is petrified permanently.
Critical Failure As failure, but the creature is initially slowed 2.

FLOATING DISK — SPELL 1

Conjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 hour or until dismissed

A disk of magical energy materializes adjacent to you. This disk is 2 feet in diameter and follows 5 feet behind you automatically, floating just above the ground. It holds up to 5 Bulk of objects (though they must be able to fit and balance on its surface). Any objects atop a floating disk fall to the ground when the spell ends.

The disk is dismissed if a creature tries to ride atop it, if anyone tries to lift or force the disk higher above the ground, or if you move more than 30 feet away from the disk (such as by Flying or Climbing above the ground).

FLY — SPELL 4

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 1 minute

The target gains a fly Speed of 30 feet.
Heightened (7th) The duration increases to 1 hour.

FORBIDDING WARD — CANTRIP

Abjuration Cantrip

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one ally and one enemy
Duration concentration, up to 1 minute

You ward your ally against the attacks and hostile spells of the target enemy. The target ally gains a +1 conditional bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.
Heightened (6th) The conditional bonus increases to +2.

FORCE BOLT — POWER 1

Attack Evocation Force

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature or object

You fire a dart of force from your fingertips. Make a ranged touch attack against the target to deal force damage equal to 1d4 plus your spellcasting ability modifier.

Success The target takes full damage.
Critical Success The target takes double damage.
Failure The target is unaffected.
Heightened (+1) The damage increases by 1d4.

FORCED QUIET — POWER 1

Abjuration

Casting ◆ Material Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration see text

You quiet the target's voice, preventing it from giving away valuable secrets. This doesn't prevent the target from talking or performing Verbal Casting actions, but no creature more than 10 feet away can hear its croaking whispers without a successful Perception check against *forced quiet*'s DC, which might interfere with auditory or lingual effects as well as communication. The duration depends on the target's Fortitude save, and the target is bolstered against your *forced quiet*.

Success The effect's duration is 1 round
Critical Success The target is unaffected.
Failure The effect's duration is 1 minute
Critical Failure The effect's duration is 10 minutes.

FORESIGHT — SPELL 9

Divination Mental Prediction

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one 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. While *foresight* is in effect, the target gains a +2 conditional bonus to initiative rolls and can't be flat-footed. In addition, you gain the following reaction.

◆ **Foresight** *Trigger:* The target of *foresight* defends against a hostile creature or other danger. *Effect:* The target rolls two dice and uses the higher result if it's being forced to roll (like with a saving throw), or the attacker or danger must roll twice and use the lower result (like with an attack or skill check). This is a fortune effect if the target is rolling twice, or a misfortune effect if the hostile force is.

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 dismisses the previous *foresight*.

FREEDOM OF MOVEMENT — SPELL 4

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature touched
Duration 1 minute

While under this spell's effect, the target ignores all effects that would entangle or hamper her. When she attempts to escape an effect that has her immobilized, grabbed, or restrained, she automatically succeeds unless it's a magical effect of a higher level than the *freedom of movement* spell.

GASEOUS FORM — SPELL 4

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one willing creature
Duration 1 minute

The target transforms into a vaporous state. In this state, the target is amorphous and loses any item bonus to AC. It gains resistance 8 to physical damage and is immune to precision damage. It can't cast spells or use actions that have the attack or manipulate trait. It gains a fly Speed of 10 feet and can slip through tiny cracks.

GATE — SPELL 10

Conjuration Teleportation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet
Duration concentration, up to 1 minute

You tear open a rift to another plane, creating a portal that creatures can use to travel both ways for the duration. This portal is vertical and circular, with a radius of 40 feet. The gate 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 deity or another powerful being, that being can prevent the gate from forming.

GENTLE REPOSE — SPELL 2

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one corpse
Duration 1 day

The corpse doesn't decay, nor can it be transformed into an undead. Time spent under the effect of this spell doesn't count when determining the success of spells that require a fresh corpse.
Heightened (5th) The spell's duration is permanent, but you must add a Material Casting action during which you expend 6 gp worth of embalming fluid as a cost.

GHOST SOUND — CANTRIP

Auditory Cantrip Illusion

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet
Duration concentration

You create simple sounds up to a maximum volume of four normal humans shouting, emanating from a square you designate within range. You can't create intelligible words or other intricate sounds.
Heightened (3rd) The range increases to 60 feet.
Heightened (5th) The range increases to 120 feet.

GHOSTLY WEAPON — SPELL 3

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one nonmagical weapon that is either unattended or wielded by you or a willing ally
Duration 1 minute

The target weapon becomes translucent and ghostly, and can affect material and incorporeal creatures and objects. It can be wielded by a corporeal or incorporeal creature and counts as *ghost touch*.

GHOULISH CRAVINGS — SPELL 2

Attack Disease Evil Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

You touch the target to afflict it with ghoul fever; the target must attempt a Fortitude save.

Success The target takes a –2 conditional penalty to saving throws against ghoul fever for 1 day or until she contracts it, whichever comes first.
Critical Success unaffected
Failure The target is afflicted with ghoul fever at stage 1.

Critical Failure The target is afflicted with ghoul fever at stage 2.

Ghoul Fever (disease) **Level** 3; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul at the next midnight.

GLIMPSE THE TRUTH — POWER 2

Divination **Casting** ◆ Somatic Casting
Duration 1 round

You see things within 30 feet as they truly are. The GM attempts a special secret dispel check against any illusion in the area, but only for the purpose of determining whether you see through it (for instance, if the check succeeds against an *illusory disguise* spell, you see the creature's true form but it doesn't end the *illusory disguise*).

GLITTERDUST — SPELL 2

Evocation **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Area** 10-foot burst

Creatures in the area are outlined by glittering dust, with an effect depending on their Reflex save results. If a creature has its invisibility negated by this spell, it is concealed instead of invisible. This applies both if the creature was already invisible and if it benefits from new invisibility effects before the invisibility negation effect runs out.

Success The target's invisibility is negated for 1 round.

Critical Success The target is unaffected.

Failure The target is dazzled for 1 minute and its invisibility is negated for 1 minute.

Critical Failure The target is blinded for 1 round and dazzled for 1 minute. Its invisibility is negated for 1 minute.

GLOBE OF INVULNERABILITY — SPELL 4

Abjuration **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Area 10-foot burst centered on one corner of your space
Duration 1 minute

You create an immobile globe around you that attempts to dispel any spell from outside the globe whose area or targets enter into the globe, as if the globe were a *dispel magic* spell 1 level lower than its actual spell level. Even if the dispel attempt succeeds, it prevents only the portion of the spell that would have entered the globe (so if the spell also had targets outside the globe or part of its area were beyond the globe, those targets or area would still be 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 area afterward normally).

GLUTTON'S JAWS — POWER 1

Necromancy **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

Your mouth transforms into a shadowy maw bristling with pointed teeth. These jaws grant you an unarmed attack you're trained in, dealing 1d6 piercing damage. They have the finesse trait.

Attacks with your jaws have the following enhancement.

Enhancement If the target was living, gain 1d4 temporary HP.

Heightened (2nd) Your jaws gain the effects of a *+1 weapon potency rune* (a +1 item bonus to attack rolls and an additional damage die) and the temporary Hit Points increase to 2d4.

Heightened (4th) The jaws gain the effects of a *+2 weapon potency rune* and the temporary Hit Points increase to 3d4.

Heightened (6th) The jaws gain the effects of a *+3 weapon potency rune* and the temporary Hit Points increase to 4d4.

Heightened (8th) The jaws gain the effects of a *+4 weapon potency rune* and the temporary Hit Points increase to 5d4.

GLYPH OF WARDING — SPELL 3

Abjuration **Casting** 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one container or 10-foot-by-10-foot area
Duration unlimited until dismissed

While Casting this Spell, you also Cast a Spell of a lower spell level to stored in the glyph. 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 the glyph with a password, a trigger stimulus, or both. Any creature that opens the target container or enters the target area without speaking the password or matching the trigger stimulus activates the glyph, releasing the harmful spell within.

Once a spell is stored in the glyph, the glyph gains all the traits of that spell. If the spell targets one or more creatures, it targets the creature that set off the glyph. If the spell has an area, that area is centered on the creature that set off the glyph. *Glyph of warding*'s duration ends when the glyph is triggered. The glyph counts as 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 *glyph of warding* with a Verbal Casting action. The maximum number of *glyphs of warding* you can have active at a time is equal to your spellcasting ability modifier.

GOBLIN POX — SPELL 1

Attack Disease Necromancy **Casting** ◆ Somatic Casting ◆ Verbal Casting
Range touch; **Targets** one creature

Your touch afflicts the target with goblin pox. The effect is based on the result of the target's Fortitude save.

Success The target is sick 1.

Critical Success The target is unaffected.

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. Goblins and goblin dogs are immune. **Stage 1** sick 1 (1 round); **Stage 2** sick 1 and slowed 1 (1 round); **Stage 3** sick 1 and can't reduce its sick value below 1 (1 day)

GOODBERRY — POWER 1

Healing Necromancy **Casting** 10 minutes (Somatic, Verbal)
Range touch; **Targets** one freshly-picked berry
Duration 1 day

You imbue the target berry with the bounty of nature, allowing it to heal and sustain far beyond its normal capacity. A living creature that eats the berry with an Interact action gains as much nourishment as a square meal for a typical human and regains 1d4 Hit Points plus your spellcasting ability modifier. If not consumed during the duration, the berry withers away.

Heightened (+1) You can target an additional berry.

GRIM TENDRILS SPELL 1

Necromancy Negative

Casting Somatic Casting, Verbal Casting
Area 30-foot line

Black shadows curl out from your fingertips and race through the air, taking the form of ephemeral vines spiked with thorns. You deal 2d4 negative damage and 1 persistent bleed damage to living creature in the line, depending on their Fortitude saves.

Success The creature takes half negative damage and no bleed.
Critical Success The creature is unaffected.
Failure The creature takes full damage.
Critical Failure Double negative and persistent bleed damage.

Heightened (+1) The negative damage increases by 2d4 and the persistent bleed damage increases by 1.

GREASE SPELL 1

Conjuration

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one object of 1 Bulk or less or **Area** four contiguous 5-foot squares
Duration 1 minute

You conjure greasy goo, with effects based on your target.

- **Target an Area** Each creature within the area must attempt an Acrobatics check to Maintain Balance against your spell DC. Creatures later entering a square within the area must also attempt an Acrobatics check to Balance. A creature that takes a Step doesn't have to Balance.
- **Target an Object** If you cast the spell on an unattended object, those trying to pick up the object must succeed at an Acrobatics check against your spell DC to do so. If you target an attended object, the creature that has the object must attempt an Acrobatics check. On a failure, the holder or wielder takes a –2 circumstance penalty to any attack roll or to any check attempted that involves using the object; on a critical failure, the holder or wielder drops the item. The object lands in an adjacent square of the GM's choice. If the object is worn, the wearer gains a +2 circumstance bonus to Fortitude saving throws against attempts to grapple or shove them.

GUIDANCE CANTRIP

Cantrip Divination

Casting Somatic Casting, Verbal Casting
Range touch; **Targets** one creature
Duration until the start of your next turn or until dismissed

You ask for divine guidance, granting the target a +1 conditional 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, it's bolstered.

GUST OF WIND SPELL 1

Air Evocation

Casting Somatic Casting, Verbal Casting
Area 60-foot line
Duration until the start of your next turn

A violent wind issues forth from your outstretched palm, blowing from the point where you are when you cast the spell to the line's opposite end. The wind extinguishes small nonmagical fires, disperses fog and mist, blows around objects of light Bulk or less, and pushes larger objects. Large or smaller creatures in the area must attempt a Fortitude save. Large or smaller creatures that move into the gust later must attempt the save on entering.

Success The creature can't move against the wind.
Critical Success Unaffected.
Failure Knocked prone. If it was flying, it suffers the effects of critical failure instead.
Critical Failure Pushed 30 feet in the wind direction, knocked prone, and takes 2d6 bludgeoning damage.

HALLUCINATION SPELL 5

Illusion Mental

Casting Material Casting, Somatic Casting
Range 30 feet; **Targets** one creature
Duration 1 hour

The target consistently believes one thing is another, can't detect something that's there, or detects something that's not there. You choose which of these options applies and determine the specifics of the hallucination. For example, you could make the target think all elves are humans, be unable to detect the presence of his brother, think his beloved pocket watch is always on his person even when it isn't, or believe there's a tower in the center of town.

The target can attempt a Will save to disbelieve the hallucination every time he Seeks or Interacts with the subject of the hallucination. For example, the target could attempt to disbelieve each time he encountered an elf, bumped into his brother accidentally, tried to check his pocket watch, or studied the tower to spot vulnerabilities. The target can attempt to disbelieve with a large circumstance bonus in circumstances determined by the GM, such as if the target attempted to climb the nonexistent tower.

Heightened (6th) Choose **Duration** 1 day or **Targets** up to 10 creatures.
Heightened (8th) Choose **Duration** unlimited or **Targets** any number of creatures.

HALLUCINATORY TERRAIN SPELL 4

Illusion

Casting 10 minutes (Material, Somatic, Verbal)
Range 500 feet; **Area** 50-foot burst
Duration 24 hours

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).

HAND OF THE APPRENTICE POWER 1

Attack Evocation

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature

You hurl a held melee weapon at the target, making a ranged Strike using your proficiency with the weapon or with spells, whichever is worse. Add your spellcasting ability modifier to damage, rather than your Strength modifier. Whether the attack succeeds or fails, the weapon flies back to you and returns to your hand.

HARM SPELL 1

Necromancy Negative

Casting Somatic Casting or more
Range touch, **Range** 30 feet, or **Area** 30-foot aura

(see text); **Targets** one living creature or willing undead creature

You channel negative energy to harm the living or heal the undead. You restore Hit Points equal to 1d8 plus your spellcasting ability modifier to a willing undead target, or deal that amount of negative damage to a living target. The number of actions spent Casting this Spell determines its targets, range, area, and other parameters.

- ◆ **Somatic Casting** The spell has a range of touch. You must succeed at a melee touch attack to damage a living target.
- ◆ **Somatic Casting,** ◆ **Verbal Casting** The spell has a range of 30 feet and doesn't require a touch attack when targeting a living creature. A living target must attempt a Fortitude save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.
- ◆ **Material Casting,** ◆ **Somatic Casting,** ◆ **Verbal Casting** You disperse negative energy in a 30-foot aura. This has the same effect as the two-action version, but it targets all living and undead creatures in the burst and reduces the amount of healing or damage to your spellcasting ability modifier.

Heightened (+1) the amount of healing or damage increases by 1d8, or by 2d8 if you're using the 1- or 2-action version to heal undead.

HARMONIZE POWER 3

Enchantment **Casting** ◇ Verbal Casting; **Trigger** You finish casting a composition.

The triggering spell becomes a harmonized 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 composition. Casting another harmonized composition ends any harmonized composition you have in effect.

HASTE SPELL 3

Transmutation **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute

The target acts faster. It gains the quick condition and can use the extra action each round only for Strike and Stride actions.

Heightened (7th) You can target up to 5 creatures.

HEAL SPELL 1

Healing Necromancy Positive **Casting** ◆ Somatic Casting or more
Range touch, **Range** 30 feet, or **Area** 30-foot aura (see text); **Targets** one willing living creature or one undead creature

You channel positive energy to heal the living or damage the undead. You restore Hit Points equal to 1d8 plus your spellcasting ability modifier to a willing living target, or deal that amount of positive damage to an undead target. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

- ◆ **Somatic Casting** The spell has a range of touch. You must succeed at a melee touch attack to damage an undead target.
- ◆ **Somatic Casting,** ◆ **Verbal Casting** The spell has a range of 30 feet and doesn't require a touch attack when targeting an undead creature. An undead target must attempt a Fortitude save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.
- ◆ **Material Casting,** ◆ **Somatic Casting,** ◆ **Verbal Casting** You disperse positive energy in a 30-foot aura. This has the same effect as the two-action version, but it targets all living and undead creatures in the burst and reduces the amount of healing or damage to your spellcasting ability modifier.

Heightened (+1) The amount of healing or damage increases by 1d8, or by 2d8 if you're using the 1- or 2-action version to heal the living.

HEAL ANIMAL POWER 1

Healing Necromancy Positive **Casting** ◆ Somatic Casting or more
Range touch or **Range** 30 feet (see text); **Targets** one willing living animal creature

You channel positive energy to heal the target, restoring Hit Points equal to 1d8 plus your spellcasting action modifier to the target. The number of actions spent Casting this Spell determines its range.

- ◆ **Somatic Casting** The spell has a range of touch.
- ◆ **Somatic Casting,** ◆ **Verbal Casting** The spell has a range of 30 feet.

Heightened (+1) The amount of healing increases by 2d8.

HEALER'S BLESSING POWER 1

Necromancy **Casting** ◇ Somatic Casting; **Trigger** You cast a *heal* spell to heal a living creature.

The amount healed by the triggering spell increases by 2 points per die. If you're both healing living creatures and damaging undead, the healing increases by that amount but the damage does not.

HEALING FONT POWER 2

Necromancy **Casting** ◇ Somatic Casting; **Trigger** You use channel energy to cast a *heal* spell.

You draw power from your pool of Spell Points to cast *heal*, and thus this casting of *heal* doesn't expend a use of channel energy.

HEROISM SPELL 3

Enchantment Mental **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one humanoid creature
Duration 10 minutes

You tap the target's inner heroism, granting it a +1 conditional bonus to attack rolls, Perception checks, saving throws, and skill checks.

Heightened (5th) The conditional bonus increases to +2.

Heightened (8th) The conditional bonus increases to +3.

HERO'S DEFIANCE POWER 10

Healing Necromancy Positive **Casting** ◇ Verbal Casting; **Trigger** An attack would bring you to 0 Hit Points, and the attack isn't *disintegrate* and doesn't have the death trait.

You shout in defiance of your fate. Just before applying the attack's damage, you recover Hit Points equal to 19d4 plus your spellcasting ability modifier. If this is enough to prevent the attack from bringing you to 0 Hit Points, you don't become unconscious or dying. Either way, you can't use *hero's defiance* again for 1 minute.

HIDEOUS LAUGHTER SPELL 2

Emotion Enchantment Mental **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one living creature
Duration concentration

The target is overtaken with uncontrollable laughter, based on the outcome of its Will saving throw.

Success The target is plagued with fits of laugher. It can't take reactions.

Critical Success Unaffected.

Failure The target is overcome with fits of laughter. It is slowed 1 and can't take reactions.

Critical Failure The target falls prone and can't take any actions or reactions for 1 round, then suffers the failure effects.

HORRID WILTING SPELL 8

Necromancy Negative

Casting Somatic Casting, Verbal Casting
Range 500 feet; **Targets** any number of living creatures

You pull the moisture from the targets' bodies, dealing 9d10 negative damage. Each target must attempt a Fortitude save to avoid withering in this fashion. Creatures made of water (such as water elementals) and plant creatures automatically treat their outcomes as one degree of success worse. Creatures whose bodies contain no significant moisture (such as earth elementals) are immune to *horrid wilting*.

Success Half damage.

Critical Success No damage.

Failure Full damage.

Critical Failure Double damage.

Heightened (+1) The damage increases by 1d10.

HOUSE OF IMAGINARY WALLS CANTRIP

Cantrip Composition Illusion Visual

Casting Somatic Casting
Range touch
Duration 1 round

You mime creating an invisible 10-foot-by-10-foot stretch of wall adjacent to you and within your reach. The wall is solid to those creatures who don't disbelieve it, and you and your allies can choose to believe the wall exists in order to keep it solid, for instance in order to climb onto it. Even incorporeal creatures who fail to disbelieve the wall can't pass through it. A creature who disbelieves is bolstered against your *house of imaginary walls*. The wall doesn't block objects or creatures who didn't see your visual performance. The wall has AC 10, TAC 6, and Hardness equal to twice the spell's level.

HUMANOID FORM SPELL 2

Polymorph Transmutation

Casting Somatic Casting, Verbal Casting
Duration 10 minutes or until dismissed

You transform your appearance to look like a Small or Medium humanoid, such as a drow, dwarf, elf, goblin, halfling, human, orc, or lizardfolk. You count as a humanoid in addition to your normal traits while in this form, as well as gaining any trait related to the creature's kind (such as goblin or human). If this transformation reduces your size, it reduces your reach accordingly (using the effects of the *shrink* spell). This transformation doesn't change your statistics in any way. You can still wear and use your gear, and it changes size to match your new form if necessary. The item's size change ends immediately if the item leaves your person.

You don't gain the special abilities of the humanoid form you assume. This spell grants you a +4 conditional bonus to Deception checks to pass as a generic member of the chosen ancestry, but you can't make yourself to 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 choosing the DC of your Deception check.

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.

HURTLING STONE POWER 1

Attack Earth Evocation

Casting Somatic Casting

You evoke a magical stone and throw it. Make a ranged Strike with the rock weapon against a single creature within 60 feet. The stone deals bludgeoning damage equal to 1d10 plus your Strength modifier.

Heightened (+2) The stone's base damage increases by 1d10.

HYPERCOGNITION SPELL 3

Divination

Casting Verbal Casting

You rapidly catalog and collate information relevant to your current situation. You can instantly use up to 10 Recall Knowledge actions as part of Casting this Spell. If you have any special abilities or free actions that would trigger when you Recall Knowledge, you can't use them for these actions.

HYPNOTIC PATTERN SPELL 3

Illusion Visual

Casting Material Casting, Somatic Casting
Range 120 feet; **Area** 10-foot burst
Duration concentration, up to 1 minute

You create a pattern of shifting colors that hovers in the air. Creatures are dazzled while inside the pattern. A creature must attempt a Will saving throw if it is inside the pattern when you cast it, when it enters the pattern, ends its turn within the pattern, or uses a Seek or Interact action on the pattern. A creature currently fascinated by the pattern doesn't need to attempt new saves.

Success Unaffected.

Failure The target is fascinated by the pattern.

Critical Failure The target is fascinated by the pattern. While it remains fascinated, it can't take reactions.

ILLUSORY CREATURE SPELL 2

Auditory Illusion Visual

Casting Somatic Casting, Verbal Casting
Range 500 feet
Duration concentration

You create an illusory image of a Huge or smaller creature. It makes appropriate sounds, generates normal smells, and feels right 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 convincingly 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 counts as a creature for flanking. It uses your spell roll for attack rolls and saving throws and your spell DC for its AC. If the image is hit by an attack or fails a save, the spell is dismissed. The creature has two actions per turn, which it takes when you Concentrate on the Spell.

The illusion can't directly affect the physical world, though its attacks can cause damage by making the target believe they're real. If the illusory creature hits with a Strike, the target takes mental damage equal to 1d4 plus your spellcasting ability modifier. This is a mental effect. The illusion's Strikes are nonlethal. If the damage doesn't correspond to the image of the monster—for example, if a Large dragon dealt only 5 damage—the GM might allow the target to attempt a Perception check to disbelieve the spell as a free action. 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 suppress regeneration or trigger other effects that require a certain damage type.

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. The GM should track illusory damage dealt by the illusion.

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

Illusion Visual

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 hour or until dismissed

Your illusion can make you appear as another creature of the same body shape and roughly similar height (within 6 inches) and weight (within 50 pounds). The disguise is typically good enough to hide your identity, but not to impersonate a specific individual. The spell doesn't change your voice, scent, or mannerisms. You can also make clothing and items you wear appear different, such as making your armor look like an ordinary dress. Held items are unaffected, and any worn item you remove returns to its true appearance until you don it again.

Casting *illusory disguise* counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature, and it gives you a +4 conditional bonus to your Deception checks to avoid others seeing through your disguise. You can dismiss this disguise with a Verbal Casting action.

Heightened (2nd) The spell also disguises your voice and scent, and it gains the auditory trait.

Heightened (3rd) You can appear as any creature of the same size, even a specific individual. You must have seen an individual to take on their appearance. The spell also disguises your voice and scent, and it gains the auditory trait.

ILLUSORY OBJECT SPELL 1

Illusion Visual

Casting ◆ Somatic Casting, ◆ Verbal Casting
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 trait. The duration increases to 1 hour.

Heightened (5th) As the 2nd-level version, but the duration is unlimited.

ILLUSORY SCENE SPELL 5

Auditory Illusion Visual

Casting 10 minutes (Verbal, Somatic)
Range 500 feet; **Area** 30-foot burst
Duration 1 hour

You form 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 all generate appropriate sounds and smells, and they feel right to the touch. Elements of an illusory scene are incapable of speech. Unlike 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 *hallucinatory terrain* spell.

When you create the scene, you can choose to have it be static or follow a program. Though a static scene is stationary, it includes basic natural movement. Wind blowing on an illusory piece of paper would rustle it, for example. A program can be up to 1 minute long, and it repeats when finished. For instance, you could create a programmed scene of two orcs fighting each other, and their 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 fight and at the end of it, but you can smooth the program so it's hard to tell when the loop ends or begins. However, anyone observing long term almost always notices the program 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 were interacting 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 as appropriate.

Heightened (8th) Per 6th-level, and the duration is unlimited.

IMPLOSION SPELL 9

Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one corporeal creature
Duration concentration, up to 1 minute

You crush the target by causing it to collapse in on itself, dealing 75 damage. The target must attempt a Fortitude save. Each time you Concentrate on the Spell, you must choose a new target to be subject to the same effect. You can't affect more than one creature per turn with *implosion*. You can't target a creature that's incorporeal, gaseous, or liquid, or that otherwise lacks a solid form.

Success Half damage.
Critical Success No damage.
Failure Full damage.
Critical Failure Double damage.

Heightened (+1) The damage increases by 10.

INSECT FORM SPELL 3

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform into a Medium animal battle form. You count as an animal in addition to your normal traits while in this form. Your gear is absorbed into your form; the constant abilities of your gear still function, but you can't activate any item abilities. When you transform, you gain the following:

- Low-light vision.
- Treat your Athletics bonus as +12, unless your own bonus is already higher.
- AC 23 (TAC 20), ignore armor's check penalty and reduced Speed.
- 10 temporary Hit Points that go away when you leave your battle form.
- Each form grants one or more natural melee attacks, as detailed in the insect types below, which are the only types of attacks you can use. You're trained with them. When attacking with them, your attack modifier is +10 and your damage bonus is +2. These are Strength-based attacks (for the purposes of the enfeebled condition, for example).

The special statistics of your battle form can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents you from casting spells, speaking, or using most actions with the manipulate trait that require hands (the GM determines which actions of this sort you can take if there's doubt).You can dismiss this spell with a Concentrate on the Spell action.

If you prepare this spell, choose from the following options. When in battle form, you gain the attacks, movement types, and special abilities listed. You can choose a more specific type of animal to turn into (such as a ladybug or scarab for beetle). This has no effect on your battle form's size or statistics.

- **Ant** mandibles, **Damage** 2d6 bludgeoning; **Speed** 30 feet, climb 30 feet.
- **Beetle** mandibles, **Damage** 2d10 bludgeoning; **Speed** 25 feet.
- **Centipede** darkvision; mandibles, **Damage** 1d8 piercing plus 1d4 persistent poison; **Speed** 25 feet, climb 25 feet.
- **Mantis** scent; foreleg, **Damage** 2d8 bludgeoning; **Speed** 40 feet.
- **Scorpion** darkvision, tremorsense 60 feet; stinger, **Damage** 1d8 piercing plus 1d4 persistent poison; pincer (agile), **Damage** 1d6 bludgeoning; **Speed** 40 feet.
- **Spider** darkvision; fangs, **Damage** 1d6 piercing plus 1d4 persistent poison; web (touch attack, range increment 20 feet), **Damage** entangles the target for 1 round; **Speed** 25 feet, climb 25 feet.

Heightened (4th) Your battle form is Large and your attacks have 10-foot reach. You must have enough space to expand into or the spell fails and is lost. Your transformed statistics are as follows: Athletics +14; AC 26 (TAC 22); 15 temporary HP; attack modifier +13; damage bonus +6.

Heightened (5th) Your battle form is Huge and your attacks have 15-foot reach. You must have enough space to expand into or the spell fails and is lost. Your transformed statistics are as follows: Athletics +18; AC 28 (TAC 24); 20 temporary HP; attack modifier +15; damage bonus +2 and double the number of weapon damage dice (including those of persistent damage).

INSPIRE COMPETENCE — CANTRIP

Cantrip, Composition, Emotion, Enchantment, Mental

Casting ◆ Verbal Casting
Range 60 feet; **Targets** one ally
Duration 1 round

Your encouraging words inspire your ally to succeed at a task. You count as having taken sufficient preparatory actions to Aid your ally on a skill check of your choice, regardless of the circumstances. When you take the Aid reaction to aid that ally on the chosen skill check, you can roll Performance instead of the normal check, and if you would fail or critically fail to Aid, you succeed instead. If you have legendary proficiency in Performance, you instead 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 ally's skill check (like encouraging an ally to Sneak quietly, Lie to the king, or maintain a disguise).

INSPIRE COURAGE — CANTRIP

Cantrip, Composition, Emotion, Enchantment, Mental

Casting ◆ Verbal Casting
Area 60-foot aura
Duration 1 round

You inspire your allies with words or tunes of encouragement. You and all allies in the aura gain a +1 conditional bonus to attack rolls, damage rolls, and saves against fear.

INSPIRE HEROICS — POWER 4

Enchantment, Power

Casting ◇ Verbal Casting; **Trigger** You finish casting *inspire courage*.

You call on your muse to greatly increase your *inspire courage* composition's benefits. Attempt a Performance check. The DC is usually a high-difficulty DC of a level equal to that of the highest-level target of your composition, but the GM can assign a different DC based on the circumstances. The effect of your *inspire courage* depends on the result of your check.

Success The spell bonus from *inspire courage* increases to +2.
Critical Success The spell bonus from your *inspire courage* increases to +3.
Failure Your *inspire courage* retains its normal bonus of +1.

INVISIBILITY — SPELL 2

Illusion, Visual

Casting ◆ Material Casting, ◆ Somatic Casting
Range touch; **Targets** one creature
Duration 1 minute or until dismissed

The target becomes invisible. This makes it unseen to all creatures, though they can attempt to find the target, making it sensed by them instead (see page 303). If the target acts in a hostile manner, the spell is dismissed after that hostile action, reaction, free action, or activity is completed.

Heightened (4th) The spell is not dismissed if the target acts in a hostile manner.

INVISIBILITY CLOAK — POWER 4

Illusion

Casting ◆ Material Casting, ◆ Somatic Casting
Duration concentration or until dismissed, up to 1 minute

You become invisible, with the same restrictions as the 2nd-level *invisibility* spell.

If you have a pool of Spell Points, you can continue concentrating on your *invisibility cloak* after the 1-minute limit by spending 1 Spell Point to extend the limit by another minute.

Heightened (6th) The cloak provides the effects of a 4th-level *invisibility* spell.

INVISIBILITY SPHERE — SPELL 3

Illusion, Visual

Casting ◆ Material Casting, ◆ Somatic Casting
Area 10-foot aura; **Targets** you and any number of creatures in range
Duration 10 minutes or until dismissed

You and all targets are invisible except to each other as long as you remain within the spell's area. If a creature made invisible by this spell leaves the spell's area, it becomes visible and remains so even if it returns to the spell's area. If any creature made invisible by this spell acts in a hostile manner, the spell is dismissed after that hostile action, reaction, free action, or activity is completed.

While exploring, it's easy to move together and remain invisible. This is untenable in a battle, however. Once an encounter begins, creatures remain invisible until the end of the first round, at which point the spell ends.

Heightened (5th) The duration increases to 1 hour or until dismissed.

ITEM FACADE — SPELL 1

Illusion, Visual

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one 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 shape. 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 of poor quality. Metal looks rusted, wood looks dried out and cracked, and so on. An intact item made to look better appears as though its quality were one step better, 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 who Interacts with the item get a chance to disbelieve the illusion.

Heightened (2nd) The duration is 24 hours.
Heightened (3rd) The duration is unlimited.

JUMP — SPELL 1

Move Transmutation

Casting ◆ Somatic Casting

Your legs surge with strength, giving you the ability to leap high and far. You jump, either vertically or horizontally (or a mixture of the two) 30 feet without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after taking your next action.

Heightened (3rd) The range becomes touch, the target changes to one touched creature, and the duration becomes 1 minute. For the duration of the spell, the target can spend a move action to jump as described in the 1st-level version any number of times.

KI BLAST — POWER 3

Attack Evocation Force

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 30-foot cone

You unleash your ki as a powerful blast of force that deals 4d4 force damage. Each creature in the area must attempt a Fortitude saving throw.

Success The creature takes half damage.

Critical Success The creature is unaffected.

Failure The creature takes full damage and is pushed 5 feet.

Critical Failure Double damage and pushed 10 feet.

Heightened (+1) The damage increases by 2d4.

KI STRIKE — POWER 1

Transmutation

Casting ◇ Verbal Casting; **Trigger** You start to attempt an attack roll for an unarmed Strike.

You gain a +1 conditional bonus to the triggering attack roll.

KNOCK — SPELL 2

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one door, lock, or container

Duration 1 minute or until dismissed

You make the target easier to open. *Knock* grants any who try to open the target a +4 conditional bonus to any Thievery or Athletics checks to do so. You can attempt a Thievery check to open the target as part of casting *knock*. As soon as the target is opened or unlocked, the spell is dismissed.

Knock dispels *lock*.

KNOW DIRECTION — CANTRIP

Cantrip Detection Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting

In your mind's eye, you see a path northward. You immediately know which direction is north (if there is such a thing as north at your current location).

Heightened (7th) You can choose to instead know the direction to a specific location with which you are very familiar, such as a previous home, a favorite tavern, or the temple where you trained.

KNOW THE ENEMY — POWER 2

Divination Fortune

Casting ◇ Somatic Casting; **Trigger** You hit a creature with a melee Strike.

Roll the appropriate skill check to identify the creature's abilities as if you had spent a Recall Knowledge action. You can use *lorekeeper's fortune* on this check.

LAY ON HANDS — POWER 1

Healing Necromancy Positive

Casting ◆ Somatic Casting

Range touch; **Targets** one willing living creature or one undead creature

Your hands become infused with positive energy as you lay them on the target, healing a living target or damaging an undead target. If you use *lay on hands* on a willing living target, you restore Hit Points equal to 1d4 plus your spellcasting ability modifier, and if the target is an ally, he gains a +1 conditional bonus to AC for 1 round. Against an undead target, you deal the same amount of positive damage if you succeed at a melee touch attack, and the target takes a –1 conditional penalty to AC for 1 round.

Heightened (+1) The amount of healing (or damage to undead) increases by 2d4.

LENG'S STING — SPELL 7

Attack Necromancy Poison

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one creature

You deal 7d4 piercing damage to the touched creature and afflict it with Leng spider venom, depending on its Fortitude save.

Success The target takes 4d6 poison damage.

Critical Success The target is unaffected.

Failure The target is afflicted with Leng spider venom at stage 1.

Critical Failure The target is afflicted with Leng spider venom at stage 2.

Leng Spider Venom (poison) **Level** 13; **Maximum Duration** 6 rounds; **Stage 1** drained 1 (1 round); **Stage 2** drained 1 and confused for 1 round (1 round).

LEVITATE — SPELL 3

Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one unattended object or willing creature

Duration 1 minute

You levitate the target 5 feet off the ground. For the duration, you can spend a Somatic Casting action 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 these penalties 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.

LIFE SIPHON — POWER 4

Healing Necromancy

Casting ◇ Verbal reaction; **Trigger** You cast a wizard spell of the necromancy school that you expend one of your wizard spell slots to cast.

You use some of the spell's magic to heal yourself, regaining 1d8 Hit Points per level of the spell.

LIGHT — CANTRIP

Cantrip Evocation Light

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one unattended, nonmagical object of 1 Bulk or less

Duration 1 day or until dismissed

The object begins to glow with pure light, casting bright light in a 20-foot radius like a torch. If you cast this spell again on another object, the light on the last object you cast it on is dismissed.

Heightened (4th) The object instead sheds bright light in a 60-foot radius.

LIGHTNING BOLT SPELL 3

Electricity Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 60-foot line

All creatures in the area must attempt a Reflex save to avoid taking 4d12 electricity damage.

Success Half damage.
Critical Success No damage.
Failure Full damage.
Critical Failure Double damage.

Heightened (+1) The damage increases by 1d12.

LINGERING COMPOSITION POWER 1

Enchantment Power

Casting ◇ Verbal Casting; **Trigger** You finish casting a cantrip composition with a duration of 1 round.

You attempt to add a flourish to your composition to extend its benefits. Attempt a Performance check. The DC is usually a high-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.

Success The composition lasts 2 rounds.
Critical Success The composition lasts 3 rounds.
Failure The composition lasts 1 round.

LITANY AGAINST SLOTH POWER 5

Evocation Litany Good

Casting ◆ Verbal Casting
Range 30 feet; **Targets** one evil creature
Duration 1 round

Your litany rails against the sin of sloth, slowing your target's reactions depending on its Will save. A particularly slothful creature, such as a dretch, treats the outcome of the saving throw as one degree of success worse. The target is bolstered against your litanies.

Success The target takes a –1 conditional penalty to all attack rolls attempted as part of reactions (such as Attacks of Opportunity).
Critical Success The target is unaffected.
Failure The target can't spend reactions.
Critical Failure The target can't spend reactions and is slowed 1.

LITANY AGAINST WRATH POWER 3

Evocation Litany Good

Casting ◆ Verbal Casting
Range 30 feet; **Targets** one evil creature
Duration 1 round

Your litany rails against the sin of wrath, punishing the target for attacking good creatures depending on its Reflex save. A particularly wrathful creature, such as a vrock, treats the outcome of the saving throw as one degree of success worse. The target is bolstered against your litanies.

Success The first time the target spends an action or performs an activity that damages at least one good creature, it takes 3d6 good damage.
Critical Success The target is unaffected.
Failure Each time the target spends an action or performs an activity that damages at least one good creature, it takes 3d6 good damage.
Critical Failure The target is weakened 1. Each time the target spends an action or performs an activity that damages at least one good creature, it takes 3d6 good damage.

Heightened (+1) The damage increases by 1d6.

LITANY OF RIGHTEOUSNESS POWER 7

Evocation Litany Good

Casting ◆ Verbal Casting
Range 30 feet; **Targets** one evil creature
Duration 1 round

You denounce an evildoer, rendering it susceptible to the power of good. The target gains weakness 5 to good. The target is bolstered against your litanies.

Heightened (+1) The weakness increases by 1.

LOCALIZED QUAKE POWER 2

Earth Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 15-foot aura

You shake the earth, and each enemy in the area standing on solid ground must succeed at a Reflex save or fall prone.

LOCATE SPELL 3

Detection Divination

Casting 10 minutes (Material, Somatic, Verbal)
Range 500 feet; **Targets** one specific object or type of object
Duration concentration

You learn the direction to the target (if you picked a specific object, such as "my grandmother's sword") or the nearest target (if you picked a type of objects, such as "swords"). If the target is a specific object, you must have observed it directly with your own senses. If it's general, 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, you can't locate the object. If you picked a type of object, this means you might find that is an object farther away if a nearer one is behind lead or running water.

Heightened (5th) You can target a specific creature or ancestry instead of an object. You must have met the creature or a creature of that ancestry up close in order to do so.

LOCK SPELL 1

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one door, lock, or container
Duration 1 day or until dismissed

The target's latch mechanism clinks shut, held fast by unseen magical restraints. You magically lock the target, either setting the Thievery DC equal to your spell DC or using the base lock DC with a +4 conditional 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.

If the lock is opened, the spell is dismissed. Assuming the target is not barred in some other way, you can unlock and open it by

spending a Somatic Casting action during which you touch the target. Doing so does not dismiss the spell. You can dismiss the spell at any time and from any distance with a Verbal Casting action.
Heightened (2nd) The duration increases to unlimited, but you must add a Material Casting action and expend 6 gp worth of gold dust as an additional cost.

LONGSTRIDER SPELL 1

Transmutation **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 hour

Your Speed is accelerated 10 feet.
Heightened (2nd) The duration increases to 8 hours.

LOREKEEPER'S FORTUNE POWER 1

Divination Fortune **Casting** ◇ Verbal Casting; **Trigger** You spend a Seek or Recall Knowledge action.

Roll the Perception or Religion check you attempt as part of that action twice and take the higher result. If you're trained in Arcana, Nature, or Occult, you can also use this spell on those checks attempted as part of a Recall Knowledge action.

LOREMASTER'S RECALL POWER 1

Divination Fortune **Casting** ◇ Somatic casting; **Trigger** You spend the Recall Knowledge action.

Roll the skill check you attempt as part of the triggering action twice and take the higher result.

LUCKY BREAK POWER 2

Divination Fortune **Casting** ↺ Verbal reaction; **Trigger** You fail (but don't critically fail) an attack roll, saving throw, skill check, or Perception check.

Reroll the check and use the better of the two results.

MAGE ARMOR SPELL 1

Abjuration **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 day

You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC. While wearing *mage armor*, you use your unarmored proficiency to calculate your AC.
Heightened (2nd) The bonus increases to +2, and you gain a +1 item bonus to saving throws.
Heightened (4th) The bonus increases to +3, and you gain a +2 item bonus to saving throws.
Heightened (6th) The bonus increases to +4, and you gain a +3 item bonus to saving throws.
Heightened (8th) The bonus increases to +5, and you gain a +4 item bonus to saving throws.
Heightened (10th) The bonus increases to +6, and you gain a +5 item bonus to saving throws.

MAGE HAND CANTRIP

Cantrip Evocation **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one unattended object of light Bulk or less
Duration concentration

You create a single arcane hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Concentrate on the Spell, you can move the object an additional 20 feet. When the spell ends, the object falls if it's in the air.
Heightened (3rd) 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 1 or less.

MAGIC AURA SPELL 1

Illusion **Casting** 1 minute (Material, Somatic, Verbal)
Range touch; **Targets** one 3 Bulk or lighter object
Duration 1 day

You can choose to have the target register as a common magic item of your level in your spellcasting class or lower, or to have it register as being under the effects of a spell of your choice that you can cast. If the target is magical, you can instead choose to have it not register as magical at all.

A caster using *detect magic* or *study aura* of an equal or higher spell level can attempt to disbelieve the illusion of a *magic aura*. *Magic aura* doesn't mask auras of spells that are 9th level or higher or of items that are 19th level or higher.
Heightened (3rd) You can target a creature instead of an object. When you do, you can either conceal the auras of all magic items it has or have that creature register as being under the effect of a spell you know.

MAGIC FANG SPELL 1

Transmutation **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one willing ally
Duration 1 minute

Choose one of the target's unarmed attacks that deals 1 die of damage. You cause that unarmed attack to shine with primal energy. The unarmed attack counts a *+1 magic weapon*, gaining a +1 item bonus to attack rolls and dealing another die of damage on a hit.

MAGIC MISSILE SPELL 1

Evocation Force **Casting** ◆ Verbal Casting or more
Range 120 feet; **Targets** one creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. When Casting this Spell, you can increase the casting by a Material Casting action, a Somatic Casting action, or both. For each component you add, increase the number of missiles you shoot by one. You choose the target for each missile individually.
Heightened (+2) You shoot one additional missile with each action you spend.

MAGIC MOUTH SPELL 2

Auditory Illusion Visual **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature or object
Duration unlimited or until dismissed

You specify a trigger stimulus (see page 197) and a message up to 25 words long. When the trigger stimulus occurs within 30 feet of the target, an illusory mouth appears on the target and speaks the message. *Magic mouth* is then dismissed.

MAGIC WEAPON — SPELL 1

Transmutation

Casting Somatic Casting, Verbal Casting
Range touch; **Targets** one nonmagical weapon that is unattended or that is wielded by you or a willing ally
Duration 1 minute

The weapon glimmers with magic and energy. The target becomes a *+1 magic weapon*, gaining a +1 item bonus to attack rolls and dealing another die of damage on a hit.

MAGNIFICENT MANSION — SPELL 7

Conjuration Extradimensional

Casting 1 minute (Material, Somatic, Verbal)
Range 30 feet
Duration 24 hours

You conjure an extradimensional demiplane consisting of a spacious dwelling with a single entrance. The entrance connects back to the plane where you cast the spell, appearing where you choose within the spell's range. It appears as a faint, shimmering, vertical rectangle 5 feet wide and 10 feet high. You designate who can enter when you cast the spell. Once you enter the portal, you can shut the entrance, making it invisible. You and creatures you designated can reopen the door at will with the Interact action, just like opening a physical door. Other creatures must use extraplanar travel, such as *plane shift*, in order to enter the mansion.

Inside, the demiplane appears to be a mansion with 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 is closed, effects from outside the mansion fail to penetrate it, and vice versa. 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 *unseen servant* 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.

MARINER'S CURSE — SPELL 5

Attack Curse Necromancy

Casting Somatic Casting, Verbal Casting
Range touch; **Targets** one creature

You afflict the target with the curse of the roiling sea, depending on its Will save.

Success The target becomes sick 1. Reducing its sick condition to 0 ends the curse.
Critical Success The target is unaffected.
Failure The target becomes sick 1 and can't reduce its sick condition below 1 while the curse remains. Whenever it is sick and on the water at least a mile from shore, it is also slowed 1.
Critical Failure Per failure, but the target becomes sick 2.

MASK OF TERROR — SPELL 7

Emotion Fear Illusion Mental Visual

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute

The target appears to be a gruesome and terrifying creature to anyone observing it. The effect is unique to each observer, so a human viewing the target might see a demon with bloody fangs and a demon observing the target might see a glowing angelic visage.

When any creature attempts a hostile action or reaction against the target, the creature must attempt a Will save. Once it does, it doesn't need to attempt another save against *mask of terror* for any actions or reactions it spends until the end of its next turn.

Success The creature is unaffected.
Failure The creature becomes frightened 2 before taking its action or reaction.
Critical Failure The creature becomes frightened 2 and its action or reaction fails and is wasted.

Heightened (8th) You can target up to 5 creatures. If a creature spends an action or reaction that affects multiple targets simultaneously, it needs to attempt only one save against *mask of terror*.

MASTER'S ILLUSION — POWER 2

Illusion

Casting Material Casting, Verbal Casting
Range 30 feet; **Targets** up to six willing creatures
Duration 10 minutes

The targets gain the effects of a 1st-level *illusory disguise* for the listed duration.

MAZE — SPELL 8

Conjuration Extradimensional Teleportation

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** one creature
Duration concentration, up to 10 minutes or until dismissed

When you cast *maze*, you transport the target into an extradimensional maze of eldritch origin. Once each turn, the target can spend 1 action to attempt a Survival check against your spell DC to escape the maze.

The possible outcomes of the Survival check are as follows.

Success The creature is on the right path to the exit. If the target was already on the right path, it escapes the maze and the spell ends.
Critical Success The creature escapes and the spell ends.
Failure The creature makes no progress toward escape.
Critical Failure The creature makes no progress toward escape, and if it was on the right path it no longer is.

Teleportation magic doesn't help the creature escape unless the magic can transport across planes, such as *plane shift*. When the spell ends, either because the target escaped or the duration ran out, the target returns in the space it occupied when it was banished, or the nearest space if the original space is now filled. It loses any remaining actions it would have on its current turn, but it can spend reactions normally.

MELD INTO STONE — SPELL 3

Earth Transmutation

Casting Somatic Casting, Verbal Casting
Duration 10 minutes or until dismissed

You merge with an adjacent block of stone with enough volume to fit you and your worn and held possessions. You must touch this stone when you cast the spell. You can cast spells while in the stone as long as they don't require line of effect beyond the stone,

and you can hear, but not see, what's going on outside the stone. Significant physical damage to the stone while you are inside expels you and deals 10d6 damage to you. *Passwall* expels you without dealing damage and dismisses *meld into stone*. You can dismiss this spell with a Verbal Casting action.

MENDING SPELL 1

Transmutation

Casting 1 hour (Somatic Casting, Verbal Casting)
Range touch; **Targets** nonmagical object of light Bulk or less

You remove the broken condition from the target if it is broken, or repair 1 Dent it has taken if it is dented.

Heightened (2nd) You can target a nonmagical object of 1 Bulk or less.

Heightened (3rd) You can target a nonmagical object of 2 Bulk or less, or a magical object of 1 Bulk or less.

MESSAGE CANTRIP

Auditory Cantrip Illusion Lingual Mental

Casting ◆ Verbal Casting
Range 120 feet; **Targets** one creature
Duration see below

You mouth words, but instead of coming out of your mouth, they're transferred to the ears of the target. Though others cannot hear your words, the target can as if she were standing next to you. She can give a brief response as a reaction, or as a free action on her next turn if she wishes, but she must be able to see you and be within range to do so. If she responds, per the original missive only you can hear her response.

Heightened (3rd) The spell's range increases to 500 feet.

METAMAGICIAN'S SHORTCUT POWER 3

Enchantment

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 hour

When you cast this spell, choose a metamagic feat you have. The next time you trigger that feat, you don't need to add a Somatic Casting action to the spell you cast. *Metamagician's shortcut* ends when this happens. You can't have more than one *metamagician's shortcut* active at a time, and if you cast it again the previous one ends.

METEOR SWARM SPELL 9

Evocation Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 500 feet; **Area** four 40-foot bursts

You call down four blazing meteors that explode. Each meteor deals 3d10 bludgeoning damage to any creatures in the 10-foot burst at the center of each area of effect; the meteor then explodes, dealing 14d6 fire damage to any creatures in each 40-foot burst. The meteors' central 10-foot bursts can't overlap, and a creature takes the same amount of fire damage no matter how many overlapping explosions it's caught in. Each creature in the area can attempt a Reflex saving throw, which applies to both types of damage.

Success Half damage.
Critical Success No damage.
Failure Full damage.
Critical Failure Double damage.

Heightened (+1) The fire damage increases by 1d6 and the bludgeoning damage by 1d10.

MIND BLANK SPELL 8

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 24 hours

The target is immune to detection, revelation, and scrying unless the effect is of a higher level than the *mind blank* spell. The target also gains a +4 conditional bonus to saves against mental effects.

MIND PROBE SPELL 5

Divination Lingual Mental

Casting 1 minute (Material, Somatic, Verbal Casting)
Range 30 feet; **Targets** one creature
Duration 1 minute

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 probe's duration, you 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 sends you a false answer that you believe is a truthful answer.
Critical Failure Per failure, but the target takes a –4 circumstance penalty to Deception checks against questions you ask as part of the probe.

MIND READING SPELL 3

Detection Divination Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute

You read the target's mind, depending on its Will save. Once you cast *mind reading* on a target, you can't target that creature again until the duration ends.

Success You find out whether the target's Intelligence is higher than, equal to, or lower than yours.
Critical Success The target perceives vague surface thoughts from you when you cast the spell.
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 Per failure, and for the duration of the spell, you can Concentrate on the Spell to detect the target's surface thoughts again. The target doesn't get any additional saves.

MINDLINK SPELL 1

Divination Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one 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.

MIRACLE SPELL 10

Divination

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting

You form a direct connection with your divine source and request intercession. Your divine source always refuses a request out of line with its nature and might choose to grant a different request

(potentially more powerful or better fitting its nature) than the one you asked for. A miracle can do any of the following things.

- Duplicate any divine spell of 9th level or lower.
- Duplicate any non-divine spell of 7th level or lower.
- Produce any effect whose power level is in line with the above effects.

The GM might allow you to try using *miracle* to produce greater effects than these, but doing so may be dangerous, or the spell may have only a partial effect.

MIRROR IMAGE SPELL 2

Illusion Visual

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

Three illusory images swirl about your space, potentially causing those who attack you to hit one of the images instead of you. Any attack that would hit you has a random chance of hitting one of your images instead. If you have all three images up, there is a 1 in 4 chance of hitting you (1 on a 1d4). With two images up, there is a 1 in 3 chance of hitting you (1–2 on a 1d6). With only one image the chances are 1 in 2 (1–3 on a 1d6). If an image is hit, it is destroyed.

If the attack roll is a critical success and would hit one of the images, it becomes a success against you and one of the images is also destroyed. Once all the images are destroyed, the spell is dismissed.

MISDIRECTION SPELL 2

Illusion

Casting 1 minute (Somatic, Verbal)
Range 30 feet; **Targets** two creatures or objects
Duration 1 day or until dismissed

You designate one target as the primary target and the other as the secondary target. All effects that would detect auras on the primary target instead detect the same types of auras from the secondary target. A creature reading the aura can attempt to disbelieve the illusion. You can dismiss the spell with a Verbal Casting action from up to a mile away.

MISLEAD SPELL 6

Illusion

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration concentration, up to 1 minute

You turn yourself invisible and create an illusory duplicate of yourself. When you Concentrate on 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 invisibility and the duplicate remain as long as you concentrate. Per a 4th-level *invisibility* spell, committing a hostile action doesn't end *mislead's* invisibility. 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, you can attempt a Deception check as part of that action against observers' Perception DCs to convince them your duplicate took 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, if the duplicate is positioned appropriately, but if you attack with a staff and your duplicate is across the room from the target, your attempt at deception would fail.

MODIFY MEMORY SPELL 4

Divination Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration permanent

You alter the target's memories, either 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.

Success The target is unaffected but thinks your spell was something harmless instead of modify memory, unless it identifies the spell (usually by spending the Identify Magic action).

Critical Success The target is unaffected and realizes you tried to alter its memory.

Failure During the first 5 minutes of the spell's duration, you can Concentrate on 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.

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 in order to suppress all memory of a particular topic, detailed in 50 words or fewer. The spell patches these omissions with indistinct haze. Instead of having a duration, the effects last indefinitely even in the absence of magic and can be removed only by powerful spells such as alter reality.

MOMENT OF RENEWAL SPELL 8

Healing Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

The target experiences 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 target. The target regains Hit Points and recovers from conditions as if it had taken 24 hours of rest. The creature doesn't regain spells for resting or get other benefits of rest other than healing. The target is then bolstered against all *moment of renewal* spells.

MONEY TALKS POWER 2

Transmutation

Casting ◇ Somatic free action; **Trigger** You Cast a Spell that has a cost with a value measured in gp.

You can substitute an equal value of gp for the spell's cost.

MONSTROSITY FORM SPELL 8

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform into the shape of a legendary monster, assuming a Huge battle form. You must have enough space to expand into or the spell is lost. You count as an animal in addition to your normal traits while in this form. Your gear is absorbed into your

form; your constant abilities of your gear still function, but you can't activate any item abilities. When you transform, you gain the following:

- AC 36 (TAC 33) and ignore your armor's check penalty and Speed reduction.
- One or more natural melee attacks, which are the only types of attacks you can use. You're trained with them. When attacking with them, your attack modifier is +26 and the damage bonus is listed with your attacks. These are Strength-based attacks (for the purposes of the enfeebled condition, for example).
- 20 temporary Hit Points that go away when you leave your battle form.
- Darkvision.
- Athletics +27 (unless your own total modifier is higher).

The special statistics of your battle form can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents you from casting spells, speaking, or using most actions with the manipulate trait that require your hands (the GM determines which manipulate actions you can spend if there's doubt). You can dismiss this spell by using an action (this action has the concentrate trait).

When you prepare this spell, choose the creature you wish to turn into from the following options. When in battle form, you gain the attacks, movement types, and special abilities listed.

- **Phoenix** beak (reach 15 feet), **Damage** 2d6+12 piercing plus 2d4 fire and 2d4 persistent fire; talon (agile, reach 15 feet), **Damage** 2d8+12 slashing; **Speed** 30 feet, fly 90 feet; *Shroud of Flame:* You gain a divine fire aura that extends out 20 feet 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 spend 1 action with the concentrate trait to activate or deactivate this aura.
- **Purple Worm** jaws (reach 10 feet), **Damage** 2d12+20 piercing; stinger (agile, reach 10 feet), **Damage** 2d8+15 piercing plus 2d6 persistent poison; body (reach 10 feet) **Damage** 2d8+20 bludgeoning; **Speed** 40 feet, burrow 30 feet, swim 20 feet; *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 hampered and immobilized and ignore difficult terrain and greater difficult terrain.
- **Sea Serpent** jaws (reach 15 feet), **Damage** 2d12+20 piercing; tail (reach 25 feet), **Damage** 2d8+20 bludgeoning; **Speed** 20 feet, swim 90 feet; *Spine Rake:* You can spend a move action to extend your spines and swim or Stride. Each creature you're adjacent to at any point during your movement takes 4d8+10 slashing damage (Reflex DC 30 for half damage, or no damage on a critical success).

MOON FRENZY SPELL 5

Morph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** up to 5 willing creatures
Duration 1 minute

A feral aspect overcomes the targets, making them tough and savage. Targets gain 5 temporary Hit Points, are accelerated 10, and gain weakness 5 to silver. They also grow vicious fangs and claws, both of which are unarmed attacks. The fangs deal 3d8 piercing damage; the claws deal 3d6 slashing damage and have the agile and finesse traits. The targets use their highest weapon or unarmed attack proficiency with these attacks. On a critical hit with one of these weapons, the target takes 1d4 persistent bleed damage.

The targets can't spend concentrate actions unless those actions have the rage trait. Their Seek actions gain the rage trait during the spell's duration. A creature can attempt to end the spell's effect on themself by spending an action and attempting a Will save against your spell DC.

If a target is in the light of a full moon, they also grow by one size if they 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 four dice.
Heightened (8th) The temporary Hit Points increase to 15, the silver weakness to 15, and the damage dealt by the attacks to five dice.

MOONBEAM POWER 2

Attack Evocation Fire Light

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one creature or object

You call forth a beam of glowing moonlight. Make a ranged touch attack against the target. On a hit, you deal 1d6 fire damage plus your spellcasting ability modifier and dazzle the target for 1 round. Double the damage on a critical hit. Damage from *moonbeam* counts as silver for the purposes of weaknesses, resistances, and the like.

Heightened (+1) The ray's damage increases by 1d6.

MOONLIGHT GLOW POWER 1

Evocation Light

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 60-foot burst centered on you
Duration 10 minutes

You cause the area to shimmer with moonlight. This counts as dim light, but any magical script or arcane symbols in the area glow a slightly brighter blue, granting a +1 circumstance bonus to Perception checks to Seek them. Magical ink visible only in moonlight also appears in an area of *moonlight glow*.

MYSTIC BEACON POWER 2

Evocation

Casting ◆ Somatic Casting
Range 30 feet; **Targets** one willing creature

The next damaging or healing spell the target casts before the start of your next turn deals or heals damage as if the spell were heightened 1 level higher than its actual level; the spell otherwise functions at its actual level.

NATURE INCARNATE SPELL 10

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform into an incarnation of nature, assuming a battle form: Medium for a green man and Gargantuan (30-foot-by-30-foot space) for a kaiju. You must have enough space to expand into or the spell is lost. You count as a plant if you choose green man or as a beast if you choose kaiju in addition to your normal traits while



in this form. Your gear is absorbed into your form; your constant abilities of your gear still function, but you can't activate any item abilities. When you transform, you gain the following:

- AC 43 (TAC 39) and ignore your armor's check penalty and Speed reduction.
- One or more natural attacks, which are the only types of attacks you can use. You're trained with them. When attacking with them, your attack modifier is +31 and the damage bonus is listed with your attacks. Melee attacks you gain are Strength-based attacks (for the purposes of the enfeebled condition, for example), and ranged attacks you gain are Dexterity-based attacks. They all target the enemy's AC.
- 30 temporary Hit Points that go away when you leave your battle form.
- Darkvision.
- Athletics +32 (unless your own total modifier is higher).

The special statistics of your battle form can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents you from casting spells or using most actions with the manipulate trait that require your hands (the GM determines which manipulate actions you can spend if there's doubt). You can dismiss this spell with a concentrate action.

When in battle form, you gain the attacks, movement types, and special abilities listed below for the form you chose.

- **Green Man** vines (versatile piercing, reach 30 feet), **Damage** 6d8+12 bludgeoning; thorns (range 100 feet), **Damage** 6d6+6 piercing; **Speed** 40 feet, climb 40 feet; *Green Caress:* Enemies other than plants within 60 feet must succeed at a Fortitude save against your spell DC or become sluggish 1 for 1 round (sluggish 2 on a critical failure).
- **Kaiju** jaws (reach 30 feet), **Damage** 6d10+10 piercing; claws (agile, reach 30 feet), **Damage** 6d8+8 slashing; foot (agile, reach 15 feet), **Damage** 6d6+10 bludgeoning; **Speed** 50 feet; Resistance 5 to physical damage; *Unstoppable:* You are immune to being hampered and immobilized and ignore difficult terrain and greater difficult terrain; *Trample*: As a 3-action activity, you can move up to double your Speed and move through the space of Huge or smaller creatures, trampling each creature whose space you enter. A trampled creature takes foot damage based on a Reflex save against your spell DC (half damage on a success, no damage on a critical success, double damage on a critical failure).

NATURE'S BOUNTY POWER 2

Conjuration Plant

Casting 10 minutes (Material, Somatic, Verbal)
Requirement You can cast this spell only in a natural area that supports significant plant life.

You call forth nature's bounty, providing enough clean water and fresh fruits and vegetables to sustain one human for a day. If you have a pool of Spell Points, you can spend more Spell Points to sustain an additional human for each additional Spell Point you spend. Most Medium creatures eat the same amount as a human each day. Most Small creatures eat 1/4 as much as a human (1/16 as much for most Tiny creatures, and so on), and most Large creatures eat 10 times as much as a human (100 times as much for Huge creatures and so on).

Heightened (+3) The initial casting and each additional Spell Point produce enough food for an additional human.

NATURE'S ENMITY SPELL 9

Enchantment **Casting** Somatic Casting, Verbal Casting
Range 100 feet; **Targets** up to five creatures
Duration 10 minutes

Animals, plants and weather in the area turn against the targets. Each target suffers from the following effects.

- Vegetation springs up from any surface, making targets entangled any time they're adjacent to a plant or a surface of stone or earth.
- Aggressive animals attack unpredictably then depart. At the start of its turn, each target rolls a DC 8 flat check. On a failure, it's attacked by swarming creatures that deal 2d10 slashing damage. The target can attempt a Reflex save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure. The target is flat-footed for 1 round on any result other than a critical success.
- The target also loses any connection to nature or natural creatures. Any animal or plant creature becomes hostile to it, even a companion creature like an animal companion. The target also has to succeed at a DC 5 flat check when casting any primal spell or the spell fails.

The GM might determine that you can't subject some creatures to the ire of nature. For example, a primal spellcaster of your level or higher or an avatar of nature might be immune to these effects.

NEGATE AROMA SPELL 1

Abjuration **Casting** Somatic Casting, Verbal Casting
Range touch; **Targets** one willing or unconscious creature
Duration 1 hour

The target loses its scent, preventing creatures from noticing it using scent alone. A creature attempting a Perception check with scent and other senses might be able to notice the lack of natural scent. If the target has a stench attack, that ability is also negated.
Heightened (5th) The range increases to 30 feet, and you can target up to 10 creatures.

NEUTRALIZE POISON SPELL 3

Healing Necromancy **Casting** Somatic Casting, Verbal Casting
Range touch; **Targets** one creature

You try to cure one poison afflicting the target. Treat this as counteracting the poison (see page 319).

NIGHTMARE SPELL 4

Illusion Mental **Casting** 10 minutes (Material, Somatic, Verbal)
Range planetary; **Targets** one creature you know by name
Duration 1 day or until dismissed

You send disturbing nightmares to your target. The next time the target falls asleep, it must attempt a Will saving throw against the nightmare. If you know the target only by name and have never met them, the target gets a +4 circumstance bonus to the Will saving throw.

Success The target suffers no adverse effects from the nightmare, other than its memories.
Critical Success The target suffers no adverse effects and is inoculated for 1 week.
Failure The target awakens fatigued.
Critical Failure The target awakens fatigued and is drained 2 until no longer fatigued.

NONDETECTION SPELL 3

Abjuration **Casting** 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one creature or object
Duration 8 hours

You make the target difficult to detect. *Nondetection* dispels or attempts to dispel all detection, revelation, and scrying divinations made against the target or the target's gear throughout the duration. Successfully dispelling a divination that targets an area or multiple targets negates the effects only for *nondetection*'s target.

OBSCURING MIST SPELL 2

Conjuration Water **Casting** Material Casting, Somatic Casting, Verbal Casting
Range 120 feet; **Area** 20-foot burst
Duration 1 minute or until dismissed

You create a cloud of mist in the area that makes all creatures within it concealed. You can dismiss the cloud with a Verbal casting action.

OUTCAST'S CURSE SPELL 4

Attack Curse Enchantment Mental Misfortune **Casting** Somatic Casting, Verbal Casting
Range touch; **Targets** one creature

You afflict the target with a curse that makes its presence off-putting and grating, depending on the outcome of its Will save.

Success Per failure, but the effect ends on its own after 1 minute instead.
Critical Success The target is unaffected.
Failure The target must roll twice and use the worse result whenever attempting a Deception, Diplomacy, Intimidation, or Performance check, and all creatures she encounters have an initial attitude toward her of one step worse (for instance, unfriendly instead of indifferent). The effect is permanent.
Critical Failure Per failure, but all creatures the target encounters have an initial attitude towards her of two steps worse.

OVERWHELMING PRESENCE SPELL 9

Auditory Enchantment Mental Visual **Casting** Somatic Casting, Verbal Casting
Area 40-foot burst; **Targets** any number of creatures
Duration until full tribute is paid

You surround yourself with a supernatural splendor, appearing to be a god or similarly majestic being. You choose the particular majestic aspects of your new appearance. This causes the targets to pay tribute to you by bowing or spending some other action in keeping with your appearance. The number of times they must do this depends on the outcome of their Will saves.

Success The target must pay tribute two times.
Critical Success The target is unaffected.
Failure The target must pay tribute six times.
Critical Failure Per failure, and the target must spend all actions paying tribute if possible.

Paying tribute is a manipulate action or move action, as chosen by the creature paying tribute. A creature under this effect must pay tribute to you at least once on each of its turns if possible. While under this spell, a creature is fascinated by you and can't act in a hostile fashion toward you. The target is bolstered against your *overwhelming presence*.

PALADIN'S SACRIFICE — POWER 6

Abjuration — **Casting** ◆ Somatic Casting; **Trigger** The targeted creature is hit or critically hit by a Strike, or the target fails or critically fails a saving throw against an effect that doesn't affect you.

Range 30 feet; **Targets** one ally

You take all the effects of the hit, critical hit, failed save, or critically failed save instead of the ally. These effects ignore any resistances, immunities, or other abilities you have that might mitigate them in any way.

PARALYZE — SPELL 3

Enchantment Mental — **Casting** ◆◆ Somatic Casting, ◆◆ Verbal Casting
Range 30 feet; **Targets** one humanoid creature
Duration varies

You attempt to paralyze the target, potentially freezing it in place, depending on the outcome of the target's Will save.

Success The target is slowed 1 for 1 round.
Critical Success The target is unaffected.
Failure The target is paralyzed for 1 round.
Critical Failure The target is paralyzed for 4 rounds. At the start 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 (4th) You can target a humanoid or non-humanoid creature.
Heightened (7th) You can target up to 10 humanoid creatures.
Heightened (9th) You can target up to 10 creatures, and they don't have to be humanoids.

PARANOIA — SPELL 2

Illusion Mental — **Casting** ◆◆ Somatic Casting, ◆◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute

The target is stricken by intense paranoia towards all creatures around it, with effects determined by the outcome of its Will saving throw.

Success The target believes everyone it sees is a potential threat. It becomes unfriendly to all creatures that were previously allies, treating only itself as an ally. The spell ends after 1 round.
Critical Success The target is unaffected.
Failure Per success, but the effect lasts the full minute.
Critical Failure Per failure, except the target believes that everyone it sees is a mortal enemy. It uses its reactions and free actions against these enemies regardless of whether they were previously its allies, as determined by the GM. It otherwise acts as rationally as normal and will likely prefer to attack enemies that are actively attacking or hindering it.

Heightened (6th) You can target up to five creatures.

PASS WITHOUT TRACE — SPELL 1

Abjuration — **Casting** ◆◆ Somatic Casting, ◆◆ Verbal Casting
Duration 1 hour

You reduce the tracks you leave behind, adding a +4 conditional bonus to the DC needed to track you, or setting the DC of tracking you equal to the spell's DC, whichever is higher. You can gain only one of these two benefits; casting *pass without trace* multiple times doesn't improve the DC further.

Heightened (2nd) The duration increases to 8 hours.
Heightened (4th) The duration increases to 8 hours. The spell has a 20-foot range and a 20-foot aura area, affecting up to 10 creatures of your choice within that area.

PASSWALL — SPELL 5

Conjuration Earth — **Casting** ◆◆ Somatic Casting, ◆◆ Verbal Casting
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, so the wall doesn't collapse even if it's load-bearing. 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 (and exit, if applicable) appear completely normal (unless subjected to *true seeing*), despite the tunnel's existence. The tunnel's entrance normally counts as a solid wall, but you can specify a password or a trigger stimulus. Anyone speaking the password or fulfilling the trigger stimulus can enter the tunnel freely.

PERFECTED FORM — POWER 2

Abjuration Fortune — **Casting** ◆ Somatic Casting; **Trigger** You fail or critically fail a saving throw against a petrification or polymorph effect.

Reroll the saving throw and use whichever result was better.

PERFECTED MIND — POWER 1

Abjuration — **Casting** ◆◆ Somatic Casting, ◆◆ Verbal Casting

You meditate upon perfection to remove all distractions from your mind. Attempt another Will save against one mental effect currently affecting you that required a Will save. If the new save would have a worse result than the original save, nothing happens. You can use *perfected mind* only once against a particular effect.

PEST FORM SPELL 2

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 10 minutes or until dismissed

You transform into a Tiny nonthreatening animal, such as a cat, rat, insect, or lizard. You count as an animal in addition to your normal traits while in this form. You can choose the specific type of animal you turn into (such as a rat or praying mantis). This has no effect on your battle form's size or statistics. Your gear is absorbed into your form; the constant abilities of your gear still function, but you can't activate any item abilities. When you transform, you gain the following abilities:

- AC 13 (TAC 13) and ignore your armor's check penalty and Speed reduction.
- One or more natural melee attacks, which are the only types of attacks you can use. You're trained with them. When attacking with them, your attack modifier is +6 and your attacks deal 1 piercing damage (or another type depending on your form, as the GM sees fit). These are Dexterity-based attacks (for the purposes of the sluggish condition, for example).
- Weakness 5 to all physical damage. (If you take physical damage while in this form, you take 5 additional damage.)
- Speed 10 feet.
- Low-light vision, scent.
- Acrobatics +10 and Stealth +10 (unless your own total modifiers are higher); Athletics –4.

The special statistics of your pest form can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your pest form prevents you from casting spells, speaking, or spending most actions with the manipulate trait that require your hands (the GM determines which manipulate actions you can spend if there's doubt). You can dismiss this spell by using an action (this action has the concentrate trait).

Heightened (4th) You can turn into a flying creature, such as a bird. You also gain a fly Speed of 20 feet.

PHANTASMAL CALAMITY SPELL 6

Illusion Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 500 feet; **Area** 30-foot burst

A vision of apocalyptic destruction fills the mind of each target. Each creature in the area sees its own version of the calamity tailored to its worst fears, and must attempt a Will saving throw. This vision deals 11d6 mental damage and inflicts other effects, depending on the outcome of each creature's saving throw.

Success Half damage.
Critical Success Unaffected.
Failure Full damage.
Critical Failure Double damage and the creature falls prone. It must succeed at a Reflex saving throw or believe it's trapped (fallen into a crevasse, adrift at sea, or some other fate depending on its vision). If it fails, it's stunned for 1 minute. It gets a new Will save at the end of each of its turns, and on a success, it disbelieves the illusion and recovers from stunned.

Heightened (+1) The damage increases by 2d6.

PHANTASMAL KILLER SPELL 4

Death Emotion Fear Illusion Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one living creature

You create a phantasmal image of the most fearsome creature imaginable to the target. Only the spell's target can see the killer, though you can see the vague shape of the illusion as it races forth to attack. The effect of the killer is based on the outcome of the target's Will saving throw.

Success The target is frightened 1.
Critical Success The target is unaffected.
Failure The target takes 8d6 mental damage and is frightened 2.
Critical Failure The target is so afraid it might instantly die. It must attempt a Fortitude saving throw; if the target fails, it is reduced to 0 Hit Points and dies. On a successful Fortitude save, the target still takes 12d6 mental damage, is fleeing until the end of its next turn, and is frightened 4.

Heightened (+1) The damage on a failure increases by 2d6 and on a critical failure by 3d6.

PHANTOM PAIN SPELL 1

Illusion Mental Nonlethal

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute

Pain wracks the target, dealing 1d4 mental damage and 1d4 persistent mental damage. The target must attempt a Will saving throw.

Success Full damage, but no persistent damage and the spell ends immediately.
Critical Success The target is unaffected.
Failure Full damage, and the target is sick 1. If the target recovers from being sick, its persistent mental damage ends as well and the spell ends.
Critical Failure Per failure, but the target is sick 2.

Heightened (+1) The damage increases by 2d4 and the persistent damage by 1.

PHANTOM STEED SPELL 2

Conjuration

Casting 10 minutes (Somatic, Verbal)
Range 30 feet
Duration 8 hours or until dismissed

You conjure a Large, magical, horselike creature that only you (or another Medium or Small creature you choose when casting the spell) can ride. The horse is clearly phantasmal in nature, has 18 AC and 10 Hit Points, and automatically fails all saves. If reduced to 0 Hit Points, it disappears and the spell is dismissed. The steed has a Speed of 40 feet and can hold your body weight (or the body weight of the creature you chose) plus 20 Bulk.

Heightened (4th) The steed has a Speed of 60 feet, can walk on water, and ignores areas of natural difficult terrain.

Heightened (5th) The steed has a Speed of 60 feet, can walk on water, and ignores areas of natural difficult terrain. It can also walk on air (per *air walk*) but must end its turn on solid ground or fall.

Heightened (6th) The steed can walk or fly at a Speed of 80 feet, can walk on water, and ignores areas of natural difficult terrain.

PHYSICAL BOOST — POWER 1

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one living creature
Duration until the end of the target's next turn or until dismissed

You temporarily improve the target's physique. The target gains a 1d4 conditional bonus to the next Acrobatics, Athletics, or Stealth roll it attempts. Once it uses this bonus, the spell is dismissed.

PLANE SHIFT — SPELL 7

Conjuration Teleportation

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one willing creature, or up to eight willing creatures joining hands

The target or targets move to another dimensional plane, such as the Plane of Fire, the Shadow Plane, Hell, or the Abyss. Attempting to reach a particular plane requires specific knowledge of the plane and a magic tuning fork created from material from that plane; while the tuning forks for most prominent planes are uncommon, just like the spell *plane shift*, more obscure planes and demiplanes often have rare tuning forks.

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, though you can use other means of transit, such as *teleport*, to travel while on the new plane. *Plane shift* doesn't provide a means of return travel, though casting *plane shift* again allows you to return to your previous plane unless there are extenuating circumstances.

PLANT FORM — SPELL 5

Plant Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform into a Large plant battle form. You count as a plant in addition to your normal traits while in this form. Your gear is absorbed into your form; the constant abilities of your gear still function, but you can't activate any item abilities. When you transform, you gain the following abilities:

- AC (TAC 24) and ignore your armor's check penalty and Speed reduction.
- One or more natural melee attacks, which are the only types of attacks you can use. You're trained with them. When attacking with them, your attack modifier is +15 and your damage bonus is +11. These are Strength-based attacks (for the purposes of the enfeebled condition, for example).
- 12 temporary Hit Points that go away when you leave your battle form.
- Resistance 10 to poison.
- Low-light vision.
- Athletics +17 (unless your own total modifier is higher).

The special statistics of your battle form can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents you from casting spells, speaking, or spending most action with the manipulate trait that require your hands (the GM determines which manipulate actions you can spend if there's doubt). You can dismiss this spell by using an action (this action has the concentrate trait).

When you prepare this spell, choose the creature you wish to turn into from the following options. When in battle form, you gain the attacks, movement types, and special abilities listed. You can substitute a similar specific plant to turn into (such as a pitcher plant instead of a flytrap). This has no effect on your battle form's size or statistics.

- **Flytrap** jaws (reach 10 feet), **Damage** 2d8 piercing and you can spend an action immediately after a hit to grab the target; **Speed** 15 feet; resistance 10 to acid
- **Shambling Mound** vine (reach 15 feet), **Damage** 2d8 slashing; **Speed** 20 feet, swim 20 feet; resistance 10 to electricity
- **Treant** branch (reach 15 feet), **Damage** 2d10 bludgeoning; foot, **Damage** 2d8 bludgeoning; Speed 30 feet; you can speak in this form, but still can't supply Verbal components.

Heightened (6th) Your battle form is Huge and the reach of your attacks increases by 5 feet. You must have enough space to expand into or the spell is lost. Your transformed statistics are as follows: AC 31 (TAC 27); attack modifier +19; damage bonus +5; 24 temporary HP; Athletics +19.

POLAR RAY — SPELL 8

Cold Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one creature or object

You fire a blue-white ray of freezing air and swirling sleet from your finger that can chill its target to the bones. You must succeed at a ranged touch attack to affect the target, which then takes 8d8 cold damage and is drained 2.

Heightened (+1) The damage increases by 2d8.

POSSESSION — SPELL 7

Mental Necromancy Possession

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one living creature
Duration concentration up to 1 minute

You send your mind and soul into the target's body, attempting to take control, and the target must attempt a Will save. You can choose to take the effects of a lower degree of success if you prefer. While you're possessing a target, your true body is unconscious and can't wake up normally.

Success You possess the target but can't control it, riding along in its body while the spell lasts.
Critical Success The target is unaffected.
Failure You possess the target and take partial control of it. Both you and the target can spend actions using the target's body.
Critical Failure You possess the target and take total control. Only you can spend actions using the target's body, and the target can only watch as you manipulate it like a puppet.

Heightened (9th) You can Concentrate on the Spell for up to 10 minutes. If you wish, you can physically enter the creature's body, protecting your physical body while the spell lasts.

POWER WORD BLIND — SPELL 7

Auditory Enchantment Mental

Casting ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration varies

You utter a word of power that can make the target blinded upon hearing it. Once targeted, the target is bolstered against all castings of *power word blind*. The effect of the spell depends on the target's level.

12th or Lower Blinded permanently.

13th–14th Blinded for 1d4 minutes.

15th or Higher Dazzled for 1 minute.

Heightened (+1) The levels at which each outcome applies increase by 2.

POWER WORD KILL SPELL 9

Auditory Death Enchantment Mental

Casting ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration varies

You utter a word of power that potentially kills the target upon hearing it. Once targeted, the target is bolstered against all castings of *power word kill*. The effect of the spell depends on the target's level.

14th or Lower The target dies instantly.

15th If the target had 50 Hit Points or fewer, it dies instantly; otherwise, it drops to 0 Hit Points and gains dying 1 or increases its dying condition by 1 if it's already dying.

16th or Higher The target takes 50 damage; if this brings the target to 0 Hit Points, the target dies instantly.

Heightened (+1) The levels at which each outcome applies increase by 2.

POWER WORD STUN SPELL 8

Auditory Enchantment Mental

Casting ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration varies

You utter a word of power that can make the target stunned upon hearing it. Once targeted, the target is bolstered against all castings of *power word stun*. The effect of the spell depends on the target's level.

13th or Lower Stunned for 1d6 rounds.

14th–15th Stunned for 1 round.

16th or Higher Slowed 1 for 1 round instead of stunned.

Heightened (+1) The levels at which each outcome applies increase by 2.

PREPARE FOR BATTLE POWER 2

Enchantment Mental

Casting 1 minute (Material, Somatic, Verbal)
Range 10 feet; **Targets** you and one ally
Duration 24 hours

You converse with an ally to stoke her zeal for battle, or sing songs of righteous anger to set up a sympathetic bond. The next time you and that ally roll initiative, you both use the higher of your two initiative rolls. If you roll initiative, if you use this boon again, or if either of you rests, the spell ends.

PRESTIDIGITATION CANTRIP

Cantrip Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 10 feet; **Targets** one object (cook, lift, or tidy only)
Duration concentration

You can perform simple magical effects for as long as you Concentrate on the Spell. The effects are minor and have severe limitations. Each time you Concentrate on the Spell, you can choose one of four options, based on your type of magic.

- **Cook (arcane, primal)** Chill, warm, or flavor 1 pound of nonliving material.
- **Lift (arcane, divine, occult)** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make (arcane, divine, occult)** Create an object of negligible Bulk, made of congealed magical substance and temporary in nature. The object looks crude and artificial and is extremely fragile—it crumbles if put under too much strain and can't be used as a tool, weapon, or spell component.
- **Tidy (arcane, primal)** Color, clean, or soil an object of light or less Bulk. You can affect an object of 1 Bulk with 10 rounds of concentration or a larger object, such as a suit of armor, with 5 minutes of concentration.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond just moving, cleaning, coloring, or soiling it) persists only as long as you Concentrate on the Spell.

PRIMAL HERD SPELL 10

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** you and up to five willing targets
Duration 1 minute or until dismissed

You transform the targets into a herd of mammoths, and they assume a Huge battle form. Each target must have enough space to expand into or the spell fails for that target. Targets count as animals in addition to their normal traits while in this form. The targets' gear is absorbed into their forms; the constant abilities of the gear still function, but targets can't activate any item abilities. When targets transform, each target gains the following abilities:

- AC 41 (TAC 38) and ignores armor's check penalty and Speed reduction.
- New attacks, which are the only types of attacks they can use. They're trained with them. When attacking with them, they use their attack modifier with the proficiency and item bonus of their most favorable weapon or unarmed Strike, and the damage bonus is listed with the attacks. All attacks are Strength-based attacks (for the purposes of the enfeebled condition, for example).
- 20 temporary Hit Points that go away when they leave their battle form.
- Low-light vision.
- Athletics +28 (unless their own total modifiers are higher).

The special statistics of the battle form can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. The battle form prevents the targets from casting spells, or spending most manipulate actions that require hands (the GM determines which manipulate actions you can spend if there's doubt). Each target can dismiss the spell's effects on her own by using an action (this action has the concentrate trait).

When in battle form, each target gains the attacks, movement types, and special abilities listed below.

- **Mammoth** tusk (reach 15 feet), **Damage** 6d8+9 piercing; trunk (agile, reach 15 feet), **Damage** 6d6+9 bludgeoning; foot (agile, reach 15 feet), **Damage** 6d6+3 bludgeoning; **Speed** 40 feet; *Trample*: As a 3-action activity, you can move up to twice your Speed and move through the space of Large or smaller creatures, trampling each creature whose space you enter. A trampled creature takes foot damage based on a Reflex save against your spell DC (half damage on a success, no damage on a critical success, full damage on a failure, double damage on a critical failure).

PRIMAL PHENOMENON SPELL 10

Divination **Casting** Material Casting, Somatic Casting, Verbal Casting

You form a direct connection with the natural world and request intercession. Nature always refuses unnatural requests and might choose to grant a different request (potentially more powerful or better fitting its nature) than the one you asked for. A *primal phenomenon* spell can do any of the following things.

- Duplicate any primal spell of 9th level or lower.
- Duplicate any non-primal spell of 7th level or lower.
- Produce any effect whose power level is in line with the above effects.

At the GM's discretion, you can try to use *primal phenomenon* to produce greater effects than these, but doing so may be dangerous or the spell may have only a partial effect.

PRISMATIC SPHERE SPELL 9

Abjuration **Casting** Somatic Casting, Verbal Casting

Range 10 feet

Duration 1 hour

This multicolored sphere functions like a *prismatic wall* but is shaped in a 10-foot burst centered on a corner within your space. 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.

PRISMATIC SPRAY SPELL 7

Evocation **Casting** Somatic Casting, Verbal Casting

Area 30-foot cone

A spray of rainbow light beams cascades from your open hand. Each creature in the area must roll 1d8 on the table below to see which beam affects it, then roll a saving throw of the indicated type. The table notes any additional traits that apply to each type of ray. If a creature is struck by multiple beams, it uses the same d20 result for all its saving throws. For all rays, a successful saving throw negates the effect for that creature.

1d8	Color	Save	Effect (Traits)
1	Red	Reflex	30 fire damage (fire)
2	Orange	Reflex	40 acid damage (acid)
3	Yellow	Reflex	50 electricity damage (electricity)
4	Green	Fortitude	20 poison damage and enfeebled 1 for 1 minute (poison)
5	Blue	Fortitude	Affected as if by *flesh to stone*
6	Indigo	Will	Confused, per the *warp mind* spell (mental)
7	Violet	Will	Slowed 1 for 1 minute; sent to another plane, per *plane shift*, on a critical failure (teleportation)
8	Potent beam	–	Affected by two beams–roll twice, rerolling any duplicates or 8s

PRISMATIC WALL SPELL 8

Abjuration Light **Casting** Material Casting, Somatic Casting, Verbal Casting

Range 120 feet

Duration 1 hour or until dismissed

You create an opaque wall of shimmering, multicolored light. The wall is straight and vertical, stretching 60 feet across and 30 feet high. You must form the wall in an unbroken open space so its edges don't pass through any creatures or objects or the spell is lost. You can pass through the wall and ignore its effects. The wall sheds bright light out to 20 feet on each side. Creatures other than you that come into the wall's light must succeed at a Will save or be blinded for 1 minute. A creature that attempts a save is then bolstered against that particular prismatic wall's blinding effect.

A prismatic wall has seven different colors, each with the effect of a 5th-level *chromatic wall* spell of that color. A creature that tries to pass through the wall must attempt a saving throw against each component wall. The effects take place simultaneously, so a creature turned to stone by the blue wall is still treated as a creature for the indigo and violet walls.

The wall as a whole is immune to dispelling effects of the wall's level or lower, but each color must be dispelled by its specific spell, as described in *chromatic wall*. This must be done in order (red, orange, yellow, green, blue, indigo, then violet). A given color can't be affected until the previous color is dispelled. Dispelling a color wall removes that color's effect from the wall, and dispelling them all ends *prismatic wall*.

PRIVATE SANCTUM SPELL 4

Abjuration **Casting** 10 minutes (Material, Somatic, Verbal)

Range touch; **Area** 100-foot burst

Duration 24 hours

The area looks like a bank of impenetrable black fog. Sensory stimuli (such as sounds, smells, and light) don't pass from inside the area to outside the area. Scrying spells can't perceive any stimuli from the area, and mind-reading effects don't work in the area.

PRODUCE FLAME CANTRIP

Attack Cantrip Evocation Fire **Casting** Somatic Casting, Verbal Casting

Range 30 feet; **Targets** one creature

A flame appears in your palm. Make a melee or ranged touch attack. On a success, you deal 1d4 fire damage. On a critical success, the target takes 1d4 persistent fire damage in addition to the cantrip dealing double damage. Heightening this spell increases its damage.

Heightened (3rd) 1d6 + your spellcasting ability modifier.

Heightened (5th) 2d6 + your spellcasting ability modifier, and double damage + 2d4 persistent fire damage on a critical hit.
Heightened (7th) 3d6 + your spellcasting ability modifier and double damage + 3d4 persistent fire damage on a critical hit.
Heightened (9th) 4d6 + your spellcasting ability modifier and double damage + 4d4 persistent fire damage on a critical hit.

PROJECT IMAGE SPELL 7

Illusion Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet
Duration concentration 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 an aura spell, you can cause the spell effect to originate from either yourself or the image. Because the image is an illusion, it can't truly benefit from spells, though any visual manifestations of the spell appear. The image has AC equal to your TAC and the same saves as you. If it is hit by an attack or fails a save, the spell ends.
Heightened (+2) The maximum duration you can Concentrate on the Spell increases to 10 minutes.

PROTECTION SPELL 1

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 1 minute

Choose chaotic, evil, good, or lawful when you cast this spell. If you choose chaos, this spell gains the lawful trait and vice versa. If you choose evil, this spell gains the good trait and vice versa.

The target gains a +1 conditional bonus to their Armor Class against attacks by creatures of the chosen alignment and on saving throws against effects created by such creatures. This bonus increases to +3 against effects from such creatures that would directly control the target and against attacks made by summoned creatures of the chosen alignment.

PROTECTIVE AURA POWER 2

Abjuration

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Area 15-foot aura
Duration 1 minute

You create a 15-foot-radius protective aura. You gain resistance equal to half your level to all damage. Your allies also gain this resistance while they are within the aura.

PROTECTIVE WARD POWER 1

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 10-foot-radius burst centered on you
Duration concentration up to 1 minute

You emanate a shimmering aura of protection magic. You and any allies in the aura gain a +1 conditional bonus to your Armor Class.

PRYING EYE SPELL 5

Divination Scrying

Casting 10 minutes (Material, Somatic, Verbal)
Range see text
Duration concentration, up to 10 minutes

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 Concentrate on 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 if you and the eye ever cease to be on the same plane of existence, the spell ends immediately. You can attempt Seek actions through the eye if you want to attempt Perception checks with it.

PUNISHING WINDS SPELL 8

Air Evocation

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 100 feet; **Area** 30-foot radius, 100-foot-tall cylinder
Duration concentration, 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 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 falling damage.

The squares at the outside vertical edges of the cylinder prevent creatures from leaving. They're greater difficult terrain, and any creature attempting to push through must succeed at an Athletics check (or Flying Maneuver) against your spell DC to get through. A creature that fails ends its current action but can try again.

PURIFY FOOD AND DRINK SPELL 1

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** 1 cubic foot of contaminated food or water

You remove toxins and contaminations from food and drink, making them safe to consume. This doesn't prevent natural decay or spoilage. One cubic foot of liquid is roughly 8 gallons.

PURPLE WORM STING SPELL 6

Attack Necromancy Poison

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

You deal 6d4 piercing damage to the touched creature and afflict it with purple worm venom, depending on the outcome of its Fortitude save.

Success The target takes 3d6 poison damage.
Critical Success The target is unaffected.
Failure The target is afflicted with purple worm venom at stage 1.
Critical Failure The target is afflicted with purple worm venom at stage 2.

Purple Worm Venom (Poison) Level 11; **Maximum Duration** 6 rounds. **Stage 1** 3d6 damage and enfeebled 2 (1 round); **Stage 2** 4d6 damage and enfeebled 2 (1 round); **Stage 3** 6d6 poison and enfeebled 2 (1 round).

PUSHING GUST POWER 1

Air Conjuration

Casting ◆ Somatic Casting
Range 500 feet; **Targets** one creature your size or smaller



Giving the air a push, you assault the target with a powerful gust of wind; it must attempt a Fortitude save.

Failure The target is pushed up to 5 feet away from you.

Critical Failure Per failure and the target is also knocked prone.

QUIVERING PALM — POWER 8

Attack Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 month

Make a melee unarmed Strike, dealing damage normally. If you succeed and the target is alive; any time during the duration you can spend a Verbal action to speak a word of death that could instantly slay it, depending on its Fortitude save.

Success The target survives, the spell ends, and the target is bolstered against it.

Failure The target is stunned for 1 round but survives. The spell's duration continues, but the target is bolstered against being killed by *quivering palm* for 24 hours.

Critical Failure The target dies.

If you cast *quivering palm* again, any previous *quivering palm* you had cast ends.

RAISE DEAD — SPELL 6

Healing Necromancy

Casting 10 minutes (Material, Somatic, Verbal)
Cost diamonds worth a total value of the target's level (minimum 1) × 200 gp
Range 10 feet; **Targets** one dead creature of level 13 or lower

You attempt to call forth the dead creature's soul, requiring the creature's body 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 (GM's discretion), or if the creature doesn't wish to return to life, this spell automatically fails, but the diamonds aren't consumed in the casting.

If the spell is successful, the creature is no longer dead and returns to life with 1 Hit Point, no spells prepared, no points in any pools, and it is still suffering from any long-term debilitations of the old body. The time spent in the Boneyard leaves the character temporarily debilitated, making it enervated 2 for 1 week; this condition can't be removed or reduced by any means until the week has passed. The creature is also permanently changed in some way by their 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 a creature you can target increases to 15. The cost increases to the target's level (minimum 1) × 400 gp.

Heightened (8th) The maximum level of a creature you can target increases to 17. The cost increases to the target's level (minimum 1) × 800 gp.

Heightened (9th) The maximum level of a creature you can target increases to 19. The cost increases to the target's level (minimum 1) × 1,600 gp.

Heightened (10th) The maximum level of a creature you can target increases to 21. The cost increases to the target's level (minimum 1) × 3,200 gp.

RAY OF ENFEEBLEMENT — SPELL 1

Attack Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

Duration 1 minute

Attempt a ranged touch attack against the target. If you succeed, that creature attempts a Fortitude save in order to determine the spell's effect. If you critically succeed at your attack roll, the target treats the result of its Fortitude save as one degree worse.

Success The target gains enfeebled 1.

Critical Success The target is unaffected.

Failure The target gains enfeebled 2.

Critical Failure The target gains enfeebled 3.

RAY OF FROST CANTRIP

Attack Cantrip Cold Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 60 feet; **Targets** one creature

Make a ranged touch attack against the target. If you hit, you deal 1d8 cold damage. Double the damage on a critical hit. Heightening this spell increases its damage.

Heightened (3rd) The cold damage increases to 1d8 + your spellcasting ability modifier.

Heightened (5th) The cold damage increases to 2d8 + your spellcasting ability modifier.

Heightened (7th) The cold damage increases to 3d8 + your spellcasting ability modifier.

Heightened (9th) The cold damage increases to 4d8 + your spellcasting ability modifier.

READ AURA CANTRIP

Cantrip Detection Divination

Casting 10 minutes (Somatic, Verbal)
Range 30 feet; **Targets** one object

You focus on the target object. When the casting is complete, you know whether or not that item is magical and, if it is, you learn the school of magic (see page 194).

If the object is illusory, you detect this only if the effect has a lower level than the level of your *read aura* spell.

Heightened (3rd) You can target up to 10 objects.

Heightened (6th) You can target any number of objects.

READ FATE POWER 1

Divination Prediction

Casting 10 minutes (Material, Somatic, Verbal)
Range 10 feet; **Targets** one creature other than you

You attempt to learn more about the target's fate in the short term, usually within the next day for a creature living a fairly sedentary life, or the next hour or less for someone likely to have multiple rapid experiences of note, such as someone actively adventuring. You learn a single enigmatic word connected to the creature's fate that day. Fate is notoriously fickle and 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 (see page 292). If the creature's fate is too uncertain, or on a failed flat check, the spell results in the word "inconclusive." Either way, the creature is bolstered against *read fate*.

READ OMENS SPELL 4

Divination Prediction

Casting 10 minutes (Material, Somatic, Verbal)

Choose a particular goal, event, or activity that will occur 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

Healing Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one willing or unconscious living creature
Duration 1 minute

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 damage and its dying value can't exceed 3. 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 stump.

Heightened (9th) The regeneration increases to 20.

REMOVE CURSE SPELL 4

Healing Necromancy

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one creature

You attempt to remove one curse afflicting the target. Treat this as counteracting the curse (see page 319). If the curse comes from a cursed item or other external source, a success indicates that the target creature can rid itself of the cursed item, but doesn't remove the curse from the item.

REMOVE DISEASE SPELL 3

Healing Necromancy

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one creature

You attempt to completely remove one disease afflicting the target. Treat this as counteracting the disease (see page 319).

REMOVE FEAR SPELL 2

Enchantment

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

You can counteract a single fear effect that the target suffers from. This can also remove nonmagical fear effects if the source's level is equal to or lower than double *remove fear's* level. This frees only the target, not any other creatures under the fear effect.

Heightened (6th) The spell's range increases to 30 feet, and you can target up to 10 creatures.

REMOVE PARALYSIS SPELL 2

Healing Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

You can counteract a single effect inflicting paralysis on the creature. This does not cure someone who suffers paralysis from some natural state or effect, such a being paralyzed from birth or paralysis caused by nonmagical wounds or toxins.

Heightened (6th) The spell's range increases to 30 feet, and you can target up to 10 creatures.

REPULSION SPELL 6

Abjuration Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range aura up to 40 feet
Duration 1 minute

From you extends an aura that prevents creatures from approaching you. When casting the spell, you can make the field any radius you choose, up to 40 feet. Creatures must attempt a Will save if they're in the aura when you cast the spell or as soon as they enter the aura while it's 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 moves voluntarily toward you. For example, if you move closer to a creature, it doesn't then need to move away.

Success The creature treats each square in the aura as difficult terrain when is moving closer to you.
Critical Success The creature's movement is not restricted.
Failure The creature can't move closer to you while in the aura.

RESILIENT SPHERE SPELL 4

Abjuration Force

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one Large or smaller creature
Duration 1 minute

You create an immobile sphere of force around the target's space to either trap or protect it, blocking anything that would cross through the sphere. The sphere has AC 5, TAC 5, and Hardness 10. It can take 2 extra Dents and is destroyed when broken. *Disintegrate* destroys the sphere instantly. The spell's duration ends when the sphere is destroyed. If the target is unwilling, the effects of the sphere depend on the target's Reflex save.

Success The target disrupts the sphere's integrity, so the sphere functions normally but begins with 3 Dents.
Critical Success The target disrupts the sphere, causing it to collapse entirely.
Failure The sphere has its normal effect.

RESIST ENERGY SPELL 2

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 1 minute

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.

RESPLENDENT MANSION SPELL 9

Conjuration

Casting 1 minute (Material, Somatic, Verbal)
Range 500 feet
Duration 24 hours (see text)

You conjure a towering mansion up to four stories tall and up to 300 feet on a side. While casting the spell, you hold an image of the mansion and its desired appearance in your mind. The mansion can contain as many or as few rooms as you desire, and it is decorated as you imagine it. You can imagine a purpose for each room of the mansion, and the proper accouterments appear within. Any furniture or other mundane fixtures function normally for anyone inside the mansion, but they cease to exist if taken beyond its walls. No fixture created with this spell can create magical effects, but magical devices brought into the mansion function normally.

Your mansion contains the same types of foodstuffs and servants as created by the *magnificent mansion* spell.

Each of the mansion's exterior doorways and windows are protected by *alarm* spells. You choose whether each alarm is audible or mental as you cast the spell, and each has a different sound (for an audible alarm) or sensation (for a mental one), allowing you to instantly determine which portal has been used.

When you prepare spells, you can choose not to recover the spell slot or daily spell you used to cast this spell. If you do, the mansion remains for another 24 hours.

The mansion must be created on a plot of land free of other structures. It adapts to the natural terrain, adopting the structural requirements for being built there. The mansion adjusts around small features such as ponds or spires of rock, but can't be created on water or other nonsolid surfaces. If created on snow, sand dunes, or other soft surfaces with a solid surface underneath, the foundation reaches the solid ground. If created on a solid but unstable surface, such as a swamp or an area plagued by tremors, there's a 10% chance each day the mansion begins to sink or collapse.

The mansion 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 mansion when the spell is cast ends up unharmed inside the complete mansion and always has a clear path of escape.

RESTORATION SPELL 2

Healing Necromancy

Casting 10 minutes (Somatic, Verbal)
Range touch; **Targets** one creature

When you cast *restoration*, choose to either reduce a condition or lessen the effect of a toxin. A creature can benefit from only one *restoration* spell each day, and it can't benefit from *restoration* more than once to reduce the stage of the same exposure to a given toxin.

- **Reduce a Condition** Reduce the value of the target's enfeebled, sluggish, or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each.
- **Lessen a Toxin** Reduce the stage of one toxin the target suffers from by one stage. This can't reduce the stage below stage 1 or cure the affliction.

Heightened (4th) Add drained to the list of conditions you can reduce. When you lessen a toxin, reduce the stage by two. You also gain a third option that allows you to reduce the target's enervated value by 1. You can't use this to reduce a permanent enervated condition.
Heightened (6th) Per the 4th-level *restoration*, but you can reduce a permanent enervated condition if you add a Material Casting action while casting the spell, during which you provide 100 gp worth of diamond dust as a cost.

RESTORE SENSES SPELL 2

Healing Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

You can counteract a single effect making the target blinded or deafened. This can counteract both temporary magic and permanent consequences of magic, but it doesn't cure someone who is missing the sense from some natural state or effect, such as from birth or from a nonmagical wound or toxin.

Heightened (6th) The spell's range increases to 30 feet, and you can target up to 10 creatures. You can choose the effect to counteract separately for each selected creature.

RETRIBUTIVE PAIN — POWER 2

Abjuration Mental Nonlethal

Casting ◆ Somatic reaction; **Trigger** A creature in *retributive pain*'s range deals damage to you.

Range 30 feet; **Targets** one creature

You vengefully reflect a portion of your pain upon your tormentor. The mental damage you deal is equal to half the damage the target dealt to you with the triggering effect, to a maximum of 10 mental damage. This damage decreases or increases depending on the target's Fortitude save.

Success Half damage.

Critical Success No damage.

Failure Full damage.

Critical Failure Double damage (this can exceed 10 mental damage)

Heightened (+1) The maximum mental damage increases by 5.

RETROCOGNITION — SPELL 7

Divination

Casting 1 minute (Material, Somatic, Verbal)

Duration concentration, up to 10 minutes

This spell allows you to gain impressions from past events that occurred in your current location. *Retrocognition* reveals 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 you concentrate, and so on. If you witness a traumatic or turbulent event through an impression, you lose concentration on the spell unless you succeed at a Will save with a DC of 30–35, 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.

REVERSE GRAVITY — SPELL 7

Evocation

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting

Range 120 feet; **Area** 20-foot radius, 40-foot-tall cylinder

Duration 1 minute

You reverse gravity in the area. Creatures and objects that aren't secured to the ground immediately fall upward to the top of the area. A creature might be able to Grab an Edge to arrest its fall if it falls past an appropriate edge. If a creature falls against a solid object (such as a ceiling), it takes the appropriate amount of falling damage and lands on the surface. Once an object or creature reaches the top of the area, it floats, caught between the normal and reversed gravity. The creature can move along the plane where the two forms of gravity meet. Creatures that can levitate or fly can use those abilities to mitigate the effects of *reverse gravity*.

When *reverse gravity* ends, all creatures and objects caught in the area fall back down. Likewise, anything that moves beyond the bounds of the spell's area is subjected to normal gravity again.

REVIVAL — SPELL 9

Healing Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** dead creatures and living creatures of your choice in range

Duration concentration, up to 10 rounds

All living targets regain Hit Points equal to 9d8 plus your spellcasting ability modifier. In addition, you return any number of dead targets to life temporarily, with the same effects as *raise dead* and the same limitations. The resurrected creatures have a number of temporary Hit Points equal to the amount of healing you gave living creatures (instead of having full HP). The revived creatures can't regain Hit Points, 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.

RIDICULOUS NOTION — POWER 5

Emotion Enchantment Mental

Casting ◆ Verbal Casting

Area 30-foot aura

Duration 1 round

You speak a phrase so absurd that it can cause creatures to laugh. Each target must attempt a Will saving throw. A target is bolstered against your *ridiculous notion* once it succeeds at its save or once the duration ends if it fails the save.

Success Unaffected.

Failure The target breaks into a paroxysm of laughter. It's slowed 1 and can't make reactions.

Critical Failure The target laughs so hard it falls prone and can't use any actions, reactions, or free actions.

RIGHTEOUS MIGHT — SPELL 6

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting; **Requirements** You have a deity.

Duration 1 minute or until dismissed

You focus all your divine energy into transforming yourself into a battle form, similar to your normal form but armed with powerful divine armaments granted by your deity. Your gear is absorbed into your form; the constant abilities of your gear still function, but you can't activate any items. When you transform, you gain the following.

- AC 27 (Touch 24) and ignore your armor's check penalty and Speed reduction
- A special attack with a righteous armament version of your favored weapon, which is the only type of attack you can use. When attacking with the special weapon, your attack

modifier is +20 and your damage bonus is +4 (or +2 for a ranged attack). Use four of your weapon's normal damage dice, or one damage die higher if your weapon is a simple weapon with a d4 or d6 damage die. The weapon has one of the following properties that matches your deity's alignment: anarchic, axiomatic, holy, unholy. If your deity is true neutral, you instead gain access to the weapon's critical specialization effect.

- 10 temporary Hit Points that go away when you leave your battle form.
- Resistance 3 against physical damage.
- Darkvision.
- Speed of 40 feet.
- Athletics +20 unless your own total modifier is higher.

The special statistics of your battle form can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents you from casting spells or using most actions with the manipulate trait that require your hands (the GM determines which manipulate actions you can spend if there's doubt). You can dismiss this spell by using an action (this action has the concentrate trait).

Heightened (8th) Your battle form is Large, your attacks have 10-foot reach or 15-foot reach if your deity's favored weapon is a reach weapon. You must have enough space to expand into or the spell is lost. Your transformed statistics are as follows: AC 33 (Touch 29); attack modifier of +26; five dice of damage with a damage bonus of +5; 15 temporary HP; resistance 4 against physical damage; Athletics of +26.

ROPE TRICK SPELL 4

Conjuration Extradimensional Space

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one touched piece of rope from 5 to 30 feet long
Duration 8 hours

You cause the target rope to rise vertically into the air. Where it ends, an extradimensional space springs up, connected to the top of the rope. This space can be reached only by climbing the rope.

The entrance to the space can't be seen, and it can be pinpointed only by the presence of the rope. The rope can't be removed or hidden, though it can be detached from the extradimensional space by pulling it with 16,000 pounds of weight, critically succeeding at an Athletics check against the spell's DC, or destroying the rope. The space holds up to eight Medium creatures and their gear. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and a Gargantuan creature fills the space on its own.

If the rope is detached or destroyed or if a creature attempts to enter the space that would put it over its capacity, the space begins to unravel. It disappears in 1d4 rounds, depositing the creatures within safely on the ground below.

SAFEGUARD SECRET POWER 2

Abjuration Mental

Casting 1 minute (Somatic, Verbal)
Range 10 feet; **Targets** you and any willing allies

Choose one piece of information that at least some of the targets know; affected allies must remain within range for the full minute during which you cast the spell. This grants those who know the piece of knowledge you have chosen a +4 conditional bonus to skill checks (typically Deception checks) to conceal this knowledge and to saving throws against spells that specifically attempt to obtain this knowledge from them or against effects that would force them to reveal it. These bonuses last until you use this power again.

SANCTIFIED GROUND SPELL 3

Abjuration Consecration

Casting 1 minute (Material, Somatic, Verbal)
Cost 1 vial of holy water
Area 30-foot burst centered on you
Duration 24 hours

You sanctify the area, sprinkling it with holy water and preparing it to make a stand against your foes. Choose aberrations, celestials, dragons, fiends, or undead. All creatures in the area gain a +1 conditional bonus to AC, attack rolls, damage rolls, and saving throws against the chosen creatures.

SANCTUARY SPELL 1

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 1 minute or until dismissed

Creatures attempting to attack the target must attempt a Will save each time, with outcomes depending on their saves. If the target acts in a hostile manner, the spell is dismissed.

Success The creature can attempt its attack and any other attacks against the target this turn.
Critical Success *Sanctuary* is dismissed.
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.

SAVOR THE STING POWER 1

Attack Enchantment Mental Nonlethal

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

You revel in your target's pain. If you succeed at a touch attack, your target takes 1d6 mental damage (double damage on a critical hit) and becomes sick with pain depending on its Will save. As long as the target is sick, you gain a +1 conditional bonus to attack rolls and skill checks against the target.

Success The target does not become sick.
Failure The target is sick 1 and takes 1 persistent mental damage as long as it's sick.
Critical Failure Per failure, but the target is sick 2.

Heightened (+1) The initial damage increases by 1d6 and the persistent damage increases by 1.

SCINTILLATING PATTERN SPELL 8

Illusion Visual

Casting ◆ Material Casting, ◆ Somatic Casting
Range 120 feet; **Area** 20-foot burst
Duration concentration, up to 1 minute

A field of vibrant, ever-changing colors manifests in the air. Creatures are dazzled while inside the pattern. A creature must attempt a Will saving throw if it is 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 affected by the pattern doesn't need to attempt new saves.

Success Unaffected.

Failure The target is confused for 1d4 rounds.

Critical Failure The target is stunned for 1d4 rounds. After the stun ends, the target is confused for the remaining duration of the spell.

SCRYING SPELL 6

Divination Scrying

Casting 10 minutes (Material, Somatic, Verbal)
Range planetary; **Targets** one creature
Duration concentration, up to 10 minutes

Scrying works like *clairvoyance*, except that the image you receive is less precise (insufficient for *teleport* and similar spells) and instead of creating an eye in a set location within 500 feet, you instead create an eye that appears just above the target. You can choose a target either by name or by touching one of its possessions or a fallen 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.

Success The spell fails and the target is bolstered against *scrying*.

Critical Success The spell fails and the target is bolstered against *scrying* for 1 week. The target also gains a glimpse of you and learns its rough distance and direction from you.

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.

SEARING LIGHT SPELL 3

Attack Evocation Fire Good Light

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one creature

You shoot a blazing-hot ray of light tinged with holy energy. Make a ranged touch attack against the target. If you hit, you deal 4d6 fire damage. If the target is a fiend or undead, you deal 4d6 additional good damage to it. On a critical hit, double all the damage.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *searing light* attempts to dispel the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between you and the spell's target.

Heightened (+2) The fire damage by 3d6 and the good damage against fiends and undead increases by 3d6.

SECRET PAGE SPELL 3

Illusion Visual

Casting 1 minute (Material, Somatic, Verbal)
Range touch; **Targets** one page up to 3 square feet in size
Duration unlimited

You change the target's text to different text entirely. If the text is a spellbook or a scroll, you can change it to show a spell you know of *secret page*'s level or lower, though the replacement spell cannot be cast or used to prepare a spell. You can also transform the text into some other text you have written or have access to. You can specify a password that allows any creature touching the book to change the text back and forth. You must choose the replacement text and the password, if any, when you cast the spell.

SEE INVISIBILITY SPELL 2

Divination Revelation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 10 minutes

You can see invisible creatures and objects. They appear to you as translucent shapes, and you treat them as if they were concealed.

Heightened (5th) The spell has a duration of 8 hours.

SENDING SPELL 5

Divination

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range planetary; **Targets** one familiar creature

You send the creature a message of 25 words or fewer, and it can respond immediately with its own message of 25 words or fewer.

SHADOW BLAST SPELL 5

Evocation Shadow

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range varies; **Area** varies

You shape the mutable and quasi-real substance of the Shadow Plane into a deadly blast. Choose acid, bludgeoning, cold, electricity, fire, piercing, or slashing, and choose a 30-foot cone, a 15-foot burst within 120 feet, or a 50-foot line. The blast deals 5d8 damage of the type you chose to creatures in the area; these creatures must attempt their choice of a Reflex or Will save.

Success Half damage.

Critical Success No damage.

Failure Full damage.

Critical Failure Double damage.

Heightened (+1) The damage increases by 1d8.

SHADOW SIPHON SPELL 5

Illusion Shadow

Casting ◆ Verbal reaction; **Trigger** a spell or magical effect deals damage
Range 60 feet; **Targets** the triggering spell

You transform the triggering spell into a partially illusory version of itself. Treat this as a dispel attempt, except that if the dispel attempt is successful, any creatures that would be damaged by the spell instead take only half as much damage. Treat *shadow siphon*'s counteract level as 2 higher for this dispel attempt.

SHADOW WALK SPELL 5

Conjuration Shadow Teleportation

Casting 1 minute (Material, Somatic, Verbal)
Range touch; **Targets** you and up to nine willing creatures touched
Duration 8 hours or until dismissed

The targets enter the edge of the Shadow Plane, where it borders the Material Plane. Targets can't see the Material Plane while on the Shadow Plane, and while on the Shadow Plane, they are exposed to potential encounters with that plane's denizens. The shadows on the border between the planes bend space, speeding up your movement with respect to the Material Plane. Every 3 minutes the targets travel along this border, they move as far as they would through the Material Plane in 1 hour. At any point,

a target can dismiss the spell's effects, although this affects only that target. The shadow bending is inexact, so when the spell ends, the targets appear roughly 1 mile from their intended location on the Material Plane (though those who are traveling together appear together).

SHAPE STONE SPELL 4

Earth Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** cube of stone 10 feet across or smaller

You shape the stone into a rough shape of your choice; it can't include intricate parts, fine details, moving pieces, or the like. Any creature standing atop the stone when you reshape it must attempt an Acrobatics check.

Success Unaffected.
Failure The creature falls prone.
Critical Failure The creature falls off the stone (if applicable) and falls prone.

SHAPE WOOD SPELL 2

Plant Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
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; it can't include intricate parts, fine details, moving pieces, or the like.

SHAPECHANGE SPELL 9

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform yourself into any form you could choose with a different polymorph spell you know of 7th level or lower. You choose the type of creature as you cast the spell rather than when you prepare it. You can Concentrate on the Spell to change your form to any other form you could choose with this spell. You can dismiss this spell by using an action (this action has the concentrate trait).

SHIELD CANTRIP

Abjuration Cantrip Force

Casting ◆ Verbal Casting
Duration until your next turn or until dismissed

You raise a magical shield of force to protect you. This counts as using the Raise a Shield action (see the sidebar) to gain a +1 circumstance bonus to AC until the start of your next turn, though it doesn't require a hand to use.

While the spell is in effect, you can also use the Shield Block reaction with your magic shield. The shield has Hardness 4. After you use Shield Block, the spell is dismissed and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the Hardness.
Heightened (3rd) Hardness 10.
Heightened (5th) Hardness 15.
Heightened (7th) Hardness 20.

SHIELD OTHER SPELL 2

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting

SHIELD ACTIONS

The *shield* spell works like a shield, which grants bonuses to AC and TAC. You can use these actions while *shield* is active.

◆ RAISE A SHIELD

Requirements You are wielding a shield.

You position your shield to protect you. When you have Raised a Shield, you gain its bonus to AC and TAC as circumstance bonuses and you can use the Shield Block reaction (below). Your shield remains raised until the start of your next turn.

◆ SHIELD BLOCK

Trigger While you have your shield raised, you take damage from a physical 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—the shield takes this damage instead, possibly becoming dented or broken. See the Item Damage section on page 175 for rules on dented and broken items.

Range 30 feet; **Targets** one creature
Duration 10 minutes or until dismissed

The target's essence and your own become linked. The target takes half damage from all sources that deal Hit Point damage, and you take the remainder of the damage. When you take damage through this link, don't apply any resistances, weaknesses, and the like that you have to that damage; you simple take that amount of damage. The spell is dismissed if the target is ever more than 30 feet away from you.

SHIFTING FORM POWER 4

Morph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You gain one of the following abilities of your choice. You can dismiss this spell by using an action (this action has the concentrate trait).

- Accelerated 10.
- Swim Speed equal to half your Speed.
- Darkvision.
- You gain a pair of claws. These are agile unarmed attacks that deal 2d6 slashing damage. You're an expert with these attacks.
- Scent 60 feet.

SHILLELAGH SPELL 1

Plant Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one nonmagical club or staff you are holding
Duration 1 minute

The target grows vines and leaves, brimming with primal energy. The target gains the effects of a *+1 weapon potency rune* in your hands, gaining a +1 item bonus to attack rolls and dealing another die of damage on a hit. Additionally, as long as you are on your home plane, attacks you make with the target against aberrations, extraplanar creatures, and undead deal a third die of damage on a hit.

SHOCKING GRASP SPELL 1

Attack Electricity Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

On a hit, the target takes electricity damage equal to 1d12 plus your spellcasting ability modifier. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *shocking grasp* and the target takes 1d4 persistent electricity damage on a hit. On a critical hit, double the damage, but not the persistent damage.

Heightened (+1) The damage increases by 1d12 and the persistent electricity damage increases by 1.

SHRINK SPELL 2

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one willing creature
Duration 1 minute

The target shrinks to size Tiny. Its equipment shrinks with it, but returns to natural size if removed. The creature's reach changes to 0 feet. This spell has no effect on a Tiny creature.

Heightened (6th) As 2nd level, but the spell can target up to 10 creatures instead of just one.

SHRINK ITEM SPELL 3

Polymorph Transmutation

Casting 10 minutes (Somatic, Verbal)
Range touch; **Targets** one nonmagical object up to 20 cubic feet in volume and up to 80 Bulk
Duration 1 day or until dismissed

You shrink the target to roughly the size of a coin. This reduces it to negligible Bulk. You can dismiss the spell with a Verbal Casting action or by tossing the object onto a solid surface. The object can't be used to attack or cause damage when it returns to normal size. If there isn't room for the object to return to normal size when the spell ends, the spell's duration continues until the object is in a location large enough to accommodate its normal size.

SIGIL CANTRIP

Cantrip Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature or object
Duration unlimited (see below)

You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the touched creature or object. The mark can be visible or invisible, and you can change it from one state to another by spending a Somatic Casting action during which you 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 level.

Heightened (3rd) 1 month.
Heightened (5th) 1 year.
Heightened (7th) The sigil never fades.

SILENCE SPELL 2

Illusion

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one willing creature
Duration 1 minute

The target makes no sound, preventing creatures from noticing it using hearing. The target can't use sonic attacks, nor can it use actions with the auditory trait. (This prevents it from casting spells that include Verbal Casting actions.)

Heightened (4th) The *silence* effect emanates from the touched creature, silencing all sound in or passing through a 10-foot radius and preventing any auditory and sonic effects in the affected area. While within the radius, creatures are subject to the effects listed above. Depending upon the position of the effect, a creature might be able to notice the lack of sound reaching it. For example, if the *silence* effect blocks a corridor leading to a noisy party, a creature might notice those sounds abruptly cease.

SKIN OF THORNS POWER 1

Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

Your body sprouts a coat of brambly thorns. Adjacent creatures that hit you with a melee attack, as well as creatures that hit you with unarmed strikes, take 1 piercing damage each time they do.

Heightened (+1) The piercing damage increases by 1.

SLEEP SPELL 1

Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Area** 5-foot burst

Each target in the area becomes drowsy and might fall asleep, depending on its Will save. A creature that falls asleep from this spell doesn't fall prone or drop what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, making it of limited use mid-combat.

Success –1 conditional penalty to Perception checks for 1 round.
Critical Success Unaffected.
Failure It falls asleep. If it's still asleep after 1 minute, it wakes up automatically.
Critical Failure It falls asleep. If it's still asleep after 1 hour, it wakes up automatically.

Heightened (3rd) The targets fall into a deep slumber for 1 round on a failure and 1 minute on a critical failure. They fall prone and drop what they're holding, and they can't attempt Perception checks to wake up. After the listed amount of time, the creature is in normal sleep.

SLOW SPELL 3

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute

The target becomes slower, depending on its Fortitude save.

Success Slowed 1 for 1 round.
Critical Success The target is unaffected.
Failure Slowed 1 for 1 minute.
Critical Failure Slowed 2 for 1 minute.

Heightened (6th) You can target up to 10 creatures.



SOLID FOG — SPELL 4

Conjuration Water

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Area** 20-foot burst
Duration 1 minute or until dismissed

Per *obscuring mist*, except that the area is also difficult terrain.

SOOTHE — SPELL 1

Healing Mental Necromancy Positive

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one willing or unconscious living creature
Duration 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains Hit Points equal to 1d6 plus your spellcasting ability modifier when you Cast the Spell and gains a +1 conditional bonus to saves against mental effects for the duration.

Heightened (+1) The amount of healing increases by 2d6.

SOOTHING BALLAD — POWER 7

Bard Composition Emotion Enchantment Healing Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** you and up to nine allies

You draw upon the power of 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 paralysis effects on the targets.
- *Soothing ballad* restores Hit Points equal to 7d6 plus your spellcasting ability modifier to the targets.

Heightened (8th): When healing, *soothing ballad* restores Hit Points equal to 8d6 + your spellcasting ability modifier.
Heightened (9th): When healing, *soothing ballad* restores Hit Points equal to 9d6 + your spellcasting ability modifier.

SOOTHING WORDS — POWER 1

Emotion Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one ally

You attempt to calm the target by uttering soothing words. Attempt to counteract one emotion effect on the target.

SOUND BURST — SPELL 2

Evocation Sonic

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Area** 10-foot burst

You deal 2d8 sonic damage to creatures in the area, depending on their Fortitude saves.

Success Half damage.
Critical Success No damage.
Failure Full damage and deafened for 1 round.
Critical Failure Double damage and deafened for 1 minute.

Heightened (+1) The damage increases by 1d8.

SPEAK WITH ANIMALS — SPELL 2

Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 10 minutes

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. Wary and cunning animals are likely to be terse and evasive; less intelligent ones often make inane comments.

SPEAK WITH PLANTS SPELL 4

Divination Plant

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 10 minutes

You can ask questions of and receive answers from plants, but the spell doesn't make them more friendly or intelligent than normal. Most normal plants have a limited and 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. Wary and cunning plant monsters are likely to be terse and evasive, while less intelligent ones often make inane comments.

SPECTRAL HAND SPELL 2

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet
Duration 1 minute

You create a semicorporeal hand out of your essence that delivers touch spells for you. Whenever you Cast a Spell with a range of touch, you can have the hand crawl to a target within range along the ground, touch it, and then crawl back to you. When making a melee touch attack with the hand, you use your normal bonuses. The hand can move as far as it needs to within range, and its movement doesn't trigger reactions. The hand has your AC and saves, but any damage to the hand destroys it and causes you to take 1d6 damage.

SPELL IMMUNITY SPELL 4

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 24 hours

Choose a spell and name it aloud as part of the Verbal Casting action. *Spell immunity* attempts to dispel that spell (see page 197) whenever *spell immunity*'s target is the target of the named spell or in that spell's area. Successfully dispelling a spell that targets an area or multiple targets with *spell immunity* negates the effects only for *spell immunity*'s target.

SPELL TURNING SPELL 7

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 hour

This abjuration reflects spells cast at you back at their caster. When a spell targets you, you can spend a reaction to have *spell turning* attempt to reflect it. This works like dispelling the spell, but if the spell is successfully dispelled, the effect is turned back on the caster. Whether or not the dispel attempt is successful, *spell turning* ends. *Spell turning* can't affect spells that aren't targeted (such as area spells).

If *spell turning* reflects a spell back at a caster who also is under the effect of *spell turning*, his *spell turning* can attempt to reflect his own spell back at you again; if he does so, his dispel attempt automatically succeeds.

SPELLWRACK SPELL 6

Abjuration Curse Force

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

You cause any spells cast on the target to spill out their energy in harmful surges, depending on the target's Will save.

Success Per failure, but the curse (and any persistent force damage from the curse) ends on its own after 1 minute.
Critical Success The target is unaffected.
Failure Whenever the target becomes affected by a spell with a duration, the target takes 1d12 persistent force damage, and each time she takes persistent force damage from *spellwrack* she reduces the remaining duration of spells affecting her by 1 round. An Arcana check at *spellwrack*'s DC is required to lower the DC of the flat check for the persistent damage from 20 to 15.
Critical Failure Per failure, but the persistent force damage is 2d12.

SPIDER CLIMB SPELL 2

Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 10 minutes

The target gains a climb Speed of 25 feet.

SPIDER STING SPELL 1

Attack Necromancy Poison

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature

You deal 1d4 piercing damage to the touched creature and afflict it with spider venom, depending on its Fortitude save.

Success The target takes 1d4 poison damage.
Critical Success The target is unaffected.
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

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

You concentrate ethereal energy and attack a creature's spirit, dealing 12d6 force damage. It must attempt a Fortitude save. Because *spirit blast* affects the creature's spirit, it 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. The blast doesn't harm creatures that have no spirit, such as constructs.

Success Half damage.
Critical Success No damage.
Failure Full damage.
Critical Failure Double damage.

Heightened (+1) The damage increases by 2d6.

SPIRITUAL EPIDEMIC SPELL 8

Curse Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one creature
Duration varies

You lay a curse on the target, sapping its spirit and leaving a contagious trap in its spiritual essence for those who contact it.

The results depend on the target's Will save. Any creature that casts a divine or occult spell on the target while it's affected must also attempt a Will save as if targeted, and the curse continues to spread in this way.

Success Enfeebled 2 for 1 round.

Critical Success The target is unaffected.

Failure Enfeebled 2 for 1 minute, enfeebled 1 permanently.

Critical Failure Enfeebled 3 for 1 minute, enfeebled 2 permanently.

SPIRITUAL GUARDIAN SPELL 5

Attack Abjuration Force

Casting ◆ Somatic Casting, ◆ Verbal Casting; **Requirements** You have a deity.

Range 120 feet

Duration concentration, up to 1 minute

A Medium guardian made of pure magical force manifests and attacks foes you designate within range. This guardian is ghostly and translucent and appears to be holding your deity's favored weapon.

When you cast the spell, the spiritual guardian appears in an unoccupied space next to a foe of your choice within range and makes a Strike against it. Each time you Concentrate on the Spell, you can move the spiritual guardian to an unoccupied space next to a new target within range (if you choose to do so and make a Strike with it. The guardian uses and contributes to your multiple attack penalty. Alternatively, when you Concentrate on the Spell, you can have the guardian move adjacent to an ally and protect that ally. If you do, each time the ally would take damage, the guardian takes the first 10 damage instead of your ally. It continues to do so until you move the guardian to attack an enemy or defend a different ally or until the guardian is destroyed (it has 30 Hit Points and can't recover Hit Points by any means). The guardian can't take damage except when protecting an ally, though *disintegrate* automatically destroys it if it hits the spiritual guardian's TAC of 25.

Attacks with the guardian use your attack modifier with that type of weapon but use your spellcasting ability modifier instead of the normal ability modifier. Regardless of the weapon's appearance, the guardian deals force damage equal to 1d10 plus your spellcasting ability modifier. When you Strike with the guardian, you can choose to deal damage of the normal damage type of the weapon it holds instead of force damage (or any of the available damage types for a versatile weapon). No other attributes of the weapon apply, and even a ranged weapon attacks adjacent creatures only. A spiritual guardian's weapon counts as a weapon for triggers, resistances, and so forth.

The guardian takes up space and grants flanking (even with a ranged weapon), but it doesn't have any other attributes a creature would normally have, aside from Hit Points, and creatures can move through its space without hindrance. The guardian can't make any kind of attack other than a normal Strike, and feats or spells that affect weapons or enhance allies do not apply to the guardian's attacks.

Heightened (+2) The guardian's damage increases by 1d10 and its Hit Points increases by 10.

SPIRITUAL WEAPON SPELL 2

Attack Evocation Force

Casting ◆ Somatic Casting, ◆ Verbal Casting; **Requirement** You must have a deity.

Range 120 feet

Duration concentration, up to 1 minute

A weapon made of pure magical force manifests and attacks foes you designate within range. This weapon is ghostly and appears as your deity's favored weapon.

When you cast the spell, the weapon appears next to a foe of your choice within range and makes a Strike against it. Each time you Concentrate on the Spell, you can move the weapon to a new target within range (if you choose to do so) and make a Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty.

Attacks with the weapon use your attack modifier with that type of weapon, but substitute your spellcasting ability modifier instead of the normal ability modifier. Regardless of its appearance, the weapon deals force damage equal to 1d8 plus your spellcasting ability modifier. When you Strike with the weapon, you can deal damage of the normal damage type of the weapon instead of force damage (or any of the available damage types for a versatile weapon). No other attributes of the weapon apply, and even a ranged weapon attacks adjacent creatures only. A spiritual weapon counts as a weapon for triggers, resistances, and so forth.

The weapon doesn't take up space, grant flanking, or have any other attributes a creature would. The weapon can't make any kind of attack other than a normal Strike, and feats or spells that affect weapons do not apply to this weapon.

Heightened (+2) The weapon's damage increases by 1d8.

STABILIZE CANTRIP

Cantrip Healing Necromancy Positive

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one dying creature

A single touch shuts death's door. The target goes from 0 Hit Points to 1 Hit Point.

Heightened (4th) You also reduce the target's dying value by 1.

STATUS SPELL 2

Detection Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one willing living creature

Duration 1 day

As long as you and the target are on the same plane of existence and both alive, you know the target's direction from you, its 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.

STINKING CLOUD SPELL 3

Conjuration Poison

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You create a cloud of mist in the area that makes creatures within concealed. (The concealment is not a poison effect.) A creature that ends its turn within the cloud must attempt a Fortitude save.

Success Sick 1.

Critical Success The target is unaffected.
Failure Sick 1, and slowed 1 until it leaves the cloud.
Critical Failure Sick 2, and slowed 1 until it leaves the cloud.

STONE TELL SPELL 6

Divination Earth

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 10 minutes

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 those that touched them in the past and what is concealed beneath them.

STONE TO FLESH SPELL 6

Earth Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** petrified creature or human-sized stone object

You restore a petrified creature to its normal state or transform a stone object into a mass of inert flesh (without stone's Hardness) in roughly the same shape.

STONESKIN SPELL 4

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 20 minutes

The target's skin hardens like stone. It gains resistance 5 to physical damage (any bludgeoning, piercing, or slashing damage) and weakness 5 to adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, *stoneskin*'s duration decreases by 1 minute.

Heightened (6th) The resistance and weakness increase to 10.
Heightened (8th) The resistance and weakness increase to 15.

STORM LORD POWER 9

Air Electricity Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 100-foot spread
Duration concentration, up to 1 minute or until dismissed

The sky above you darkens in a matter of moments, swirling with ominous clouds punctuated by flashes of lighting. Each round when you concentrate on this spell, you can select one of the following effects to occur in the area.

- **Calm** No additional effect.
- **Fog** Heavy fog rolls in, concealing the area per *obscuring mist*.
- **Rain** Torrential rain falls from the clouds above, dousing ordinary flames. Creatures in the area take a –2 penalty to Acrobatics and Perception checks.
- **Wind** Powerful winds buffet the area in all directions. Ranged attacks take a –4 penalty and all flying is against the wind and counts as moving through difficult terrain.

In addition, once per round you can use a Somatic Casting action to call down a bolt of lightning from above, striking any target in range that you can see. You deal 10d6 electricity damage to the target, depending on their Reflex save.

Success Half damage.
Critical Success No damage.
Failure Full damage and the target is deafened for 1 round.
Critical Failure Double damage and the target is deafened for 1 round.

If you cast this spell underground or inside a structure, it has no effect.

STORM OF VENGEANCE SPELL 9

Air Electricity Evocation

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 800 feet; **Area** 360-foot burst
Duration concentration, up to 10 rounds

A massive storm cloud forms in the air in a 360-foot burst. Beneath it, rain begins to fall, and whipping winds impose a –4 circumstance penalty to physical ranged attacks and weapon ranged attacks. When you cast this spell and the first time each round you Concentrate on the Spell, you can choose one of the following storm effects. You can't choose the same one twice in a row.

- **Acid Rain** Each creature in the storm takes 3d8 acid damage with no saving throw.
- **Hail** The storm deals 3d10 bludgeoning damage to creatures beneath it. A successful Fortitude save reduces the damage to half (no damage on a critical success).
- **Lightning** Up to 10 bolts of lightning strike down, targeting creatures of your choice in the storm. No more than one bolt can target any one creature. Each bolt deals 5d6 electricity damage (half damage on a successful Reflex save, no damage on a critical success, and double damage on a critical failure).
- **Rain and Wind** Heavy rain and whipping wind reduce visibility and mobility, making the area under the storm cloud concealed and difficult terrain.
- **Thunderclap** Each creature in the storm must succeed at a Fortitude save or be deafened for 10 minutes. A creature that succeeds is bolstered against thunderclaps from the same *storm of vengeance* spell.

Heightened (10th) The range increases to 2,200 feet and the cloud is a 1,000-foot burst.

STORMWIND FLIGHT POWER 4

Morph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

Powerful winds carry you through the air, giving you a fly Speed of 30 feet. When this spell's duration would end, if you have Spell Points, you can spend 1 Spell Point to increase the duration by 1 minute. Otherwise, if you're still flying, you float to the ground, per *feather fall*.

Heightened (6th) Your fly Speed from *stormwind flight* doesn't count flying against the wind as difficult terrain.

SUDDEN SHIFT POWER 1

Abjuration Move

Casting ◇ Somatic free action; **Trigger** An enemy misses you with a melee attack.

You Step; your new position must remain in that enemy's reach.

SUGGESTION — SPELL 4

Enchantment Linguistic Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration varies

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's response depends on its Will save.

Success The target is unaffected and thinks you were talking to them normally, not casting a spell on them.

Critical Success The target is unaffected and knows you tried to control it.

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, at which point the spell is dismissed.

Critical Failure Per failure, but the duration is 1 hour or until dismissed.

Heightened (8th) You can target up to 10 creatures.

SUMMON MONSTER — SPELL 1

Conjuration

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet
Duration concentration, up to 1 minute or until dismissed

You summon a level 0 creature from the *summon monster* list. This creature fights for you until the spell ends. The creature gains the summoned trait. The spell automatically ends if the monster's Hit Points drop to 0. Summoned creatures have 2 actions per turn (which they use when you Concentrate on the Spell) and can't use reactions. The creature attacks your enemies to the best of its abilities. If you can communicate with it, you can attempt to command it as part of your action to Concentrate on a Spell, but the GM determines the degree to which it follows your commands.

Heightening the spell increases the maximum level of monster you can summon. You can always summon a monster of a lower level than the spell allows.

Heightened (2nd) Level 1.
Heightened (3rd) Level 2.
Heightened (4th) Level 3.
Heightened (5th) Level 5.
Heightened (6th) Level 7.
Heightened (7th) Level 9.
Heightened (8th) Level 11.
Heightened (9th) Level 13.
Heightened (10th) Level 15.

SUMMON NATURE'S ALLY — SPELL 1

Conjuration

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet
Duration concentration, up to 1 minute or until dismissed

You summon a level 0 creature from the *summon nature's ally* list. This creature fights for you until the spell ends. The creature gains the summoned trait. The spell automatically ends if the monster's Hit Points drop to 0. Summoned creatures have 2 actions per turn (which they use when you Concentrate on the Spell) and can't use reactions. The creature attacks your enemies to the best of its abilities. If you can communicate with it, you can attempt to command it as part of your action to Concentrate on a Spell, but the GM determines the degree to which it follows your commands.

Heightening the spell increases the maximum level of monster you can summon. You can always summon a monster of a lower level than the spell allows.

SUMMON LISTS

The following monsters appear in the *Pathfinder Playtest Bestiary*, which can be found at **paizo.com**. They can be summoned using the listed level of spell. The level number subheading indicates the levels of the monsters that follow.

Summon Monster

1st: *Level 0:* Animated broom, bloodseeker, bobcat, dog, dire rat, fire beetle, pig, pony, viper
2nd: *Level 1:* Animated bureau, imp devil, mephit elemental, quasit demon
3rd: *Level 2:* Animated armor, lemure devil, sloth demon
4th: *Level 3:* Animated statue, hell hound, minor elemental
5th: *Level 5:* Lesser elemental; *Level 4:* bearded devil
6th: *Level 7:* Blood demon, major elemental; *Level 6:* lust demon, nightmare, salamander
7th: *Level 9:* Bone devil, efreeti genie, greater elemental, wrath demon; *Level 8:* erinyes devil
8th: *Level 11:* Elder elemental, toad demon; *Level 10:* barbed devil, slaver demon
9th: *Level 13:* Ice devil, treachery demon; *Level 12:* slime demon, valkyrie
10th: *Level 15:* Phoenix; *Level 14:* boar demon

Summon Nature's Ally

1st: *Level 0:* Bloodseeker, bobcat, dog, dire rat, fire beetle, pig, pony, viper
2nd: *Level 1:* Constrictor snake, electric eel, goblin dog, horse, hunting spider, hyena, leopard, mephit elemental, wolf
3rd: *Level 2:* Blue shark, boar, crocodile, deinonychus, giant bat, giant snake, panther, pteranodon, warg, warhorse
4th: *Level 3:* Ankhrav, bunyip, cockatrice, dryad, giant scorpion, grizzly bear, hyaenadon, lion, minor elemental
5th: *Level 5:* Lesser elemental, redcap, smilodon; *Level 4:* great white shark, tiger
6th: *Level 7:* Quetzalcoatlus pterosaur; *Level 6:* ankylosaurus, cave bear, shambler, smilodon tiger
7th: *Level 8:* Greater elemental, megalodon, roc, giant anaconda, mastodon, treant
8th: *Level 11:* Elder elemental, goliath spider; *Level 10:* tyrannosaurus
9th: *Level 13:* Purple worm; *Level 12:* rusalka, sea serpent
10th: *Level 15:* Phoenix

Heightened (2nd) Level 1
Heightened (3rd) Level 2.
Heightened (4th) Level 3.
Heightened (5th) Level 5.
Heightened (6th) Level 7.
Heightened (7th) Level 9.
Heightened (8th) Level 11.
Heightened (9th) Level 13.
Heightened (10th) Level 15.

SUNBURST SPELL 7

Evocation Fire Light Positive

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 500 feet; **Area** 60-foot burst

A globe of searing sunlight explodes in the area, dealing 7d8 fire damage to creatures and objects in the area, plus 7d8 additional positive damage to undead creatures. Creatures and objects in the area must attempt a Reflex save.

Success Half damage.
Critical Success No damage.
Failure Full damage.
Critical Failure Full damage and blinded permanently.

If the globe overlaps with an area of magical darkness or affects a creature affected by magical darkness, *sunburst* attempts to dispel the darkness effect.

Heightened (+1) The fire damage increases by 1d8 and the positive damage against undead increases by 1d8.

SWAMP OF SLOTH POWER 3

Conjuration

Casting ◆ Material Casting, ◆ Verbal Casting, ◆ Somatic Casting
Range 120 feet; **Area** 20-foot burst
Duration 1 minute

Ground in the area turns swampy and fetid, like an Abyssal mire. The area is difficult terrain, but not deep enough to require or allow swimming. The sludge at the bottom of the morass animates into Diminutive sludge beasts with a demonic appearance. These don't function as normal creatures, but they swarm over creatures in the swamp and exude a noxious stench. The swamp deals 1d6 poison damage to any creature that ends its turn there, depending on its Fortitude save.

Heightened (4th) The damage increases to 2d6.
Heightened (6th) The damage increases to 3d6.
Heightened (8th) The damage increases to 4d6.

SWEET DREAMS POWER 1

Enchantment Mental

Casting 1 minute (Material, Somatic, Verbal)
Range touch; **Targets** one willing sleeping creature
Duration 8 hours

You protect the target's dreams from malevolent influences and fill them with positive and restful images. The target gains a +4 conditional bonus to saves against magic that attacks their dreams, such as *nightmare*. As long as they aren't actively using their dreams, such as with *dream council* or *dreaming potential*, they also recover 1 additional Hit Point per level for their 8-hour rest.

SYNAPTIC PULSE SPELL 5

Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** 30-foot aura
Duration 1 round

You emit a pulsating mental blast through the minds of all enemies in the area, with effects depending on their Will saves.

Success Slowed 1 for 1 round.
Critical Success Unaffected.
Failure Slowed 2 for 1 round.
Critical Failure Stunned for 1 round.

SYNESTHESIA SPELL 5

Divination Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature
Duration 1 minute

The target's senses are acutely rewired in unexpected ways, causing them to process noises as bursts of color, smells as sounds, and so on. This has three effects, depending on the target's Will save.

- Due to the distraction, the target must succeed at a DC 5 flat check each time it uses a concentrate action or reaction, or that action or reaction fails.
- The reprocessing of the target's visual senses make all creatures and objects concealed from it.
- The creature has trouble moving effectively, making it sluggish 3 and hampered 10 feet.

Success The target is affected for 1 round.
Critical Success The target is unaffected.
Failure The target is affected for 1 minute.
Critical Failure Per failure, and the target is stunned for 1 round as it attempts to process the sensory shifts.

Heightened (9th) You can target up to five creatures.

TAKE ITS COURSE POWER 2

Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one diseased or poisoned creature touched

You advance one of the target's toxins to progress to the point that the target needs to attempt its next saving throw. If the target is affected by more than one toxin, you can choose from among the toxins you are aware of; otherwise choose randomly. Against an unwilling creature, you must hit it with a melee touch Strike. On a willing or unconscious creature or on a critical hit against an unwilling creature, you can grant the creature either a +2 conditional bonus or a –2 conditional penalty to its saving throw against the toxin.

TALKING CORPSE SPELL 4

Necromancy

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** one corpse
Duration 10 minutes

You grant the corpse a semblance of life, which it uses to speak the answers to three questions. This uses the physical body's latent memories rather than calling back the deceased's spirit, so the corpse must be mostly intact. The more damage it has taken, the more inaccurate or patchwork its answers, 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 the questions as if it were the original creature at its time of death, with the following effects.

Success The target can lie or refuse to answer your questions.

Critical Success The target can lie or refuse to answer your questions, and the target's spirit haunts you throughout the day, bothering you and causing you to be unable to gain any rest for 1 day.

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 Per failure, but the target's answers are more direct and less repetitive, though still cryptic. It takes a –2 conditional penalty to Deception checks to deceive you.

TANGLEFOOT CANTRIP

Cantrip Conjuration Plant

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

A vine covered in sticky sap appears from thin air, flicking from your hand and lashing itself to the target. Attempt a ranged touch attack against the target.

Success The target is entangled. It can attempt an Acrobatics or Athletics check against your spell DC to remove the entangled condition (and immobile condition, if necessary).

Critical Success Per success, and the target immobile as long as it's entangled.

Failure No effect.

Heightened (2nd) The entangled condition lasts for 2 rounds.

Heightened (4th) The entangled condition lasts for 1 minute.

TANGLING CREEPERS SPELL 6

Conjuration Plant

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
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, climbing, or swimming within the creepers is entangled until it leaves the area. Once per round, you can Concentrate on the Spell to have a vine lash out from any square within the expanse of creepers. This vine has a 15-foot reach and makes a melee touch attack using your bonus. If the attack succeeds, the vine pulls the target into the creepers and makes it immobile for 1 round or until the creature Escapes (using your spell DC as the Escape DC), whichever comes first.

TELEKINETIC HAUL SPELL 5

Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** one object weighing up to 500 pounds and with no dimension longer than 20 feet
Duration concentration, up to 1 minute

When you cast this spell, you move the target up to 20 feet, potentially suspending it in midair. When you Concentrate on the Spell, you can do so again, and you can choose a different eligible target.

TELEKINETIC MANEUVER SPELL 2

Attack Evocation Force

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

With a rush of telekinetic power, you move a foe or something they carry. You attempt to Disarm, Shove, or Trip the target. Make a spell roll instead of an Athletics check.

TELEKINETIC PROJECTILE CANTRIP

Attack Cantrip Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

You hurl a loose, unattended object in range at the target. The spell gains the trait of a damage type appropriate to the object (bludgeoning, piercing, or slashing). Make a ranged attack against the target. If you hit, you deal 1d10 damage of the given type; you deal double damage on a critical hit. No special traits or magic properties of the hurled item affect the attack or damage.

You can heighten the spell to hurl more objects, though you attempt only one attack roll and target only one creature, and your salvo of projectiles deals damage all at once for the purposes of resistances, weaknesses, and the like. Only one damage type applies regardless of how many objects you hurl.

Success Full damage.

Critical Success Double damage.

Heightened (3rd) The damage increases to 1d8 + your spellcasting ability modifier.

Heightened (5th) You hurl two objects at once, dealing total damage equal to 2d10 + your spellcasting ability modifier.

Heightened (7th) You hurl three objects at once, dealing total damage equal to 3d10 + your spellcasting ability modifier.

Heightened (9th) You hurl four objects at once, dealing total damage equal to 4d10 + your spellcasting ability modifier.

TELEPATHIC BOND SPELL 5

Divination Mental

Casting 1 minute (Material, Somatic, Verbal)
Range touch; **Targets** you and up to four willing creatures touched
Duration 8 hours

The targets can communicate telepathically with any or all of the other targets from any point on the same planet.

TELEPATHY SPELL 4

Divination Linguistic Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 10 minutes

You can communicate telepathically with all creatures within 30 feet. The communication is two-way once you have established a connection by communicating with a creature. You can communicate only with creatures that share a language with you.

Heightened (6th) *Telepathy* loses the linguistic trait. You can communicate telepathically with creatures using shared mental imagery even if you don't share a language.

TELEPORT SPELL 6

Conjuration Teleportation

Casting 10 minutes (Material, Somatic, Verbal)
Range 100 miles; **Targets** you and up to four willing creatures touched

You and the targets instantly transport 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. Incorrect knowledge of the location's appearance usually causes the spell to fail, but it could 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% of the total distance traveled, in a direction determined by the GM. For short journeys, this lack of precision is irrelevant, but journeys of the maximum 100 miles are 1 mile off target.

Heightened (7th) You and the targets can travel to any location within 1,000 miles.

Heightened (8th) You and the 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 targets can travel to any location on another planet within the same solar system. Assuming you have accurate knowledge of the location's position and appearance, you arrive on the new planet 100 miles off target.

Heightened (10th) Per the 9th-level version, but you can travel to any planet within the same galaxy.

TEMPEST SURGE — POWER 1

Air, Electricity, Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

You surround a foe in a swirling storm of violent winds, roiling clouds, and crackling lightning. The storm deals 1d10 electricity damage to the target, depending on their Reflex saving throw.

Success Half damage.
Critical Success No damage.
Failure Full damage, and the target is sluggish 1 for 1 round.
Critical Failure Double damage, and the target is sluggish 2 for 1 round.

Heightened (+1) The damage increases by 1d10.

TEMPT FATE — POWER 2

Divination, Fortune

Casting ◇ Somatic free action; **Trigger** You or an ally within range attempts a saving throw.
Range 120 feet; **Targets** you or a willing ally in range

If the triggering saving throw's result is a success, it counts as a critical success. If it's a failure, it counts as a critical failure, and the critical failure can't be reduced by abilities that usually reduce critical failure, such as improved evasion. If the triggering ability did not have both a critical success and critical failure condition, *tempt fate* fails and your Spell Point is refunded.

TENTACULAR LIMBS — POWER 1

Morph, Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

Your arms turn into long, pliable tentacles, increasing your reach with melee touch attacks and unarmed Strikes you make with your arms (such as fist and claw Strikes) to 10 feet. This doesn't change the reach of your melee weapon attacks.

THUNDER SHIELD — POWER 4

Air, Electricity, Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration concentration, up to 1 minute or until dismissed

You become surrounded by a cloud of swirling fog, punctuated by occasional sparks of lightning and thunderous booms. You become concealed, but take a –2 penalty to Stealth checks. You deal electricity damage equal to 3d6 plus your spellcasting ability modifier to any creature that hits you with an unarmed attack or with a non-reach weapon.

Success Half damage.
Critical Success No damage.
Failure Full damage and the target is deafened for 1 round.
Critical Failure Double damage and the target is deafened for 1 round.

Heightened (6th) The damage increases to 5d6.
Heightened (8th) The damage increases to 7d6.

TIDAL SURGE — POWER 1

Evocation, Water

Casting ◆ Somatic Casting
Range 60 feet; **Targets** one creature

You call forth a wave to move the target either in a body of water or on the ground. The result depends on the target's Fortitude save.

Failure You move the target 5 feet in any direction along the ground or through the body of water.
Critical Failure You move the target up to 10 feet in any direction along the ground or through the body of water.

TIME STOP — SPELL 10

Transmutation

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting

You temporarily stop time for everything but you, allowing you to use an incredible number of actions in a short period of time. Immediately after casting *time stop*, you can use up to 9 actions in three sets of up to 3 actions each. After each set of actions, 1 round passes, but only for you, effects specifically targeting or affecting you, and effects 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 had created an effect whose duration extends past the end of the spell, such as a *wall of fire*, it immediately affects others again as normal, though it doesn't have any of the effects that normally happen when you first cast the spell.

TONGUES — SPELL 5

Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration 10 minutes

The target can understand the meaning of the words of all languages as well as speak the languages of other creatures.



When in a mixed group of creatures, each time she speaks, the target can choose a creature and speak in a language that creature understands, even if she doesn't know what language that is.

TOUCH OF IDIOCY — SPELL 2

Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one living creature
Duration 1 minute

You dull the target's mind with a melee touch attack. On a success, the target is stupefied 2.

TOUCH OF OBEDIENCE — POWER 1

Attack Enchantment Mental

Casting ◆ Somatic Casting
Range touch; **Targets** one living creature
Duration 1 round

You erode the target's willpower with a melee touch attack, making it easier to control.

Success Stupefied 1.
Critical Success Stupefied 1, and it takes a –2 conditional penalty to Will saves against mental effects.
Failure The target is unaffected.

TOUCH OF SHADOWS — POWER 1

Attack Evocation Shadow

Casting ◆ Somatic Casting
Range touch; **Targets** one creature

You cloud your target's vision in swirling shadows with a melee touch attack. The effect depends on your attack roll.

Success The target is dazzled for 1 round.
Critical Success The target is dazzled for 1 minute.
Failure The target is unaffected.

TOUCH OF UNDEATH — POWER 2

Attack Necromancy Negative

Casting ◆ Somatic Casting
Range touch; **Targets** one living creature

You attack the target's life force with the taint of undeath via a melee touch attack, dealing 2d8 negative damage. The effect depends on your attack roll.

Success The target takes full damage, and positive effects heal the target only half as much as normal for 1 round.
Critical Success The target takes double damage, and positive effects can't heal the target for 1 round and heal the target only half as much as normal for 1 minute.
Failure The target is unaffected.

Heightened (+1) The damage increases by 1d8.

TREE SHAPE — SPELL 2

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 8 hours

You transform into a Large tree. Perception checks don't reveal your true nature, but a successful Nature or Survival check against your spell DC reveals that the tree is new to the area. While in tree form, you can observe everything around you, but you can't act other than by using an action (this action has the concentrate trait) to end the spell, which ends your turn. As a tree, your AC is 20; your TAC is 12; and only conditional bonuses, conditional penalties, circumstance bonuses, and circumstance penalties affect you. You treat successes and critical successes on Reflex saves as failures.

TREE STRIDE SPELL 5

Conjuration Teleportation

Casting 1 minute (Material, Somatic, Verbal)

You step into a living tree with a trunk large enough to fit you and instantly teleport to any tree of the same species 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 of the same species within range and can leave 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 destination tree can be up to 50 miles away.
Heightened (8th) The destination tree can be up to 500 miles away.
Heightened (9th) The destination tree can be anywhere on the same planet, though you are unlikely to find a tree of the same species on a noncontiguous continent.

TRIPLE TIME CANTRIP

Cantrip Composition Emotion Enchantment Mental

Casting ◆ Somatic Casting
Area 60-foot aura
Duration 1 round

You dance to a lively tempo, speeding up your allies' movement. You and all allies in range are accelerated 10 for 1 round.

TRUE SEEING SPELL 6

Divination Revelation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute

You can see things within 60 feet as they actually are. The GM rolls a secret dispel check against any illusion or transmutation 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).

TRUE STRIKE SPELL 1

Divination Fortune

Casting ◆ Verbal Casting
Duration until the end of your turn

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 miss chance due to the target being concealed or sensed.

UNCONTROLLABLE DANCE SPELL 8

Enchantment Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one creature
Duration varies

The target is overcome with an all-consuming urge to dance, depending on its Will save. For the duration of the spell, the target is flat-footed and can't use reactions. While affected, the creature can't use any move actions other than to dance by using the Stride action to move up to half its Speed.

Success The spell's duration is 3 rounds, and the target must spend at least 1 action per turn dancing.
Critical Success The target is unaffected.
Failure The spell's duration is 1 minute, and the target must spend at least 2 actions per turn dancing.
Critical Failure The spell's duration is 1 minute, and the target must spend all its actions each turn dancing.

UNDEAD'S BANE POWER 1

Necromancy

Casting ◇ Verbal free action; **Trigger** You cast a *heal* spell to damage undead creatures.

Increase the amount the amount of damage dealt by your level (apply this increase after halving, if applicable). If you're healing living creatures and damaging undead, only the damage increases.

UNDETECTABLE ALIGNMENT SPELL 2

Abjuration

Casting 1 minute (Material, Somatic, Verbal)
Range touch; **Targets** one creature or object
Duration 1 day

The target registers as neutral to all effects that would detect its alignment.

UNFATHOMABLE SONG SPELL 9

Auditory Emotion Enchantment Fear Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** up to five creatures
Duration concentration, 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 each time you Concentrate on the Spell. A creature needs to attempt only save against the song each round, and you have to keep the same targets when you Concentrate on the Spell.

Success Unaffected this round, but can be affected on subsequent rounds.
Critical Success Unaffected, can't be affected on subsequent rounds, and bolstered against *unfathomable song*.
Failure Roll 1d4 on the table below.
Critical Failure Roll 1d4+1 on the table below.

Roll	Effect
1	Frightened 2
2	Confused for 1 round
3	Stupefied 4 for 1 round
4	Blinded for 1 round
5	Stunned 1 round and stupefied 1 for an unlimited duration

UNFETTERED PACK SPELL 7

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** up to 10 creatures
Duration 1 hour

Targets can't be entangled or hampered by vegetation, rubble, winds, or other properties of the environment, whether or not the environment is magical. They also ignore difficult terrain from such environmental properties.

Heightened (9th) The targets also ignore greater difficult terrain from environmental properties.

UNIMPEDED STRIDE POWER 1

Transmutation

Casting ◇ Somatic free action; **Trigger** You use a Step or Stride action.

You can ignore magical impediments to your movement as if you

benefited from the *freedom of movement* spell. This doesn't let you escape being grabbed, restrained, tied up, or bound, from either mundane or magical means.

UNITY POWER 2

Abjuration Fortune

Casting ◆ Verbal reaction; **Trigger** You and one or more allies within range are targeted by a spell or ability that allows a saving throw.

Range 30 feet

You allow your allies within range to use your saving throw modifier instead of their own. Each ally decides individually which modifier to use.

UNLIFE'S BLESSING POWER 1

Necromancy

Casting ◇ Somatic free action; **Trigger** You cast a *harm* spell to heal an undead creature.

Increase the amount healed by 2 Hit Points per die. If you're both healing undead and damaging living creatures, the healing is increased by that amount but the damage is not.

UNRELENTING OBSERVATION SPELL 8

Divination Scrying

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 100 feet; **Area** 20-foot burst; **Targets** one creature or object and up to five willing creatures

Duration 1 hour

This spell grants perfect sight based on scrying, allowing subjects 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 invisibility or the concealed 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 also doesn't matter, though the creature or object might move so far away it becomes too small to perceive. You don't scry any of the environment around the creature or object, though you do see any gear a creature is wearing or holding and can tell if it removes objects from its person.

If you try to track an unwilling creature, the effect depends on its Will save.

Success The spell ends after 1 round.

Critical Success The creature or object is unaffected.

Failure The other targets track the creature or object.

UNSEEN SERVANT SPELL 1

Conjuration

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting

Range 60 feet

Duration concentration, up to 1 minute or until dismissed

You summon an unseen servant (see the sidebar), which you can command as part of Concentrating on the Spell. It serves you until the duration expires; until its Hit Points drop to 0 or below, at which point the spell is dismissed; or until you lose concentration. The unseen servant gains the summoned trait.

UNSEEN SERVANT

Use this stat block for an unseen servant.

UNSEEN SERVANT CREATURE 0

Medium Mindless

Perception +0, darkvision

Languages — (understands its creator)

Skills –2, Stealth +8

Str –4, **Dex** +2, **Con** +0, **Int** –5, **Wis** +0, **Cha** +0

Invisible An unseen servant is invisible, though it normally doesn't sneak, allowing it to be sensed.

AC 13, **TAC** 13; **Fort** +0, **Ref** +4, **Will** +0

HP 4; **Immunities** asleep, disease, mental, nonmagical attacks, paralysis, poison, precision; **Resistances** all damage 5 (except force or ghost touch)

Speed fly 30 feet

Force Body An unseen servant's physical body is made of force, and it can't use attack actions. 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.

UNUSUAL ANATOMY POWER 5

Polymorph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Duration 1 minute

You transform your flesh and organs into a bizarre amalgam of glistening skin, rough scales, tufts of hair, and tumorous protuberances. This has three effects:

- You gain resistance 10 to precision damage and resistance 10 to extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage. Any creature attacking you should calculate the normal damage and extra damage separately while your anatomy is altered.
- You gain darkvision.
- Acid oozes from your skin. Any creature that hits you with an unarmed attack or with a non-reach weapon takes 2d6 acid damage.

Heightened (+2) The resistances increase by 5 and the acid damage by 1d6.

VAMPIRIC EXSANGUINATION SPELL 6

Death Necromancy Negative

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 30-foot cone

You draw blood and life force from creatures and shoot it out through your outstretched arms. You deal 10d6 negative damage to living creatures in the area, based on their Fortitude saves.

Success Half damage.

Critical Success No damage.

Failure Full damage.

Critical Failure Double damage.

You gain half as many Hit Points as the maximum damage done to any single creature affected by this spell.

Heightened (+2) The damage increases by 3d6.

VAMPIRIC TOUCH SPELL 3

Attack Death Necromancy Negative

Casting Somatic Casting, Verbal Casting
Range touch; **Targets** one living creature

You deal 3d6 negative damage to the target (double damage on a critical hit). You gain temporary Hit Points equal to the negative 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 1d6.

VEIL SPELL 4

Illusion Visual

Casting Somatic Casting, Verbal Casting
Range 30 feet; **Targets** up to 10 creatures
Duration 1 hour or until dismissed

You disguise the targets as other creatures of the same body shape and roughly similar height (within 6 inches) and weight (within 50 pounds). The disguise can hide the targets' identities or let them appear to be of another ancestry, but it's not good enough to impersonate specific individuals. The spell doesn't change voice, scent, or mannerisms. You choose the disguise for each target, so you could make one appear to be a dwarf and another an elf, for example.

Casting *veil* counts as setting up a disguise for the purpose of the Impersonate action. It ignores any circumstance penalties the targets might take for being disguised as a dissimilar creature, and it also gives the targets a +4 conditional bonus to Deception checks to prevent others from seeing through their disguises. You can dismiss any or all of these disguises with a Verbal Casting action.

Heightened (5th) The spell also disguises the targets' voices and scents, gaining the auditory trait.

Heightened (7th) The targets can appear as any creature of the same size, even specific individuals. You must have seen an individual to reproduce their appearance. The spell also disguises the targets' voices and scents, gaining the auditory trait.

VEIL OF CONFIDENCE POWER 1

Enchantment Mental

Casting Somatic Casting, Verbal Casting
Duration 1 minute

You surround yourself in a veil of confidence, causing fear to slide off you as long as the veil lasts. 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 saving throw against a fear effect during the duration, *veil of confidence* ends immediately and you increase the frightened condition you gain from the critical failure by 1 instead of decreasing it.

VENTRILOQUISM SPELL 1

Auditory Illusion

Casting Somatic Casting, Verbal Casting
Duration 1 minute

Whenever you speak, you can make your voice seem to come from somewhere else within 30 feet. 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. A creature must succeed at a Perception check against you before it can attempt to disbelieve your illusion.

VIBRANT PATTERN SPELL 6

Illusion Visual

Casting Material Casting, Somatic Casting
Range 120 feet; **Area** 10-foot burst
Duration concentration, up to 1 minute

You create a pattern of lights in the air that pulses with intense light. Creatures are dazzled while inside the pattern. 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 Unaffected.

Failure The target is blinded by the pattern. If it exits the pattern, it gets a new save to recover from the blindness at the end of each of its turns, to a maximum duration of 1 minute.

Critical Failure The target is blinded for 1 minute.

VIGILANT EYE POWER 4

Divination

Casting Somatic Casting, Verbal Casting
Range sight or 1 foot
Duration 10 minutes or more

You create an invisible eye sensor, as if you had cast *clairvoyance*. When created, this eye must be either in your line of sight or within 1 foot of a surface you touch (such as on the other side of a door).

If you have a pool of Spell Points, when the spell's duration ends, you can spend 1 Spell Point as a free action to extend the duration for another minute.

VISIONS OF DANGER SPELL 7

Auditory Illusion Visual

Casting Material Casting, Somatic Casting, Verbal Casting
Range 500 feet; **Area** 30-foot burst
Duration 1 minute

An illusion of horrific otherworldly creatures appears within the spell's area. The creatures look like Tiny swarming monsters, with a specific appearance of your choice, such as hellish flies or animated saw blades. Any creature that's inside the burst when it's created, enters the burst, or ends its turn inside the burst must attempt a Will save to avoid taking 8d8 mental damage. A creature that tries to Interact with the monsters or observes one with a Seek action can attempt to disbelieve the illusion.

Success Half damage.

Critical Success No damage, and the target can immediately attempt to disbelieve.

Failure Full damage.

Critical Failure Double damage.

Heightened (+1) The mental damage increases by 1d8.

VOLCANIC ERUPTION SPELL 7

Evocation Fire

Casting Somatic Casting, Verbal Casting
Range 120 feet; **Area** 5-foot radius, 80-foot-tall cylinder

The ground opens up, spraying a column of lava high into the air in a vertical cylinder, dealing 13d6 fire damage. Creatures in the area must attempt a Reflex save or take 13d6 fire damage. The lava rapidly cools, and creatures in the area might become partially encased in rock depending on their Reflex saves. A creature encased in rock is sluggish 1, is hampered 5 feet, and when flying treats all normal terrain as difficult terrain. A flying creature immediately descends 20 feet the moment it's encased, but doesn't take falling damage from this movement. A creature encased in rock can attempt to Break Open or 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.

Success Half damage and not encased.
Critical Success No damage and not encased.
Failure Full damage and encased.
Critical Failure Double damage and encased.

Additionally, creatures in the area that critically succeed at their saves and creature that are within 5 feet of the lava column automatically takes 2d6 fire damage from the intense heat.

Heightened (+1) The damage dealt in the area increases by 2d6, and the damage dealt by the intense heat increases by 1d6.

WAKING NIGHTMARE SPELL 1

Divination Mental

Casting ◆ Somatic Casting
Range touch; **Targets** one creature
Duration 1 minute

You fill the creature's mind with a vision out of a nightmare that might help or hinder it. Before attempting an attack roll, saving throw, or skill check, the target must attempt a DC 11 flat check. They gain a conditional bonus or penalty to the attack roll, saving throw, or skill check depending on the result.

Success +1 conditional bonus.
Critical Success +2 conditional bonus.
Failure –1 conditional penalty.
Critical Failure –2 conditional penalty.

WAIL OF THE BANSHEE SPELL 9

Auditory Death Necromancy

Casting ◆ Somatic Casting, ◆ Verbal Casting
Area 40-foot aura; **Targets** any number of creatures

Your scream chills the souls of enemies that hear it. Each living enemy in the burst takes 5d10 damage and is drained 1d4, depending on its Fortitude save.

Success Full damage and no drain.
Critical Success No damage or drain.
Failure Full damage and drain.
Critical Failure Double damage and drained 4.

WALK ON AIR POWER 2

Air Conjuration

Casting ◆ Somatic Casting

You Stride, gaining the benefits of the *air walk* spell until the end of your turn, after which you fall normally.

WALL OF FIRE SPELL 4

Evocation Fire

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet
Duration 1 minute

You create either a 5-foot-thick, 60-foot-long, 10-foot-high wall of flame in a straight line or a 5-foot-thick, 10-foot-radius ring of flame. 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 crossing the wall or occupying the wall's area at the start of its turn takes 3d6 fire damage.

Heightened (+1) The fire damage increases by 1d6.

WALL OF FORCE SPELL 6

Evocation Force

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet
Duration 1 minute

You form an invisible wall of pure magical force up to 50 feet across and up to 20 feet high. The wall has no discernible thickness. If the wall's surface would be broken by any creature or object, the spell is lost. The wall has AC 10, TAC 6, and Hardness 23, and it can take 3 additional Dents before being broken. If the wall is broken, the spell ends. 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 dispelling effects of its level or lower, but the wall is automatically destroyed by a *disintegrate* spell of any level or by contact with a *sphere of annihilation* or *rod of cancellation*.

Heightened (+2) The Hardness of the wall increases by 5.

WALL OF ICE SPELL 5

Cold Evocation Water

Casting ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet
Duration 1 minute

You create either a 1-foot-thick, 60-foot-long, 10-foot-high wall of ice in a straight line (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 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 evoke 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, TAC 8, and Hardness 13. Each section is immune to cold and water. A section also has weakness to fire 15; a section of the wall broken by fire is completely destroyed immediately, melting and evaporating into water and steam. A section broken or destroyed by means other than fire can be moved through as difficult terrain and deals 2d6 cold damage to anyone passing through it.

Heightened (+2) The Hardness of each section of the wall increases by 4 and the cold damage for crossing a broken or destroyed section increases by 1d6.

WALL OF STONE SPELL 5

Conjuration Earth

Casting Material Casting, Somatic Casting, Verbal Casting

Range 120 feet

You create a 1-inch-thick, 120-foot-long, and 20-foot-high wall of stone. 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 5-foot-by-5-foot section of the wall has AC 10, TAC 6, and Hardness 17. A broken section of the wall can be moved through, but rubble created from it is difficult terrain.

Heightened (+2) The Hardness of each section of the wall increases by 5.

WALL OF THORNS SPELL 3

Conjuration Plant

Casting Material Casting, Somatic Casting, Verbal Casting

Range 60 feet

Duration 1 minute

You create a 5-foot-thick, 60-foot-long, and 10-foot-high wall of brambles and thorns in a straight line. 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 space counts as difficult terrain. For every move action a creature uses that enters at least one of the wall's spaces, that creature takes 3d4 piercing damage.

Each 5-foot-by-5-foot section of the wall has AC 10, TAC 6, and Hardness 9. A broken section can be moved through freely.

Heightened (+1) The Hardness of each section of the wall increases by 2 and the piercing damage increases by 1d4.

WALL OF WIND LEVEL 3

Air Evocation

Casting Material Casting, Somatic Casting, Verbal Casting

Range 120 feet

Duration 1 minute

You create a 5-foot-thick, 60-foot-long, and 30-foot-high wall of swirling winds within range. The wall stands vertically, but you can shape its path. Though the wall of wind distorts the air, creatures can see clearly though it and it does not hamper sight. The wall has the following effects.

Physical ranged attacks, such as arrows, bolts, sling bullets, and other similarly sized ammunition, can't pass through the wall. Attacks from bigger ranged weapons, such as javelins, take a –2 circumstance penalty to their attack rolls if their path passes through the wall. Massive ranged weapons and spell effects that don't create physical objects pass through the wall without trouble.

Creatures attempting to move overland through the wall treat it as difficult terrain. Gases, including creatures in gaseous form, can't pass through the wall.

A creature that spends a move action to attempt to fly through the wall must attempt a Fortitude save.

Success The flying creature treats the wall as difficult terrain this turn.

Critical Success The creature can move through the wall without treating it as difficult terrain this turn.

Failure The wall stops the movement of the flying creature, and any remaining movement from its current action is wasted.

Critical Failure Per failure, and the creature is pushed 10 feet away from the wall.

WANDERER'S GUIDE POWER 2

Divination

Casting 1 minute (Material, Somatic, Verbal)

Duration 24 hours

You call upon your deity to guide your route, allowing you and allies who travel overland with you to reduce the distance reduction from difficult terrain by half for the duration, as long as you don't deviate from the divinely inspired route. This doesn't have any effect on movement during encounters. If you use this ability again before the duration is over, this effect ends and is replaced by that of the new route.

WARP MIND SPELL 7

Emotion Enchantment Mental

Casting Somatic Casting, Verbal Casting

Range 120 feet; **Targets** one creature

The target's mind is thrown into confusion, depending on its Will saving throw.

Success The target is confused for 1 round.

Critical Success The target is unaffected.

Failure The target is confused for 1 minute.

Critical Failure The target is confused permanently.

The effect of *warp mind* is instantaneous and therefore can't be dispelled until it runs its course, though it can be counteracted by *alter reality*, *miracle*, *primal phenomenon*, *restoration*, or *wish*.

WARPED TERRAIN POWER 1

Illusion Visual

Casting Somatic Casting, Verbal Casting

Range 60 feet; **Area** 5-foot burst

Duration 1 minute

You create an illusion that makes a surface appear hazardous. Any surface in that area (typically the ground) is filled with illusory hazards. Any creature moving through the illusion treats the squares as difficult terrain. A creature can attempt a Seek action to disbelieve the effect (see page 194). If it succeeds, it ignores the effect for the remaining duration. Casting *warped terrain* again ends any previous *warped terrain* you created.

Heightened (4th) You can make the *warped terrain* appear in the air rather than on a surface, causing it to function as difficult terrain for flying creatures.

WATCHING THE WATCHERS POWER 2

Detection Divination

Casting 1 minute (Material, Somatic, Verbal); **Requirements** You are in a city.

Duration 1 hour

You tap into the pulse of the city and its wardens, gaining knowledge of their movements. You instantly learn the location

of the nearest openly visible city guard activity within the city, outside the regular patrols and activities, and the spell ends. If the city guard isn't currently engaged in such an activity, the spell reports the next one that occurs during the duration and the spell ends.

WATER BREATHING SPELL 2

Transmutation **Casting** 1 minute (Somatic, Verbal)
Range 30 feet; **Targets** up to five creatures
Duration 1 hour

The targets can breathe underwater.
Heightened (3rd) The duration increases to 8 hours.
Heightened (4th) The duration increases to 24 hours.

WATER WALK SPELL 2

Transmutation **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one 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 and doesn't gain the ability to breathe underwater.
Heightened (4th) The spell's range increases to 30 feet, and you can target up to 10 creatures.

WEAKENING GROUND SPELL 7

Abjuration Consecration **Casting** 1 minute (Material, Somatic, Verbal)
Cost 1 vial of holy water
Area 30-foot burst centered on you
Duration 24 hours

You sanctify the area, sprinkling it with holy water and materials anathema to particular foes to render them vulnerable to destruction. Choose aberrations, celestials, dragons, fiends, or undead. All such creatures in the area reduce their resistances by 3 and gain weakness 3 to physical damage.
Heightened (9th) Affected creatures reduce their resistances by 4 and gain weakness 4 to physical damage.

WEAPON OF JUDGMENT SPELL 9

Evocation Force **Casting** ◆ Somatic Casting, ◆ Verbal Casting; **Requirements** You have a deity.
Range 100 feet; **Targets** one creature
Duration 1 minute

An immense weapon of force appears, hovering in the air above the target. The weapon has the ghostly visual appearance of your deity's favored weapon. Name war or peace when you cast this spell.

If you name war, the weapon Strikes the target at the end of each of its turns that the target failed to act in a hostile manner against a particular creature. You mentally choose one creature when you name war, and the target instinctively knows which creature it is. This must be a creature both you and the target can see.

If you name peace, the weapon Strikes the target each time the target acts in a hostile manner against you or one of your allies. You mentally choose up to five allies when you name peace, and the target instinctively knows who those allies are. The weapon Strikes only once per act, even if the act targets multiple allies.

Attacks with the weapon use your attack modifier with that type of weapon, but they substitute your spellcasting ability modifier instead of the normal ability score. Regardless of its appearance, the weapon deals force damage equal to 3d10 plus your spellcasting ability modifier. The weapon takes a multiple attack penalty, but has its own rather than using yours.

When you Strike with the weapon, you can deal damage of the normal damage type of the weapon instead of force damage (or any of the available damage types for a versatile weapon). No other attributes of the weapon apply, and even a ranged weapon attacks adjacent creatures only. A weapon of judgment counts as a weapon for the purposes of triggers, resistances, and so forth.

The weapon doesn't take up space, grant flanking, or have any other attributes a creature would. The weapon can't make any kind of attack other than a normal Strike, and feats or spells that affect weapons do not apply to this weapon.
Heightened (10th) The force damage increases by 1d10.

WEAPON STORM SPELL 4

Evocation **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Area 30-foot cone or 10-foot aura

Your Somatic Casting action for this spell is a swing with one weapon you're holding that you're trained with, so you can use the Somatic Casting action even if you don't have a hand free. The weapon magically multiplies into duplicates that swipe at all creatures in either a cone or an aura, dealing four dice of damage to creatures in the area. This damage has the same type as the chosen 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. Each creature in the area must attempt a Reflex save.

Success Half damage.
Critical Success Unaffected.
Failure Full damage.
Critical Failure Double damage, plus the weapon's critical specialization effect.

Heightened (+1) Add another damage die.

WEAPON SURGE POWER 1

Evocation **Casting** ◆ Somatic Casting

Your Somatic Casting action for this spell is to hold your weapon aloft and charge it with magical energy, so you can use the Somatic Casting action even if you don't have a hand free. On your next attack with that weapon before the start of your next turn, increase the item bonus of your weapon by 1 (minimum +1 and maximum +5). This adds an additional die of damage as is normal for magic weapons.

WEB SPELL 2

Conjuration **Casting** ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Area** 10-foot burst

Duration 1 minute

You create a sticky web in the area that impedes creatures' movement each time they try to move through it. Squares filled with the web are difficult terrain. Each square can be cleared of the web by a single attack or effect that deals at least 5 slashing damage or 1 fire damage. A square has AC 5 and TAC 5, and it automatically fails its saving throws.

Each time a creature begins to use a move action while in the web, it must attempt an Athletics check against your spell DC to avoid being entangled or immobilized. A creature that gets out of the web ceases to be entangled by it.

Success The creature is unaffected and clears the web from every square it leaves after leaving the square.

Critical Success The creature is unaffected and doesn't need to attempt further saving throws against the web this turn. It clears the web from every square it leaves after leaving the square.

Failure The creature is entangled until the start of its next turn but doesn't need to attempt further saving throws against the web during this action.

Critical Failure The creature is immobilized until the start of its next turn, after which it is entangled for 1 round.

Heightened (4th) The spell's area increases to a 20-foot burst, and its range increases to 60 feet.

WEIRD SPELL 9

Death Emotion Fear Illusion Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet; **Targets** any number of creatures

You fill the targets' minds with terrifying images of fearsome creatures, each drawn from the target's worst fears. Only the targets can see their assailants. For each target, the effects of the *weird* are based on the target's Will saving throw.

Success Unaffected.

Failure The target takes 16d6 mental damage and is frightened 2.

Critical Failure The target is so afraid, it might instantly die. It must attempt a Fortitude saving throw. On a successful Fortitude save, the target still takes the effects of Failure above and is fleeing until the end of its next turn. If if fails, it is reduced to 0 Hit Points and dies.

WHOLENESS OF BODY POWER 2

Healing Necromancy Positive

Casting ◆ Verbal Casting

You heal yourself in one of the following ways, chosen by you when you cast the spell.

- You regain Hit Points equal to 1d8 plus your spellcasting ability modifier.
- You attempt to cure one toxin afflicting you; attempt to counteract the condition.

Heightened (+1) If you choose to regain Hit Points, the Hit Points regained increase by 2d8.

WILD CLAWS POWER 1

Morph Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

Your hands transform into incredibly sharp claws. These claws are an unarmed attack you're trained in, dealing 1d6 slashing damage (agile, finesse). You can still hold and use items with your hands while they're transformed by this spell, but you cannot hold an item while attacking.

Heightened (2nd) The claws radiate primal energy. They count as a *+1 magic weapon*, gaining a +1 item bonus on attack rolls and dealing another die of damage on a hit.

Heightened (4th) The claws count as a *+2 magic weapon*.

Heightened (5th) The claws count as a *+2 magic weapon* and leave terrible, ragged wounds that deal 1d6 persistent bleed damage on a hit.

Heightened (6th) The claws count as a *+3 magic weapon* and deal 2d6 persistent bleed damage on a hit.

Heightened (8th) The claws count as a *+4 magic weapon* and deal 3d6 persistent bleed damage on a hit.

WILD WINDS GUST POWER 7

Attack Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting; **Requirements** You are in wild winds stance.
Area 30-foot cone

Make a wind crash Strike against each creature in the area. These attacks all count toward your multiple attack penalty, but the penalty doesn't increase until after you make all the attacks.

WILD WINDS STANCE POWER 4

Evocation Open Stance

Casting ◆ Somatic Casting
Duration until you leave the stance

You take on the stance of the flowing winds, sending out waves of energy to attack at a distance. You can make wind crash unarmed Strikes as ranged Strikes against targets within 30 feet. These deal 1d4 bludgeoning damage, use the brawling group, and have the agile, nonlethal, propulsive, and unarmed traits. Wind crash Strikes ignore screening.

While in wild winds stance, you gain a +1 conditional bonus to AC against ranged attacks.

WIND JUMP POWER 5

Transmutation

Casting ◆ Verbal Casting
Duration 1 minute

You gain a fly Speed equal to your Speed. You must end your turn on solid ground, or you fall.

Heightened (6th) At the end of your turn, you can attempt a DC 30 Acrobatics check to find purchase in midair. If you succeed, you don't fall.

WIND WALK SPELL 8

Air Transmutation

Casting 10 minutes (Material, Somatic, Verbal)
Range touch; **Targets** you and up to five creatures touched
Duration 8 hours

When you cast this spell, all targets transform into a vaguely cloud-like form and are picked up by a wind moving in the direction of your choice. You can Concentrate on the Spell to change the wind's direction. The wind carries the targets at



a Speed of 20 miles per hour, but if any of the targets make an attack, Cast a Spell, come under attack, or otherwise enter encounter mode, the spell ends for all targets and they drift gently to the ground.

WISH SPELL 10

Divination **Casting** ◆ Material Casting, ◆ Somatic Casting, ◆ Verbal Casting

You pronounce a wish, making your greatest desire come true. A *wish* spell can produce any one of the following effects.

- Duplicate any arcane spell of 9th level or lower.
- Duplicate any non-arcane spell of 7th level or lower.
- Produce any effect whose power level is in line with the above effects.

The GM might allow you to try using *wish* to produce greater effects than these, but doing so might be dangerous or the spell might have only a partial effect.

WORD OF FREEDOM POWER 2

Enchantment Mental **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Targets** one creature

You either remove the grabbed condition from the target or suppress one of the following conditions of your choice that's affecting the target for 1 round: confused, entangled, frightened, or paralyzed. You can Concentrate on the Spell each round to continue to suppress the condition for 1 round, to a maximum of 1 minute. If you don't remove the effect that provided the condition, the condition returns after you stop Concentrating on the Spell.

WORD OF TRUTH POWER 1

Divination **Casting** ◆ Verbal Casting

You speak a statement 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 anyone who sees you and hears your statement knows that you believe it to be true.

ZONE OF TRUTH SPELL 3

Enchantment Mental **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet; **Area** 20-foot burst
Duration 10 minutes

Creatures within the area or those entering it have difficulty lying, depending on their Will saves. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the area. It keeps the results of this initial save if it leaves and reenters the area. Affected creatures are aware of this enchantment. Therefore, they can avoid answering questions to which they would normally respond with a lie, or they might be evasive as long as they remain within the boundaries of the truth.

Success The target takes a –1 conditional penalty to Deception checks.

Critical Success Unaffected.

Failure The target can't speak any deliberate and intentional lies and takes a –1 conditional penalty to Deception checks.

Critical Failure The target can't speak any deliberate and intentional lies and takes a –4 conditional penalty to Deception checks.

RITUALS

Rituals are lengthy, esoteric, and complicated spells that can have both incredible effects and weighty consequences.

Rarity: Rituals are never common, though chances are if you look hard enough, you'll be able to find someone who can perform an uncommon ritual for you. However, they may not necessarily be willing to teach you its secrets.

Spell Level: Each ritual has an associated minimum spell level. A ritual's primary caster must be of a level equal to twice the ritual's spell level, though they do not need to be a spellcaster. Rituals do not require spell slots to cast.

Casting: Rituals can be cast by any character who knows the ritual, even non-spellcasters, as long as they have high enough proficiency in the relevant skill (see Proficiency below). Rituals always take at least 8 hours to perform, and often longer. Rituals are thus downtime activities, though it's possible, albeit risky, to perform them with enough uninterrupted time in the field. All rituals require Material, Somatic, and Verbal Casting actions throughout their casting time. Rituals have their casting time listed in days. Each day of casting requires 8 hours of participation in the ritual from all casters, with breaks in between for multi-day rituals to allow for rest. Any one of the casters can maintain the ritual during the breaks. Rituals can be heightened to any level up to half the primary caster's level, as decided when the ritual is initiated.

Cost: The cost entry lists any valuable components or foci; if the ritual doesn't have material requirements, it won't have a cost entry. Components are consumed when the primary caster makes the primary skill check for the ritual.

Secondary Casters: Many rituals require additional secondary casters; like the primary caster, secondary casters do not need to be a member of a spellcasting class. A secondary caster entry indicates the minimum number of secondary casters, without which the ritual is impossible. Often, a ritual requires additional secondary skill checks to represent specific facets of the ritual, with a high-difficulty skill DC of twice the ritual's spell level. Different secondary casters must attempt each secondary skill check, and secondary skill checks precede the primary skill check. Succeeding at a secondary skill check allows the ritual to proceed normally, and critically succeeding gives the primary caster a +2 circumstance bonus to the primary skill check, failing gives the primary caster a –4 circumstance penalty to the primary skill check, and critically failing gives the primary caster a –4 circumstance penalty to the primary skill check and also reduces the degree of success of the primary skill check by one step.

Proficiency: Rituals require the primary caster to have a certain level of proficiency in Arcana, Nature, Occultism, or Religion, depending on the ritual. Almost all rituals require at least expert rank in the appropriate skill. Rituals always require a primary skill check for the listed skill that determines the ritual's outcome. The primary caster must always attempt the primary skill check, with a severe-difficulty skill DC of twice the ritual's spell level. Fortune and misfortune effects don't apply to a ritual's skill checks, nor do any conditional bonuses or circumstance bonuses other than from a critical success with a secondary skill.

The GM can also adjust the DC of rituals or add or change the skills to fit specific circumstances. For example, a ritual site on a convergence of ley lines might make a normally difficult ritual drastically easier to perform on the night of a new moon, thus allowing lower-level PCs or NPCs to perform the ritual, or make it functioning beyond the normal level requirements, but the skill check might change to Occultism in order to take advantage of ley lines.

Backlash: Some rituals have a backlash: a negative side effect that affects all casters, both primary and secondary, regardless of whether the ritual succeeds or fails.

Effect: A ritual's effect depends on whether it's a critical success, a success, a failure, or a critical failure, as determined by the primary skill check.

CONSECRATE — RITUAL 2

Consecration Evocation

Casting 3 days
Cost Rare incense and offerings worth a total value of 20 gp × the spell level
Secondary Casters 2, Crafting, Performance; must be of your religion
Proficiency expert in Religion
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 her praises and creating a sacred space. Worshipers of your deity in the area gain a +1 conditional bonus to attack rolls, skill checks, saving throws, and Perception checks, and creatures anathema to your deity in the area (such as undead for Pharasma or Sarenrae) take a –1 conditional penalty to those checks. Attacks made by worshipers of your deity within the area count as having your deity's alignment for the purpose of an enemy's weakness to aligned attacks or regeneration deactivated by aligned attacks.

Success The consecration succeeds.

Critical Success The consecration succeeds and 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 permanent consecrated area or an entire cathedral covered in a *consecrate* effect.

Failure The consecration fails.

Critical Failure The consecration fails spectacularly and angers your deity, who sends a sign of displeasure. You and other worshipers of your deity can't attempt to consecrate the same site again for at least 1 year.

Heightened (7th): The consecrated area is also dimensionally locked, per the spell *dimensional lock*, but the effect doesn't attempt to dispel extradimensional travel by worshipers of your deity. The cost increases to 200 gp × the spell level.

GEAS — RITUAL 3

Curse Enchantment Mental

Casting 1 day
Secondary Casters 1, Society or Lore (law)
Proficiency expert in Arcana, Occultism, or Religion

Range 10 feet; **Target** one creature of a level no greater than twice the *geas*'s level plus 1
Duration see text

You enforce a magic rule on a willing target, forcing it to either carry out 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 leisure pursuits. The most common *geas* to refrain from carrying out an act is a *geas* to avoid violating a contract, and in those cases, the secondary caster usually takes charge of making sure the wording of the contract attunes correctly with the 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 gains sick 1, and the sick condition increases by 1 for each consecutive day it is prevented from following the geas, to a maximum of sick 4. The sick condition ends immediately when it follows the geas again; it can't remove the sick condition in any other way. Only powerful magic like *wish* can remove a willing *geas*.

Success The geas succeeds.
Critical Success The *geas* succeeds and the target receives a +1 conditional bonus to skill checks that directly uphold the *geas* (at the GM's discretion).
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.

Heightened (5th): You can use *geas* on an unwilling creature; it receives a Will save to negate the effect. If you do, the geas lasts up to 1 week. *Remove curse* can dispel *geas* on an unwilling creature, in addition to powerful magic like *wish*. A clever unwilling creature can subvert the geas by contriving situations that prevent it from complying, but in that case it becomes sick (as described above).
Heightened (7th): Per 5th-level, but the geas lasts for up to 1 year on an unwilling creature.
Heightened (9th): Per 5th-level, but the geas lasts for any duration (or is even permanent) on an unwilling creature.

ATONE RITUAL 4

Abjuration **Casting** 1 day
Cost rare incense and offerings worth a total value of 10 gp × the target's level (minimum 1)
Secondary Casters 1, Religion; must be the target
Proficiency expert in Religion
Range 10 feet; **Targets** another creature with the same deity as you, with a level no greater than 9

You attempt to help a truly penitent creature atone for its misdeeds, typically because it performed actions contrary to your deity's alignment or anathema to your deity. If the creature isn't truly penitent for its misdeeds, the result is always a critical failure.

Success The creature receives absolution for its misdeeds, allowing it to regain its standing with your deity. It returns to its previous alignment (if its alignment shifted), and regains any powers 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 this is something that can be completed during downtime, it should take no less than 1 month.
Critical Success The creature receives absolution per a success, and for 1 week, it receives a burst of intuition just before performing an act that would be anathema to your deity or contrary to your deity's alignment.
Failure The creature does not receive absolution and must continue to meditate on its misdeeds and seek to redress them. Any future *atone* rituals to atone for the same misdeeds cost half Price.
Critical Failure The creature offends your deity and is permanently excommunicated. It can never rejoin your religion without a more direct intervention.

Heightened (5th) The target can be up to 11th level, and the cost increases to 20 gp × the target's level (minimum 1).
Heightened (6th) The target can be up to 13th level, and the cost increases to 40 gp × the target's level (minimum 1).
Heightened (7th) The target can be up to 15th level, and the cost increases to 60 gp × the target's level (minimum 1).
Heightened (8th) The target can be up to 17th level, and the cost increases to 90 gp × the target's level (minimum 1).
Heightened (9th) The target can be up to 19th level, and the cost increases to 150 gp × the target's level (minimum 1).
Heightened (10th) You can help a creature of up to 21st level atone, and the cost increases to 200 gp × the target's level (minimum 1).

PLANAR ALLY RITUAL 5

Conjuration **Casting** 1 day
Cost rare incense and offerings worth a total value of 2 gp × the spell level × the target's level (minimum 1)
Secondary Casters 2, Diplomacy; must be of your religion
Proficiency expert in Religion
Duration see text

You call upon your deity to grant you aid in the form of a divine servitor of your deity's choice whose level is at most twice *planar ally*'s spell level. While casting the spell, the secondary casters entreat your deity, explaining what sort of assistance you need and why you need it. 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, even for a short and simple task, and it often costs as much as a permanent magic item of the creature's level to have a creature fight alongside you. If you use the ritual without good reason, the result is automatically a critical failure.

Success Your deity sends a servitor.
Critical Success Your 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, your deity is likely to send that servitor unless the servitor is busy.
Failure Your deity does not send a servitor.
Critical Failure Your 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. You also need to *atone*.

RESURRECT RITUAL 5

Healing Necromancy

Casting 1 day
Cost diamonds worth a total value of 75 gp × the target's level (minimum 1)
Secondary Casters 2, Medicine, Society
Proficiency expert in Religion
Range 10 feet; **Targets** one dead creature of a level no greater than 11

You attempt to call forth the dead creature's soul back to its body. This requires the creature's body to be present and relatively intact. The creature must have died within the past year. If Pharasma has decided that the creature's time has come, or it doesn't wish to return, this ritual automatically fails, but you discover this after the first successful Religion check and can end without paying the cost.

Success You resurrect the creature. They lose the dead condition and return to life at 1 Hit Point with no spells prepared or points in any pools, and still suffering from any long-term debilitations of the old body. Their time in the Boneyard has left the character temporarily debilitated, suffering from enervated 2 for 1 week; this condition can't be removed or reduced by any means until the week has passed. The creature is also permanently changed in some way by the time in the afterlife, such as a slight personality shift, a streak of white in the hair, or a strange new birthmark.

Critical Success You resurrect the creature. They lose the dead condition and return to life at full Hit Points with 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 creature meets an agent of their deity during the resurrection who inspires them, granting them a +1 conditional bonus to attack rolls, Perception, saving throws, and skill checks for 1 week. The creature is also permanently changed in some way by the time in the afterlife, such as a slight personality shift, a streak of white in the hair, or a strange new birthmark.

Failure Your attempt is unsuccessful.

Critical Failure Something goes horribly wrong, allowing an evil spirit to possess the body, transforming the body into a special kind of undead, or some worse fate.

Heightened (6th): Per 5th level, on a target up to 13th level, and the cost increases to 125 gp × the target's level (minimum 1).

Heightened (7th): You can use *resurrection* even if you have only a small portion of the dead creature's body; the ritual creates a new body on a success or critical success. The creature must have died within the past decade rather than the past year, and the enervated condition on a success is enervated 1 instead of enervated 2. This version of resurrection requires four secondary casters, each of whom must be at least half the level of the target. You can revive a creature of up to 15th level, and the cost increases to 200 gp × the target's level (minimum 1).

Heightened (8th): Per 7th level, on a target up to 17th level, and the cost increases to 300 gp × the target's level (minimum 1).

Heightened (9th): You can use *resurrection* even if you have none of the dead creature's body as long as you know the creature's name and have touched the creature or a portion of its corpse at any point in time. The creature must have died within the past century, rather than the past year, and there is no enervated condition on a success. This version of resurrection requires eight secondary casters, each of whom must be at least half the level of the target. You can revive a creature of up to 19th level, and the cost increases to 600 gp × the target's level (minimum 1).

Heightened (10th): You can use *resurrection* even with none of the creature's body as long as you know its name and have touched the creature or a portion of its corpse at any point in time. It doesn't matter how long ago the creature died, and there is no enervated condition on a success. This version of resurrection requires 16 secondary casters, each of whom must be at least half the level of the target. You can revive a creature of up to 21st level, and the cost increases to 1,000 gp × the target's level (minimum 1).

COMMUNE RITUAL 6

Divination Prediction

Casting 1 day
Cost rare incense worth a total value of 150 gp
Secondary Casters 1, Occultism or Religion (whichever is primary)
Proficiency master in Occultism or Religion
Duration up to 10 minutes

You call upon an unknown entity from another plane (always a servitor of your deity if you have a patron deity and are using Religion) to answer your questions. You can ask the entity up to seven questions that could be answered by a yes or no answer. The entity is likely to know the answer to questions related to its portfolio; for example, a servitor of Gozreh would likely know about the unnatural weather patterns in the area and a servitor of Desna would likely know about the journey route a notorious snake-oil merchant is taking. The entity answers your questions with one word answers such as "Yes," "No," "Likely," and "Unknown," though its answers always reflect its own agenda and could be deceptive.

Success You can ask your questions and receive answers.

Critical Success You contact a more powerful entity aligned strongly with your interests, possibly your deity herself. The entity won't attempt to deceive you, though it still might not know the answers to your questions. When important to provide clarity, the entity will give answers up to five words, such as "If you leave immediately" or "That used to be true."

Failure You fail to contact the planar entity.

Critical Failure Your attempt exposes your mind to the raw enormity of the cosmos, making you stupefied 4 for 1 week.

COMMUNE WITH NATURE RITUAL 6

Divination Prediction

Casting 1 day
Cost rare incense worth a total value of 60 gp
Secondary Casters 1, Nature
Proficiency master in Nature
Duration up to 10 minutes

As *commune*, except you contact the primal spirits of nature, which know only about animals, beasts, fey, plants, topography, and natural resources in a 3-mile radius from the location of the ritual.

PLANAR BINDING RITUAL 6

Abjuration Conjuration

Casting 1 day
Cost pentagram ingredients worth a total value of 2 gp × the spell level × the target's level (minimum 1)

Secondary Casters 4; Crafting; Diplomacy or Intimidation; Arcana or Occultism (whichever isn't primary)
Proficiency master in Arcana or Occultism
Range interplanar; **Targets** one extraplanar creature
Duration see text

You call forth an extraplanar creature whose level is at most twice that of *planar binding* and attempt to bargain with it. The secondary caster attempting the Crafting check creates a warding pentagram to prevent the extraplanar creature from attacking or leaving during the bargain; if that caster fails or critically fails, then in addition to the usual effects for a failed or critically failed secondary skill check, the extraplanar creature can attack or leave instead of negotiate if it wishes. You can also leave out this step, removing the need for a Crafting check, with the same result (if you're summoning a good outsider you trust, for example). The creature can also attack or leave if you attack it in any way or if the warding pentagram breaks. Once the pentagram is complete, you stand at the tip of the pentagram, and the secondary casters stand at each of the other four points.

You conjure the extraplanar creature within your wards and you negotiate a deal with it, generally to perform a task for you in exchange for payment. A creature that doesn't wish to negotiate at all can attempt a Will save to stay on its home plane. Most good and neutral 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 presents risks. Evil extraplanar creatures are more likely to accept a bargain for a lower Price as long as it allows them to wreak havoc on the Material Plane or insinuate their evil into 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 have a creature fight alongside you. However, extraplanar creatures sometimes want payments other than money, such as a geas on you to fulfill an unspecified later favor or an infernal contract for your soul. If you can't come to an agreement in a reasonable length of time after you've made your case, the extraplanar creature can return from whence it came at any time.

Success You call the extraplanar creature.
Critical Success You call the extraplanar creature and bind it in the wards for a full day if it refuses to bargain with you before it returns home, potentially allowing you to negotiate a better deal by threatening to leave it in the wards for a day.
Failure You fail to call the extraplanar creature.
Critical Failure You call something dark and horrible, unbound by your wards, and it immediately attempts to destroy you.

PRIMAL CALL — RITUAL 6

Abjuration Conjuration
Casting 1 day
Cost faerie circle ingredients worth a total value of 1 gp × the spell level × the target's level (minimum 1)
Secondary Casters 4, Crafting, Diplomacy, Survival
Proficiency master in Nature
Range 100 miles; **Targets** one animal, beast, fey, fungus, or plant
Duration see text

This ritual works like *planar ally* except you craft a faerie circle and call an animal, beast, fey, fungus, or plant from within 100 miles.

LEGEND LORE — RITUAL 7

Divination
Casting 1 day
Cost rare incense worth a total value of 300 gp
Secondary Casters 3, Performance, Society
Proficiency master in Occultism

You attempt to learn useful legends about a particular subject, which must be an important person, place, or thing. If the subject is present, increase the 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 out if you have a subject present with little to no baseline information.

Success You recite mysterious legends, tales, and lore about the subject over the course of an hour after the ritual ends. These provide useful information for further inquiry but are generally incomplete or enigmatic. As is the nature of legends, you are likely to learn multiple contradictory versions.
Critical Success Per success except that the information is more complete and less mysterious, often emphasizing more accurate or useful legends over those exaggerated over time.
Failure You fail to learn any useful legends.
Critical Failure Your mind is lost in the past, causing you to be unable to react to the present for 1 week except to perform necessities like breathing and sleeping.

CONTROL WEATHER — RITUAL 8

Evocation
Casting 1 day
Secondary Casters 2, Survival
Proficiency master in Nature
Area 2-mile-radius circle centered on you
Duration 4d12 hours

You alter the current weather in the area, making it calm and normal for the season or choosing up to two weather effects from the following list, as appropriate to the current season.

- **Spring** Drizzle, heat, hurricane, sleet, thunderstorm, tornado
- **Summer** Drizzle, extreme heat, hailstorm, heat, torrential rain
- **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.

Success You change the weather as you desired.
Critical Success You change the weather as you desired and you can choose to have it affect a larger area (up to a 5-mile-radius circle), or have a longer duration (any number of additional d12 hours, up to 16d12 hours).
Failure You fail to change the weather as you desired.
Critical Failure The weather changes in an unanticipated way, determined by the GM but generally as contradictory to your wishes as possible (for instance, a terrible storm when you were attempting to call 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 for a different season or choose weather effects from any of the lists.

ADVANCEMENT AND OPTIONS

After you've created your character but before you've begun playing the game, you may need more detailed information to get a full picture of how your character works. Perhaps you want to know more details about the deity your character worships, or rules for your character's animal companion or familiar. Additionally, as you level up, you'll need to know how to advance your character and whether you'd like to further specialize her mechanical build using options such as archetypes.

Some rules and character options are shared by more than one class in the game. Often these are concepts that fit with the theme of multiple classes or are universal to the world, open to all who have the time and dedication to pursue them.

This chapter provides details and rules for these game options. Some of these rules can be chosen freely by any character that qualifies, while others are only accessed through a class feature or feat. There are also some that require you to be 2nd level or higher before they can be chosen, such as archetypes.

This chapter includes the following sections:

- **Leveling Up** below gives you a simple checklist of things to do every time your character advances in level.
- **Archetypes** on page 279 are ways to customize your character to a specific theme by selecting from a list of special feats in place of your ordinary class feats.
- **Animal Companions and Familiars** on page 284 provides rules to create an animal that joins you on your adventures and fights by your side. You must have a class feature or feat that grants you a companion or familiar.
- **Deities** on page 288 details the major gods of Golarion. Even if your character is not a devout worshiper, like a cleric or paladin, you should pick a deity to venerate.

LEVELING UP

The world of Pathfinder is a dangerous place, and your character will face terrifying beasts and deadly traps on her journey into legend. With each challenge resolved, she will earn Experience Points (XP) that allow her to increase in level. Each level gained grants her greater skill, increased resiliency, and new capabilities, allowing her to face even greater challenges and go on to earn even greater rewards.

Each time your character reaches 1,000 Experience Points (see page 339), she advances by 1 level. On your character sheet, indicate her new level beside the name of her class, and deduct 1,000 XP from her 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 her way to advancing yet again!

Next, return to your character's class entry in Chapter 3. You gain the number of Hit Points indicated for your class. Now take a look at the class advancement table. The table tells you which new abilities you gain from your new level in your class, and it reminds you which abilities or feats you gain as part of leveling up. For example, at 5th level and every 5 levels thereafter, you gain four ability boosts, which are further explained in each class entry.

For instance, if your character has just reached 2nd level, she most likely gains a class feat and a skill feat. You can find any class features and feats you gain right in your class entry, though you can also use your class feats to take an archetype (see page 279). Your character's class entry also explains how to apply any ability boosts or skill increases you gain. If you gain an ancestry feat, head back to your ancestry's entry in Chapter 2 and select another ancestry feat from the list of options. If you gain a general feat or a skill feat, you can choose from the feats listed in Chapter 5. If you gain spells, you can select them from those listed in Chapter 7.

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. Remember, at a bare minimum, your proficiency modifiers increase by 1 because you've gained a level, so your AC, attack rolls, Perception, saving throws, skill checks, spell rolls, and the like all increase by at least 1.

To sum up, every time you gain a level, make sure you do each of the following:

- **Increase Hit Points** as detailed in your class description.
- **Add Class Features** from your class advancement table, including ability boosts and skill increases.
- **Select Feats** from the appropriate list, as indicated on your class advancement table. For ancestry feats, see Chapter 2. For general and skill feats, see Chapter 5.
- **Learn Spells** if your class grants any additional spells.
- **Adjust Proficiency** as shown on your class advancement table, making sure to account for any skill increases. Adjust all of your proficiency values due to your new level (usually just increasing each by 1, unless the proficiency changed).

ARCHETYPES

There are an infinite number of possible character concepts, but you might find that the class feats and skill choices aren't sufficient to fully realize your character. Archetypes allow you to expand the scope of your character's class.

Applying an archetype requires you to spend your class feats on archetype feats instead of class feats. Start by finding the archetype that best fits your character concept, and select the archetype's dedication feat using one of your class feat choices. Once you have the dedication feat, you can select any feat from that archetype in place of a class feat as long as you meet its prerequisites.

Each archetype's dedication feat represents a certain portion of your character's focus, so once you select an archetype dedication feat, you can't gain another until you have satisfied the dedication feat's requirements, which you typically do by gaining a certain number of feats from the archetype's list. You cannot retrain a dedication feat as long as you have any other feats from that archetype.

Included in these archetypes are two special kinds, designated by the multiclass and prestige traits.

MULTICLASS ARCHETYPES

Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name (for instance, a fighter can't select the Fighter Dedication feat).

PRESTIGE ARCHETYPES

Archetypes with the prestige trait represent the pinnacle of power and ability in a narrow field of expertise. These frequently have extensive prerequisites and are distinguished by the prestige trait. You can never have more than one prestige archetype dedication feat. Prestige archetypes typically require an event to have happened in the story before you can access them.

SAMPLE ARCHETYPES

The *Pathfinder Playtest Rulebook* contains the following archetypes for you to use in your game:

- **Cavalier** makes you into a mounted knight.
- **Cleric (Multiclass)** allows you to become an ordained priest, granting divine boons and spells.
- **Fighter (Multiclass)** trains you in the use of arms and armor.
- **Gray Maiden (Prestige)** is a special order of all female warriors. Some fight to liberate the tormented, while others draw strength from pain.
- **Pirate** grants familiarity with the weapons of the sea and makes you adept at fighting while on a boat.
- **Rogue (Multiclass)** makes you better at sneaking, stealing, and striking from the shadows.
- **Wizard (Multiclass)** allows you to dabble in arcane magic.

CAVALIER

You're a mounted knight, ready to stand against any foe with your trusty steed. How you fight from your mount can vary, from striking with a lance to casting spells.

CAVALIER DEDICATION — FEAT 2

Archetype Dedication

Prerequisites trained in Nature

You are a cavalier in service to a knightly order. You must follow that order's edicts, or you lose access to Cavalier Dedication and all other feats in this archetype. Determine the specifics of your order's edicts with your GM.

You gain the service of a trained mount, which is treated as a young animal companion (see page 284). Normally, you can choose only an animal companion with the mount special ability, such as a horse. The GM might allow you to select another type of animal companion appropriate to your ancestry and culture, but that animal companion doesn't gain the mount special ability.

Special You cannot select another dedication feat until you have gained two other feats from the cavalier archetype.

CAVALIER'S BANNER — FEAT 4

Archetype

Prerequisites Cavalier Dedication

You fly a banner of your knightly coat of arms on your mount's back, boosting your allies' morale. You and all allies within 30 feet of the banner who can see the banner gain a +1 circumstance bonus to saves against fear effects. When allies with the frightened condition end their turn within 10 feet of the banner and can see the banner, they reduce their frightened condition by 2 instead of 1. If the banner is destroyed, allies who witness its destruction lose all benefits and take a –1 circumstance penalty to saves against fear for 1 minute.

CHALLENGE — FEAT 4

Archetype Open

Prerequisites Cavalier Dedication

Select one foe that you can see and proclaim a challenge. Until the start of your next turn, you add a conditional bonus to damage rolls with your weapon or unarmed Strikes against that foe, and you take a –1 circumstance penalty to AC against all foes but the target of your challenge. The damage bonus is equal to the number of damage dice your weapon or unarmed attack deals.

If no ally attacks the target of your challenge or otherwise assists you in any way before the start of your turn, the challenge lasts until the end of your turn instead of expiring at the start of your turn.

KNIGHTLY STEED — FEAT 6

Archetype

Prerequisites Cavalier Dedication

The mount you gained through Cavalier Dedication is now treated as a full-grown animal companion.

IMPRESSIVE STEED — FEAT 10

Archetype

Prerequisites Knightly Steed

The mount you gained through Cavalier Dedication is now a savage or nimble animal companion. During an encounter, even if you don't use the Command an Animal action, your mount can still take 1 action that round on your turn to Stride or Strike.

INCREDIBLE STEED — FEAT 16

Archetype **Prerequisites** Impressive Steed

The mount you gained through Cavalier Dedication is now a specialized animal companion, taking a specialization of your choice from the options beginning on page 286.

CLERIC

You are an ordained priest of your deity and have even learned how to cast a few divine spells. Even though your main training lies elsewhere, your religious calling provides you divine gifts.

CLERIC DEDICATION — FEAT 2

Archetype Dedication Multiclass **Prerequisites** Wisdom 16, trained in Religion

You cast spells like a cleric. You gain access to the Cast a Spell activity and the Material Casting, Somatic Casting, and Verbal Casting actions. You can prepare two cantrips each day from the divine spell list or any other cantrips you learn or discover. You're trained in spell rolls and spell DCs for casting divine spells and in attacks you make with divine spells. Your key spellcasting ability for these spells is Wisdom. You can use wands, scrolls, and staves, but only for spells of a spell level that you can cast. Religion is a signature skill for you.

Choose a deity as you would if you were a cleric. You're bound by that deity's anathema.

Special You cannot select another dedication feat until you have gained two other feats from the cleric archetype.

BASIC CLERIC SPELLCASTING — FEAT 4

Archetype **Prerequisites** Cleric Dedication

You gain a level 1 spell slot that you can use to prepare a level 1 cleric spell. At 6th level, you gain a level 2 spell slot that you can use to prepare a level 2 cleric spell. At 8th level, you gain a level 3 spell slot that you can use to prepare a level 3 cleric spell.

Even though you can cast spells, the spell level of your cleric cantrips and domain is powers half your level rounded up.

BASIC DOGMA — FEAT 4

Archetype **Prerequisites** Cleric Dedication

Gain a level 1 or level 2 cleric feat.

DOMAIN — FEAT 4

Archetype **Prerequisites** Cleric Dedication

Select one of your deity's domains. You gain the initial domain power tied to your domain and a pool of Spell Points equal to your Wisdom modifier that you can use to cast that power.

If you already have a pool of Spell Points, you use the higher ability score to determine the pool as normal, and your Spell Point pool increases by 1.

ADVANCED DOGMA — FEAT 6

Archetype **Prerequisites** Basic Dogma

Gain one cleric feat. For the purposes of meeting its prerequisites, your cleric level is equal to your actual level.

Special You can select this feat more than once. Each time you select it, you can gain a new cleric feat.

DIVINE BREADTH — FEAT 8

Archetype **Prerequisites** Basic Cleric Spellcasting

You can cast more divine spells each day. Increase the spell slots you gain from cleric archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT CLERIC SPELLCASTING — FEAT 12

Archetype **Prerequisites** Basic Cleric Spellcasting, master in Religion

You gain a level 4 spell slot that you can use to prepare a level 4 cleric spell. You become an expert in spell rolls and spell DCs for casting divine spells and in attacks you make with divine spells.

At 14th level, you gain a level 5 spell slot that you can use to prepare a level 5 cleric spell. At 16th level, you gain a level 6 spell slot that you can use to prepare a level 6 cleric spell.

MASTER CLERIC SPELLCASTING — FEAT 18

Archetype **Prerequisites** Expert Cleric Spellcasting, legendary in Religion

You gain a level 7 spell slot that you can use to prepare a level 7 cleric spell. You become a master in spell rolls and spell DCs for casting divine spells and in attacks you make with divine spells.

At 20th level, you gain a level 8 spell slot that you can use to prepare a level 8 cleric spell.

FIGHTER

You have spent time learning the art of warfare, increasing your skill at martial arms and at wearing armor. With further training, you can become a true combat specialist.

FIGHTER DEDICATION — FEAT 2

Archetype Dedication Multiclass **Prerequisites** Strength or Dexterity 16, trained in Athletics

You become trained in light armor, medium armor, heavy armor, simple weapons, and martial weapons. Athletics is a signature skill for you.

Special You cannot select another dedication feat until you have gained two other feats from the fighter archetype.

BASIC MANEUVER — FEAT 4

Archetype **Prerequisites** Fighter Dedication

Gain a level 1 or level 2 fighter feat.

FIGHTER RESILIENCY — FEAT 4

Archetype **Prerequisites** Fighter Dedication, class granting 8 or fewer Hit Points per level

You gain 3 additional Hit Points for every feat you have from the fighter archetype. As you continue selecting fighter archetype feats, the additional Hit Points also increase.

ADVANCED MANEUVER — FEAT 6

Archetype **Prerequisites** Basic Maneuver

Gain one fighter feat. For the purposes of meeting its prerequisites, your fighter level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you can gain a new fighter feat.



OPPORTUNIST FEAT 6

Archetype **Prerequisites** Fighter Dedication

You gain the Attack of Opportunity reaction (see page 87).

WEAPON EXPERT FEAT 12

Archetype **Prerequisites** Fighter Dedication

Choose one fighter weapon group. You become an expert with all simple and martial weapons that belong to that group.

Special You can select this feat more than once. Each time you select it, you choose a new group.

GRAY MAIDEN

The Gray Maidens are an all-female order of warriors, survivors of brainwashing and torture, who were liberated when their queen and tormentor fell at the hands of adventurers. Some sought to protect others from such torment, calling themselves the Scarlet Rose; others flocked to the banner of diabolical Cheliax, calling themselves the Erinyes Company. You're a member of this elite order, whether you're a seasoned veteran or a new recruit.

GRAY MAIDEN DEDICATION FEAT 6

Archetype Dedication Prestige **Prerequisites** Strength 16, expert in Fortitude saves, trained in heavy armor and all martial weapons, member of the Gray Maidens

Your Gray Maiden training has steeled you against harsh physical conditions. You become a master at Fortitude saves. When you succeed at a Fortitude save, treat it as a critical success. You also gain access to special armor: Gray Maiden plate. Gray Maiden plate is a level 3 item that costs 600 sp, grants +7 AC and +3 TAC, and has a Dexterity modifier cap of +0; otherwise, it uses the same stats as full plate.

Special You cannot select another dedication feat until you have gained two other feats from the Gray Maiden archetype.

MAIDEN ARMOR EXPERTISE FEAT 8

Archetype **Prerequisites** Gray Maiden Dedication

You become an expert with shields and Gray Maiden plate.

SCARS FEAT 8

Archetype **Prerequisites** Gray Maiden Dedication

The scars from your initiation make your body tough. You gain resistance to slashing equal to your Constitution modifier.

UNBREAKABLE FEAT 8

Archetype **Prerequisites** Gray Maiden Dedication

You can endure a staggering amount of punishment. Increase your maximum HP by your level, increasing as you gain additional levels. You die at dying 5, or dying 6 if you also have Diehard.

ERINYES BLOOD FEAT 10

Archetype Emotion Mental **Prerequisites** Gray Maiden Dedication, member of the Erinyes Company

Like an erinyes devil, you relish the sight of your own

blood, drawing strength from terrible wounds. While you're taking persistent bleed damage, you gain a +2 conditional bonus to damage rolls and become accelerated 10. Whenever you take slashing or piercing damage, as a free action you can also take persistent bleed damage equal to the number of damage dice you took.

SCARLET ROSE DEVOTION FEAT 10

Archetype Emotion Mental

Prerequisites Gray Maiden Dedication, member of the Scarlet Rose

You inspire an ally to shake off a negative effect. The ally attempts a new save against each effect it's under that allows an additional save each round to remove or diminish the effect. The ally is then bolstered to your Scarlet Rose Devotion.

MAIDEN ARMOR MASTERY FEAT 14

Archetype

Prerequisites Gray Maiden Dedication, expert with shields and Gray Maiden plate

You become a master with shields and Gray Maiden plate. Reduce your Speed penalty for Gray Maiden plate from 10 feet to 5 feet.

MAIDEN ARMOR LEGEND FEAT 18

Archetype

Prerequisites Gray Maiden Dedication, master with shields and Gray Maiden plate

You become legendary with shields and Gray Maiden plate. Reduce your check penalties from shields and Gray Maiden plate by 1.

PIRATE

You have sailed the seas, plundering hapless merchant ships and fighting against royal navies, all for the lust of gold and the call of the open ocean. As your ability grows, you become one with your sailing vessel, moving effortlessly across deck and boarding other ships, and you learn tricks in combat that make you both a canny fighter and more successful thief.

PIRATE DEDICATION FEAT 2

Archetype Dedication

Prerequisites Dexterity 12, trained in Acrobatics and Sailing Lore

When you Balance aboard a ship, treat a success as a critical success. You also ignore any difficult terrain, uneven ground, or incline caused by the ship's movement. You are trained with the hatchet, scimitar, and spear. In addition, Acrobatics is a signature skill for you.

Special You cannot select another dedication feat until you have gained two other feats from the pirate archetype.

HEAVE HO FEAT 4

Archetype

Prerequisites Pirate Dedication

You can time your attack with the motion of the boat to knock an opponent off-balance. Make a melee weapon Strike against a foe that is aboard a boat, using the following enhancement.

Enhancement Your foe must attempt an Acrobatics check to Balance against your class DC. On a failure, the foe is knocked prone. If its result is a critical failure, the foe is pushed 10 feet away and knocked prone.

ROPE RUNNER FEAT 4

Archetype

Prerequisites Pirate Dedication

Whenever you succeed at an Athletics check to Climb using a rope or an Acrobatics check to Balance on a rope, treat your result as a critical success. You are not flat-footed while Climbing with a rope or Balancing on a rope.

SEA LEGS FEAT 4

Archetype

Prerequisites Pirate Dedication, trained in Athletics

Athletics is a signature skill for you. Whenever you succeed at an Athletics check to Swim, treat your result as a critical success. Additionally, you can always hold your breath for a number of actions equal to double your Constitution score when in water (this is not increased by using the Breathe Deep action).

BOARDING ACTION FEAT 6

Archetype

Prerequisites Rope Runner

Swing on a rope or Stride up to twice your Speed. As long as you either boarded or disembarked a boat during this movement, make a Strike and deal an extra damage die if it hits.

PLUNDER FEAT 6

Archetype

Prerequisites Rope Runner

You know the most important part of any battle is getting the loot you came for. Make a melee weapon Strike. If you hit, you can immediately attempt to Steal an Object from your target, even if the target is in combat.

ROLL WITH THE SHIP FEAT 8

Archetype Fortune

Prerequisites Sea Legs

Requirement You are aboard a ship that you or your allies own.

Trigger You attempt a Reflex saving throw against an effect.

Roll the Reflex save twice and take the better result.

ROGUE

You have practiced sneaking, stealing, and disabling traps. With a little time and luck, you'll become a skilled rogue, capable of moving through the shadows, striking unseen, and escaping without notice.

ROGUE DEDICATION FEAT 2

Archetype Dedication Multiclass

Prerequisites Dexterity 16, trained in Thievery

You gain a skill feat and the rogue's surprise attack class talent (see page 119). In addition, Thievery is a signature skill for you.

Special You cannot gain another dedication feat until you have gained two other feats from the rogue archetype.

BASIC TRICKERY FEAT 4

Archetype

Prerequisites Rogue Dedication

Gain a level 1 or level 2 rogue feat.

SNEAK ATTACKER FEAT 4

Archetype

Prerequisites Rogue Dedication

You gain sneak attack 1d4 (see page 119), which increases 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

Gain one rogue feat. For the purposes of meeting its prerequisites, your rogue level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain a new rogue feat.

SKILL MASTERY FEAT 8

Archetype **Prerequisites** Rogue Dedication

Choose one rogue signature skill in which your proficiency rank is expert. That skill becomes a signature skill for you, your proficiency rank in that skill increases to master, and you gain a skill feat that requires you to be trained or better in that skill.

Special You can select this feat more than once. Each time you select it, choose a different rogue signature skill.

EVASIVENESS FEAT 12

Archetype **Prerequisites** Rogue Dedication, expert in Reflex

Your proficiency rank in Reflex saves increases to master. When you succeed at a Reflex save, treat it as a critical success.

WIZARD

You have dabbled in the arcane arts and learned how to cast a few spells. Given enough time and practice, you are confident that you might become an accomplished mage, learning how to cast mighty spells and unlocking ancient secrets of arcane lore.

WIZARD DEDICATION FEAT 2

Archetype Dedication Multiclass **Prerequisites** Intelligence 16, trained in Arcana

You cast spells like a wizard and gain a spellbook containing four arcane cantrips of your choice. You gain access to the Cast a Spell activity and the Material Casting, Somatic Casting, and Verbal Casting actions. You can prepare two cantrips each day from those found in your spellbook. You're trained in spell rolls and spell DCs for casting arcane spells and in attacks you make with arcane spells. Your key spellcasting ability for these spells is Intelligence. You can use wands, scrolls, and staves, but only for spells of a spell level you can cast. Arcana is a signature skill for you.

Special You cannot select another dedication feat until you have gained two other feats from the wizard archetype.

ARCANE SCHOOL FEAT 4

Archetype **Prerequisite** Wizard Dedication

Select one school of magic from those found in the wizard class (see pages 137–138). You gain the level 1 school power tied to your school and a pool of Spell Points equal to your Intelligence modifier that you can use to cast that power.

If you already have a pool of Spell Points, use the higher ability score to determine the pool, as normal, and your Spell Point pool increases by 1.

BASIC ARCANA FEAT 4

Archetype **Prerequisites** Wizard Dedication

Gain a level 1 or level 2 wizard feat of your choice.

BASIC WIZARD SPELLCASTING FEAT 4

Archetype **Prerequisites** Wizard Dedication

Add two level 1 spells to your spellbook. You gain a single level 1 spell slot that you can use to prepare a level 1 spell from your spellbook. At 6th level, add two level 2 spells to your spellbook, and you gain a level 2 spell slot that you can use to prepare a level 2 spell from your spellbook. At 8th level, add two level 3 spells to your spellbook, and you gain a level 3 spell slot that you can use to prepare a level 3 spell from your spellbook.

Even though you can cast spells, the spell level of your cantrips and arcane powers is half your level rounded up.

ADVANCED ARCANA FEAT 6

Archetype **Prerequisites** Basic Arcana

Gain one wizard feat. For the purposes of meeting its prerequisites, your wizard level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain a new wizard feat.

ARCANE BREADTH FEAT 8

Archetype **Prerequisites** Basic Wizard Spellcasting

You can cast more arcane spells each day. Increase the spell slots you gain from wizard archetype feats by 1 for each spell level other than your two highest spell levels. For example, at 8th level you could prepare two level 1 spells, one level 2 spell, and one level 3 spell.

EXPERT WIZARD SPELLCASTING FEAT 12

Archetype **Prerequisites** Basic Wizard Spellcasting, master in Arcana

Add two level 4 spells to your spellbook. You gain a single level 4 spell slot that you can use to prepare a level 4 spell from your spellbook. You become an expert in spell rolls and spell DCs for casting arcane spells and in attacks you make with arcane spells.

At 14th level, add two level 5 spells to your spellbook, and you gain a level 5 spell slot that you can use to prepare a level 5 spell from your spellbook. At 8th level, add two level 6 spells to your spellbook, and you gain a level 6 spell slot that you can use to prepare a level 6 spell from your spellbook.

MASTER WIZARD SPELLCASTING FEAT 18

Archetype **Prerequisites** Expert Wizard Spellcasting, legendary in Arcana

Add two level 7 spells to your spellbook. You gain a single level 7 spell slot that you can use to prepare a level 7 spell from your spellbook. You become a master in spell rolls and spell DCs for casting arcane spells and in attacks you make with arcane spells.

At 20th level, add two level 8 spells to your spellbook, and you gain a level 8 spell slot that you can use to prepare a level 8 spell from your spellbook.

ANIMAL COMPANIONS

Animal companions are loyal comrades who follow your orders. They have the minion trait, so they gain 2 actions during your turn if you use the Command an Animal action to command them; this is in place of the usual effects of Command an Animal. If your companion dies, you can spend a week of downtime to replace it at no cost. You can have only a single animal companion.

You or an ally can ride your animal companion as long as it is at least one size larger than the rider. If you do, it can use only its land Speed unless it has the mount special ability. In addition, if someone is riding your animal companion and it doesn't have the mount special ability, it can't use the Work Together action.

YOUNG COMPANIONS

The following are the base statistics for a starting animal companion (a young companion). Make adjustments for the type of animal, as well as adjustments for full-grown, savage, or nimble, and any specializations. Animal companions calculate their modifiers and DCs just as you do, though with the exception of barding allowing an item bonus to AC of up to +2, they never benefit from item bonuses.

Proficiencies

Your animal companion uses your level to determine its proficiency modifier. It's trained in its unarmed Strikes, unarmored defense, barding, 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.

Ability Modifiers

Your animal companion begins with base ability modifiers of **Str** +2, **Dex** +1, **Con** +0, **Int** –4, **Wis** +1, **Cha** –1.

Hit Points

Your animal companion has ancestry Hit Points from its type, plus a number of Hit Points for each of your levels equal to 6 plus its Constitution modifier.

FULL-GROWN COMPANIONS

Make the following adjustments to a young companion to make it a full-grown companion. Increase the companion's Strength, Dexterity, Constitution, and Wisdom modifiers by 1. Increase its unarmed Strike damage from one die to two dice (for instance, from 1d8 to 2d8). Increase its proficiency rank for Perception and all saving throws to expert. If your companion is Medium or smaller, it grows in size by one category.

NIMBLE COMPANIONS

Make the following adjustments to a full-grown companion to make it a nimble companion. Increase the companion's Dexterity modifier by 2 and its Strength, Constitution, and Wisdom modifiers by 1. Increase its unarmed Strike damage from two dice to three dice. Increase its proficiency rank in Acrobatics to expert and its proficiency rank in unarmored defense to expert. It also learns its type's advanced action or activity.

SAVAGE COMPANIONS

Make the following adjustments to a full-grown companion to make it a savage companion. Increase the companion's Strength modifier by 2 and its Dexterity, Constitution, and Wisdom modifiers by 1. Increase its unarmed Strike damage from two dice to three dice. Increase its proficiency rank in Athletics to expert. It also learns its type's advanced action or activity. If your companion is Medium or smaller, it grows in size by one category.

COMPANION TYPES

Each companion type grants several benefits. The Size entry indicates your companion's starting size as a young companion. The Unarmed Strikes entry lists any unarmed Strikes the animal has. The Abilities entry lists which two ability modifiers the companion increases by 1. The Hit Points entry indicates the companion's starting ancestry Hit Points. The Skill entry indicates your companion's additional trained skill. The Senses entry, if present, lists your companion's special senses other than low-light vision (which all animals have). The Speed entry lists your companion's Speed and other movement types. The Special entry, if present, lists any other special abilities your companion has, including whether it ordinarily serves as a mount and is appropriate for mounted classes, such as the paladin. The Work Together Benefit entry indicates a special benefit you can gain by using Command an Animal to command the animal to use the Work Together action (see below). The Advanced Maneuver entry indicates a powerful new action or activity your companion learns how to use if it becomes a nimble or savage companion.

◆ WORK TOGETHER

Your animal companion assists you. You gain the benefits listed in your companion's Work Together Benefit entry. Your companion can use its other action only to move in order to get into position to take advantage of the Work Together benefits; if your companion doesn't have the mount special ability and you are riding it, it can't use any other actions this turn at all.

Badger

Your companion is a badger, a wolverine, or another big mustelid.

Size Small

◆ **Unarmed Strikes** jaws, **Damage** 1d8 piercing; claw (agile), **Damage** 1d6 slashing

Abilities Con, Wis

Hit Points 8

Skill Survival

Senses scent
Speed 25 feet, burrow 10 feet, climb 10 feet
Work Together Benefit Your badger digs around your foe's position, interfering with its footing. Until your next turn, all your weapon Strikes against a creature your badger threatens add an enhancement that prevents the creature from using 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

Requirement You are not fatigued, raging, or wearing heavy barding.

You enter a state of pure rage for 3 rounds. While raging, you gain a conditional bonus to melee damage rolls equal to 1 plus your jaws' usual number of dice, or half that when using your claw (this damage doubles on a critical success as normal, but it doesn't also increase from the extra dice from the critical success). You also take a –1 penalty to AC and can't use concentrate actions that aren't also rage actions. After you stop raging, you can't use Badger Rage for 1 round, and you are fatigued for 1 round. If you stop raging before the usual duration expires, you are fatigued and can't use Badger Rage until after the end of your next turn.

Bear

Your companion is a grizzly, panda, polar bear, or other type of bear.
Size Small
Unarmed Strikes jaws, **Damage** 1d8 piercing; claw (agile), **Damage** 1d6 slashing
Abilities Str, Con
Hit Points 8
Skill Intimidation
Senses scent
Speed 35 feet
Work Together Benefit Your bear mauls your enemies when you create an opening. Until your next turn, all your weapon Strikes against a creature your bear threatens deal 1d8 additional slashing damage. If your bear has a specialization, the additional slashing damage increases to 2d8.
Advanced Maneuver Bear Hug

Bear Hug

Requirements Your last action was a successful claw Strike.

Make another claw Strike against the same target. If your Strike hits, the target is also grabbed, as if you had succeeded at the Grapple action.

Bird

Your companion is a bird of prey, such as an eagle, a hawk, or an owl.
Size Small
Unarmed Strikes jaws (finesse), **Damage** 1d6 piercing; talon (agile, finesse), **Damage** 1d4 slashing
Abilities Dex, Wis
Hit Points 4
Skill Stealth
Speed 10 feet, fly 60 feet
Work Together Benefit Your bird pecks at your enemies' eyes when you create an opening, causing them to bleed. Until your next turn, all your weapon Strikes against a creature your bird threatens add 1d4 persistent bleed damage as an enhancement (the creature is also dazzled until it removes the bleed). If your bird has a specialization, the persistent bleed damage increases to 2d4.
Advanced Maneuver Flyby Attack

Flyby Attack

You Fly and make a talon Strike at any point along the way.

Cat

Your companion is a big cat, such as a leopard or tiger.
Size Small
Unarmed Strikes jaws (finesse), **Damage** 1d6 piercing; claw (agile, finesse), **Damage** 1d4 slashing
Abilities Dex, Wis
Hit Points 4
Skill Stealth
Senses scent
Speed 35 feet
Special Your cat deals 1d6 additional precision damage against a flat-footed target.
Work Together Benefit Your cat throws your enemies off-balance when you create an opening. Until your next turn, all your weapon Strikes against a creature your cat threatens make the target flat-footed until the end of your next turn as an enhancement (flat-footed for 2 rounds on a critical success).
Advanced Maneuver Cat Pounce



CAT POUNCE

Attack Move

You Stride and then Strike. If you were unseen, you remain unseen until after the attack.

Dromaeosaur

Your companion is a dromaeosaur (also called a raptor), such as a velociraptor or deinonychus.

Size Small

Unarmed Strikes jaws (finesse); **Damage** 1d8 piercing
talon (agile, finesse); **Damage** 1d6 slashing

Abilities Dex, Con

Hit Points 6

Skill Stealth

Senses scent

Speed 50 feet

Work Together Benefit Your raptor constantly darts into flanking position. Until your next turn, your raptor counts as being in either its own space or an empty space you choose within 10 feet of its current space for the purpose of determining whether you flank with your companion; you can choose different spaces for each of your Strikes, if you wish.

Advanced Maneuver Darting Attack

DARTING ATTACK

Attack Move

You move up to 10 feet and then Strike, or you Strike and then move up to 10 feet.

Horse

Your companion is a horse, pony, or other similar equine.

Size Medium or Large

Unarmed Strikes hoof (agile), **Damage** 1d6 bludgeoning

Abilities Str, Con

Hit Points 8

Skill Survival

Senses scent

Speed 40 feet

Special mount

Work Together Benefit Your horse enhances your mounted charges. Until your next turn, while you are riding your horse, all your weapon Strikes gain the benefits of the charge weapon trait. If your weapon already has the charge weapon trait, increase the additional damage by 1 per die.

Advanced Maneuver Gallop

GALLOP

Move

You Stride twice and are accelerated 10 during these Strides.

Snake

Your companion is a nonvenomous constrictor snake, such as a boa or python.

Size Small

Unarmed Strikes jaws (finesse); **Damage** 1d8 piercing

Abilities Str, Dex

Hit Points 6

Skill Stealth

Senses scent

Speed 20 feet, climb 20 feet, swim 20 feet

Work Together Benefit Your snake holds your enemies down with its coils, interfering with their reactions. Until your next turn, creatures your snake threatens can't use reactions triggered by your weapon Strike or Stride actions unless the target is higher level than you.

Advanced Maneuver Constrict

CONSTRICT

Requirements You have a creature that is smaller than you Grabbed in your coils.

You deal 10 bludgeoning damage to the grappled creature.

Wolf

Your companion is a wolf or other lupine or canine creature, such as a dog.

Size Small

Unarmed Strikes jaws (finesse); **Damage** 1d8 piercing

Abilities Dex, Con

Hit Points 6

Skill Survival

Senses Scent

Speed 40 feet

Work Together Benefit Your wolf tears at your enemies' tendons when you leave an opening, slowing down their movement. Until your next turn, all your weapon Strikes against a creature your wolf threatens make the target hampered 5 for 1 minute as an enhancement (hampered 10 on a critical success).

Advanced Maneuver Wolf Trip

WOLF TRIP

Requirements Your last action was a successful jaws Strike.

Make a Trip attempt against the target of your jaws Strike, ignoring your multiple attack penalty.

SPECIALIZED COMPANIONS

Specialized companions are significantly more intelligent than other animals and can engage in more complex behaviors. The first time an animal companion gains a specialization, its proficiency rank for unarmed Strikes increases to expert, and saving throws and Perception increases to master. Increase its Dexterity modifier by 1 and its Intelligence modifier by 2. Its unarmed Strike damage increases from three dice to four dice. Each of the following specializations grant additional benefits. Most animal companions can take only one specialization.

Ambusher

In your companion's natural environment, it can use a Sneak action even if it's currently observed. It gains a +1 circumstance bonus to initiative rolls, its proficiency rank in Stealth increases to expert (or master if it was already trained from its type), and its Dexterity modifier increases by 1. Its proficiency rank for unarmored defense increases to expert, or master if it's nimble.

Bully
Your companion terrorizes foes with displays of dominance and pushes them around the battlefield. Its proficiency ranks in Athletics and Intimidation increase to expert (or master if it was already trained 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 swooping dives. It gains deny advantage, meaning it doesn't become flat-footed when flanked or when a creature is unseen or sensed unless the attacking creature is higher level than you. Its proficiency rank in Acrobatics increases to master, and its Dexterity modifier increases by 1. Its proficiency rank in unarmored defense increases to expert, or to master if it was already expert from being nimble.

Racer
Your companion races. Its Speed, swim Speed, or fly Speed (your choice) increases by 10 feet as long as it isn't in heavy barding. Its proficiency rank in Fortitude saves increases to master, and its Constitution modifier increases by 1.

Tracker
Your companion can move at full Speed while following tracks. Its proficiency rank for Survival increases to expert (or master if it was already trained from its type), and its Wisdom modifier increases by 1.

Wrecker
Your companion smashes things around it. If it deals more damage than an object's Hardness, it dents the object twice even if it doesn't deal twice the object's Hardness in damage. Its proficiency rank in Athletics increases to master, and its Strength modifier increases by 1.

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 can choose a Tiny animal you want as your familiar, such as a bat, cat, frog, lizard, raven, or snake.

Familiars have the minion trait (see page 416), and so they gain 2 actions each round during an encounter, and you need to spend 1 action each round to command them. If your familiar dies, you can spend a week of downtime to replace it at no cost. You can't have more than one familiar.

Modifiers and DCs
Your familiar's saving throw modifiers and AC are equal to your own, before applying any circumstance or conditional bonuses or penalties. Its Perception, Acrobatics, and Stealth modifiers are equal to your level plus your spellcasting ability modifier. If it needs to roll any other attack roll or skill check, it uses your level minus 2 as its modifier. It never benefits from ability modifiers or item bonuses.

Hit Points
Your familiar has 4 Hit Points for each of your levels.

Size
Your familiar is Tiny.

Senses
Your familiar has low-light vision. It can gain other senses from familiar abilities. Your familiar can communicate empathically with you as long as it's within 1 mile, sharing its feelings and emotions. It doesn't understand or speak any languages normally, though it can gain that ability from familiar abilities.

Move
Your familiar has either a Speed of 25 feet or a swim Speed of 25 feet (choose one upon gaining the familiar). It can gain other movement types from familiar abilities.

Familiar and Master Abilities
Each day, you can channel your magic into two abilities chosen from familiar abilities, which affect your familiar, and master abilities, which affect you.

If your familiar is an animal that naturally must have one of these familiar abilities (for instance, an owl has a fly Speed), you must select that ability, and your familiar can't be an animal that naturally has more familiar abilities than your daily maximum familiar abilities.

Familiar Abilities
- Climb Speed of 25 feet
- Darkvision
- Fly Speed of 25 feet
- Increase the Speed of one of the familiar's movement types from 25 feet to 40 feet
- Scent
- Swim Speed of 25 feet (or land Speed of 25 feet if your familiar already has a swim Speed)
- Understands and speaks one language you know

Master Abilities
- You can prepare one additional cantrip. You must be able to prepare cantrips to select this master ability.
- You can prepare one additional spell at least 3 levels lower than your highest-level spell; you must be able to prepare level 4 spells to select this master ability.
- 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 toward a target of your choice and attempt to touch that target; it uses your attack modifier for touch spells instead of its own if the target isn't willing. If the familiar hits or critically hits, the spell has its usual effect. If the familiar misses or doesn't reach the target to touch it this turn, the spell has no effect.

DEITIES

While a cleric's selection of deity is critical, most characters pay respect to one or more deities, especially in times of hardship or need. Those who reject the divine might find themselves adrift in the afterlife, without a home for their souls to find peace, or possibly even sacrificed to stave off the end times.

Each deity entry contains the following information, designed to help you roleplay a character who follows that deity. While only a cleric or paladin gains a mechanical effect from a deity's edicts, anathema, and favored weapon, any follower is likely to hold the edicts dear, feel guilty when performing anathema acts, and consider fighting with her deity's favored weapon.

Alignment the deity's alignment
Edicts behaviors the deity encourages
Anathema a few examples of acts that are anathema to the deity, considered to be blasphemous by the clergy
Favored Weapon the primary weapon associated with the deity, often used by the deity's clerics and other followers



Abadar

The Master of the First Vault holds sway over cities, the law, merchants, and wealth.

Alignment LN
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
Favored Weapon crossbow



Asmodeus

The Prince of Darkness reigns over contracts, pride, slavery, and tyranny.

Alignment LE
Edicts negotiate contracts to your best advantage, rule over weaker beings, show subservience to your betters
Anathema break a contract, free a slave, insult Asmodeus's pride
Favored Weapon mace



Calistria

The mischievous goddess known as the Savored Sting exhorts lust, revenge, and trickery.

Alignment CN
Edicts pursue your personal freedom, take revenge, seek hedonistic thrills
Anathema become too consumed by love or a need for revenge, let a slight go unanswered
Favored Weapon whip



Cayden Cailean

The Drunken Hero ascended from mortal life on a drunken dare, becoming the god of ale, freedom, and wine.

Alignment CG
Edicts seek glory and adventure, drink
Anathema abide slavery, be mean or standoffish when drunk
Favored Weapon rapier



Desna

The aloof Song of the Spheres presides over dreams, luck, stars, and travelers.

Alignment CG
Edicts explore new places, express yourself through art and song, find what life has to offer, follow your dreams
Anathema cause fear or despair, cast *nightmare* or use similar magic to corrupt dreams
Favored Weapon starknife



Erastil

Old Deadeye is god of family, farming, hunting, and trade. Long ago he was a horned god of the hunt, but his worship evolved to focus on rural communities.

Alignment LG
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
Favored Weapon longbow



Gorum

Soldiers call out prayers to Our Lord in Iron, god of battle, strength, and weapons.

Alignment CN
Edicts attain victory in fair combat, push your limits
Anathema kill prisoners or surrendering foes, prevent conflict through negotiation, win a battle through underhanded tactics or indirect magic
Favored Weapon greatsword



Gozreh

A deity of two aspects, known as the Wind and the Waves, Gozreh rules over nature, the sea, and weather.

Alignment N
Edicts cherish, protect, and respect nature in all its forms
Anathema bring civilization to intrude on the wild
Favored Weapon trident



Iomedae

Iomedae is goddess of honor, justice, rulership, and valor, called the Inheritor after inheriting her mantle when the god of humanity perished. Many paladins follow her faith.

Alignment LG
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
Favored Weapon longsword



Irori

The Master of Masters attained enlightenment and became god of history, knowledge, and self-perfection.

Alignment LN

Edicts be humble; help others perfect themselves; hone your body, mind, and spirit to a more perfect state; practice discipline

Anathema repeatedly fail to maintain self-control

Favored Weapon fist



Lamashtu

The Mother of Monsters is goddess of aberrance, monsters, and nightmares.

Alignment CE

Edicts bring power to the outcasts and downtrodden, indoctrinate children in Lamashtu's teachings, make the beautiful monstrous, reveal the corruption and flaws in all things

Anathema attempt to cure a madness or deformity, provide succor to Lamashtu's enemies (such as Desna)

Favored Weapon falchion



Nethys

The All-Seeing Eye, god of magic, has a dualistic nature of destruction and preservation, as his ability to witness all things shattered his mind.

Alignment N

Edicts seek out magical power and use it

Anathema pursue mundane paths over magical ones

Favored Weapon staff



Norgorber

The god of greed, murder, poison, and secrets has four aspects: the ally of poisoners and alchemists Blackfingers, the murderous Father Skinsaw, the thieving Gray Master, and the secretive Reaper of Reputation.

Alignment NE

Edicts keep your true identity secret, sacrifice anyone if necessary, take every advantage in a fight, work from the shadows

Anathema allow your true identity to be connected to your dark dealings, share a secret freely, show mercy

Favored Weapon shortsword



Pharasma

Ancient and powerful beyond even most other gods, the Lady of Graves presides over birth, death, fate, and prophecy.

Alignment N

Edicts strive to understand ancient prophecies, destroy undead, lay bodies to rest

Anathema create undead, desecrate a corpse, rob a tomb

Favored Weapon dagger



Rovagug

The Rough Beast is god of destruction, disaster, and wrath. He is imprisoned within Golarion's core and seeks to one day break free and wreak havoc.

Alignment CE

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

Favored Weapon greataxe



Sarenrae

The Dawnflower is goddess of healing, honesty, redemption, and the sun. She seeks to redeem evil where possible, or else destroy it swiftly.

Alignment NG

Edicts destroy the spawn of Rovagug, protect allies, provide aid to the sick and wounded, seek and allow redemption

Anathema create undead, fail to strike down evil, lie, succumb to darkness

Favored Weapon scimitar



Shelyn

The Eternal Rose is the goddess of art, beauty, love, and music. She seeks to one day redeem her corrupted brother Zon-Kuthon.

Alignment NG

Edicts be peaceful, choose and perfect an art, lead by example, see the beauty in all things

Anathema destroy works of art or allow one to be destroyed except to save a life or in pursuit of greater art, refuse to accept surrender

Favored Weapon glaive



Torag

The dwarven deity called the Father of Creation is god of the forge, protection, and strategy.

Alignment LG

Edicts be honorable and forthright, keep your word, respect the forge, serve your people

Anathema show mercy to the enemies of your people, tell lies or cheat someone, intentionally create inferior craftwork

Favored Weapon warhammer



Urgathoa

The amoral Pallid Princess oversees disease, gluttony, and undeath.

Alignment NE

Edicts become undead upon death, create or protect the undead, sate your appetites

Anathema deny your appetites, destroy undead, sacrifice your life

Favored Weapon scythe



Zon-Kuthon

The Midnight Lord is god of darkness, envy, loss, and pain.

Alignment LE

Edicts bring pain to the world, mutilate your body

Anathema create permanent or long-lasting sources of light, provide comfort to those who suffer

Favored Weapon spiked chain

PLAYING THE GAME

A Pathfinder adventure will take you to new lands, bring you into conflict with monsters and villainous rivals, and introduce you to new friends and allies. The major rules governing how your decisions and deeds affect the world around you are detailed in full in this chapter.

Before diving into how to play, it's important to understand the different modes of play, which depend on the story and the pace of the adventure. Each mode of play is suited to a different flow of time in the game world and level of risk to the players. The Game Master is in charge of determining which mode works best for what the characters are up to, and controls the transitions between modes. Each mode has its own rules for resolving actions and activities.

In **encounter mode**, time is divided into a series of rounds, each lasting 6 seconds. On every round, each participant has a turn to act and take a number of discrete actions. This mode of play is most often used for combat or other high-stakes situations. The rules for encounter mode begin on page 304.

In **exploration mode**, time is more flexible and the style of play more free-form. Here, minutes or even hours in the game world could pass quickly in the real world. This mode of play is frequently used when traveling, exploring a dungeon, or roleplaying in a town. Developments in exploration mode can lead to encounters, causing play to alternate between encounter mode and exploration mode as the story unfolds. The rules for exploration mode can be found starting on page 316.

In **downtime mode**, the players are at little risk, and the passage of time is measured in days or even longer units of time. Forging a magic sword, researching a new spell, or retraining a feat are all activities that you might undertake in this mode of play. The rules for downtime mode can be found on page 318.

The first section of this chapter presents general rules all players should understand. You'll use these in every mode of play to resolve a wide variety of scenarios and challenges. Subsequent sections dive into the specifics of tactical combat, exploring environments, and downtime.

CHECKS

The GM will call upon you to attempt a check whenever you need to resolve a conflict or test your aptitude at a particular task or challenge. Examples include any attempt to attack another creature in combat, using skills, and resisting the effects of a dangerous spell that has been cast upon you. Checks are attempted against the difficulty class (DC) of the task or challenge to determine success or failure. When you attempt a check, you'll take these steps: roll a d20 and identify the modifiers, bonuses, and penalties that apply to the result of the roll; calculate the result; compare the result to a DC; and determine the effect.

1. Identify Modifiers, Bonuses, and Penalties

After you roll your d20, you'll identify all the relevant modifiers, bonuses, and penalties that need to be applied to the roll. A **modifier** can be either positive or negative, but a **bonus** is always positive and a **penalty** is always negative. Most rolls include at least an ability modifier, which is based on one of your ability scores, and a proficiency modifier, which is based on your level of training. Other bonuses and penalties may come from magic, the situation at hand, or other sources.

Ability Modifier

An ability modifier represents your raw capabilities, and is derived from an ability score, as described on page 8. Nearly all checks are keyed to an ability, and different types of checks require different ability modifiers, according to the nature of the checks.

For example, Stealth is a Dexterity-based skill because it relies on grace and quickness, but attacking with a battleaxe is Strength based, because it relies upon physical power to be effective. The rules indicate which ability modifier to use, but the GM might sometimes determine that you should use a different ability modifier.

Proficiency Modifier

Your proficiency rank represents your degree of training in a weapon, a skill, or many other things. Your class and feat choices determine your proficiency ranks. For example, a fighter gets high proficiency ranks in many types of weapons and armor, while a wizard gets little in these categories, exchanging martial prowess for proficiencies related to magic.

Unless your class, a feat, or some other ability makes your proficiency rank trained or better, you're assumed to be untrained at a task. As your character gains levels, your proficiency rank can increase. If you're ever in a situation where more than one proficiency could apply, use your highest applicable proficiency rank. For example, if you are trained in all simple weapons but an expert in daggers specifically, you'd use expert proficiency when attacking

with a dagger. The only exception to this is that when calculating your Armor Class while carrying a shield, your proficiency rank is the lower of your proficiency ranks with the armor you wear or the shield you carry.

Proficiency Rank	Modifier
Untrained	Your level – 2
Trained	Your level
Expert	Your level + 1
Master	Your level + 2
Legendary	Your level + 3

You have a proficiency rank for all the following items, types of rolls, and DCs.

Proficiency	Roll or DC
Weapons, unarmed attacks, other types of attacks	Attack rolls
Armor	Armor Class*
Shields	Armor Class*
Perception	Perception checks and DC
Each skill	Skill checks and DCs
Each type of saving throw	Saving throws and DCs
Spell rolls	Spell rolls and DCs

* When calculating AC while carrying a shield, apply the lower of your armor proficiency rank or your shield proficiency rank.

You have all lower proficiency ranks (other than untrained) in addition to your current rank. For example, if you have reached the master proficiency rank, you can still select feats that require expert rank or trained rank.

Bonuses

Beneficial circumstances, conditions, items, and spells might give you bonuses to a roll in one of three types.

A **circumstance bonus** is based on a beneficial situation, the culmination of a tactic, or some other situational benefit. Circumstance bonuses range from +1 to +4.

Conditional bonuses are typically the result of magic or abilities applying helpful, often temporary conditions to you. Conditional bonuses range from +1 to +4. Some common conditions appear in the list of basic conditions on page 320. Conditional bonuses are also granted by some magic items, depending on the effect—for example, if an item granted you the benefits of *heroism*, you'd get conditional bonuses rather than item bonuses.

An **item bonus** applies when you receive a benefit from a piece of gear. High-quality or magical items often grant an item bonus when used or worn, from +1 to +5.

If you gain multiple bonuses of the same type, only the highest bonus applies—you don't add them together. For instance, being behind cover grants you a +2 circumstance bonus to AC. Using Raise a Shield with a light shield grants you a +1 circumstance bonus to AC. If you are both behind cover and raising a light shield, you gain only the +2 circumstance bonus for cover, since it's the higher.

Penalties

Negative circumstances, harmful conditions and spells, and inferior items can impede your rolls. There are four different types of penalties.

Circumstance penalties are applied due to the environment, enemies' tactics, and other situational reasons. For instance, being flanked by a pair of foes can make you flat-footed, which imposes a –2 circumstance penalty to your Armor Class and Touch Armor Class. Circumstance penalties range from –1 to –4.

Conditional penalties are caused by negative conditions. Being sick 2, for example, imposes a –2 conditional penalty to all your checks and DCs. Conditional penalties range from –1 to –4. Some standardized conditions appear in the list of basic conditions on page 320.

Item penalties occur when using poor-quality or cursed items, in the same way that better items provide item bonuses. Item penalties range from –1 to –4.

As with bonuses, if you gain multiple circumstance, conditional, or item penalties, only the worst penalty of each type applies. However, there's also a special, fourth kind of penalty that doesn't have a type, called an **untyped penalty**. These include the multiple attack penalty (see page 305) and the check penalty from your armor (see page 176). All relevant untyped penalties combine and apply to your roll, no matter how many different ones you have. Untyped penalties are always the result of choices you've made, and are never forcibly applied to your character by an opponent or situation.

2. Calculate the Result

Once you've identified the modifiers, bonuses, and penalties that apply to your roll, you calculate the result (sometimes called a "total") using the following formula.

Result of a roll = number on the die + ability modifier + proficiency modifier + circumstance bonus + conditional bonus + item bonus + circumstance penalty + conditional penalty + item penalty + untyped penalties

3. Determine the Difficulty Class (DC)

The result of your check is compared against a Difficulty Class (often abbreviated as DC) to determine how well you did. For tasks that aren't opposed by another character, the GM will set the DC depending on the difficulty of what you're trying to achieve.

For tasks opposed by another character, the DC is based on one of the target's modifiers, as defined in the task. A DC derived in this way is equal to 10 plus the creature's modifier for that type of roll. All modifiers, bonuses, and penalties that would apply to the character's rolls for a task also apply to its DC unless noted otherwise. For example, if you're trying to sneak past a guard, you attempt a Stealth check opposed by the guard's Perception DC. If you have a +5 Stealth and they have a +3 Perception, you roll 1d20+5 against their Perception DC of 13.

Calculating Results



Modifiers		If you have more than one bonus of a particular type, apply only the highest.		If you have more than one penalty of a particular type, apply only the worst.	
Number on the die	+ Ability modifier Proficiency modifier	+	Item bonus Circumstance bonus Conditional bonus	+	Circumstance penalty Conditional penalty Item penalty Untyped penalties = Result

Armor Class

Armor Class (AC) is a special type of DC used to defend against attacks. It's how you measure whether an attack hits or misses you, and it is usually modified if you are wearing armor, have a high Dexterity score, or have a special ability that makes you more nimble or defensive.

You usually determine your AC while creating your character, as described on page 16.

Touch Armor Class

Some effects, items, or abilities (such as spells) require only contact, not a solid impact, to hit. This is called a touch attack. To determine if a touch attack hits a target, make an attack roll (either melee or ranged, as appropriate) and compare the result to the target's Touch Armor Class (TAC). Your TAC is calculated as described on page 16, and it is typically lower than your AC.

Anything that gives you a bonus or penalty to Armor Class also gives you an equal bonus or penalty to Touch Armor Class unless stated otherwise.

4. Determine the Degree of Success

Comparing a result to a DC determines which of the four degrees of success you achieve—success, critical success, failure, or critical failure. This tells you whether (and how spectacularly) you succeeded or failed. Some checks don't specify every degree of success. If no critical success or critical failure is specified, use the effect of an ordinary success or failure, respectively. If no success or failure is described, nothing happens depending on what isn't described.

Success and Critical Success

If your result is equal to or greater than the DC, you succeed and apply any success effect (or generally achieve what you set out to do). However, if you succeed and rolled a 20 on the die (often called a "natural 20"), or if your result is equal to or greater than the DC plus 10, you critically succeed. You apply the critical success effect instead of the success effect. If the critical success was an attack roll, it is sometimes called a critical hit.

Critical successes usually have greater effects than regular successes. For instance, if you succeed at a Strike, you deal damage, but if you critically succeed, you deal double damage. If an ability doesn't specify a critical success effect, then the effect for a critical success is the same as that for a success. A critical success counts as a success for rules that have different effects depending on whether you succeed or fail.

If your enemy is far more powerful than you or a task beyond your abilities, you might roll a natural 20 and still get a result lower than the DC. In this case, you succeed instead of critically succeed or fail. If you lack the proficiency for a task in the first place, or it's impossible, you might still fail on a natural 20.

Failure and Critical Failure

If your result is less than the DC, you fail. For actions you initiated, this typically means there is no effect. If you were rolling a saving throw, failing generally means you are affected by a spell or ability. If there is no failure effect listed, the ability simply has no effect if it fails.

If you fail and roll a 1 on the d20 (also called a "natural 1"), or you fail and your result is equal to or less than the DC minus 10, you critically fail instead of just failing. A critical failure is sometimes called a "fumble." If an action or activity does not specify a critical failure effect, then the effect for a critical failure is the same as that for a failure.

The effects of a critical failure are often more detrimental than those for a failure and can be debilitating or even deadly. If an ability does not specify a critical failure effect, then the effect for a critical failure is the same as that for a failure. A critical failure counts as a failure for rules that have different effects depending on whether you succeed or fail. It might be possible in some situations to meet the DC even on a 1. If your roll would equal or exceed the DC even on a 1, you don't critically fail, but you still fail instead of succeeding. You can't succeed when you roll a 1 no matter what your modifier is.

Flat Checks

When there's a chance something will happen or fail to happen based on pure chance, you attempt a flat check. A flat check never includes any modifiers, bonuses, or penalties—you just roll the d20 and compare the result on the die to the DC. Specific effects might adjust your DC for certain types of flat checks, but abilities that don't specifically call out flat checks can't change their DCs.

If more than one flat check would ever cause or prevent the same thing, just roll once using 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

When a player shouldn't know the exact result of a roll for their character, the rules call for a secret check. The secret trait appears on anything that uses secret checks. This type of check uses the character's normal modifier, but is rolled by the GM, who doesn't reveal the result. Instead, she simply describes any information or effects that result from the check. If a player doesn't know a secret check is happening (for instance, if the GM rolls a secret Fortitude save for a player against a poison that he failed to notice), he can't activate a fortune or misfortune ability (see the sidebar) on that check, but any such effect that would apply automatically to that type of check still applies. If a player knows the GM is attempting a secret check—as often happens with Recall Knowledge or Seek—he can activate fortune or misfortune abilities.

The GM can make any check secret, even if it's not usually secret. Conversely, the GM can let the players roll any or all of their checks even if they would usually be secret, trusting players not to make choices based on information their characters don't have.

Other Rolls

Once you know that your action or ability is successful, you might need to make a different kind of roll to know what effect it has. These rolls will use a different number and type of dice, using the dice notation described on page 11. The result of such a roll is the sum of the number rolled on all the dice plus all modifiers, bonuses, and penalties that apply. You don't compare this result of this roll to a DC unless otherwise noted. A damage roll (see below) is a common example of this type of roll.

DAMAGE

Attacks, traps, spells, and hazardous environments can all cause damage to a character. Damage decreases Hit Points on a 1-to-1 basis (so a creature that takes 6 damage loses 6 Hit Points). Damage might be a fixed amount, or it might be determined by a damage roll. A damage roll typically uses a number and type of dice determined by the weapon or unarmed attack used or the spell cast. Damage can be affected by immunities, resistances, and weaknesses (see page 294). See page 294 for more on Hit Points.

Damage Types

Damage comes in many different types. Weapons, spells, and abilities indicate the types of damage they deal, and immunities, resistances, and weaknesses function against certain damage types. An effect that deals a type of damage gains the matching trait, if appropriate.

Bludgeoning, piercing, and slashing damage typically comes from weapons; these types are collectively called physical damage. Spells, special weapons, and environmental dangers can cause many other types of damage. Acid, cold, electricity, fire, and sonic are all types of energy damage. Force damage comes from pure magical energy and can damage ethereal creatures, such as ghosts. Negative damage harms the life force of living creatures, and positive damage hurts undead. Effects that exist purely in the target's mind deal mental damage. Weapons and effects keyed to a particular alignment can deal chaotic, evil, good, or lawful damage.

Special materials (see page 354) can modify a type of damage. For example, an adamantine greataxe would deal adamantine slashing damage. This largely matters for resistances and weaknesses.

Precision damage increases an attack's damage rather than being a separate pool of damage. For example, a dagger Strike that deals 1d6 precision damage from sneak attack increases the piercing damage by 1d6. A creature that was immune to precision damage would ignore the 1d6 but take the rest of the damage from the Strike.

Doubling and Halving Damage

Sometimes you'll have to halve or double an amount of damage. When you halve damage, you roll the normal damage specified and halve the resulting number, rounding down. You do this whether the damage is delivered by an effect with an attack roll or one that required a creature to attempt a save.

How you double damage depends on the effect's delivery. If the damage comes from an effect with an attack roll, you roll double the normal number of dice and apply all damage modifiers, bonuses, and penalties twice. If the damage comes from an effect allowing a creature to attempt a saving throw, you double the damage total instead, rather than rolling more dice.

For example, if you critically hit with a *+1 longsword*, you would roll 4d8 and add your modifier twice instead of rolling 2d8 and adding your modifier once. On the other hand, if one of your enemies critically fails its saving throw against your 3rd-level *fireball* spell, you would roll 6d6 damage and then double that total. For instance, if you rolled 21 damage, those who critically fail their saves against the spell would take 42 fire damage instead.

ROLLING TWICE AND REROLLS

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 take the higher result, or force you to roll twice and take the lower result.

You can never have more than one fortune or misfortune effect come into play on a single roll. For instance, if you roll twice and take the higher roll, you can't use Halfling Luck to reroll if you still 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 you are subject to both a fortune effect and a misfortune effect on the same roll, the two cancel each other out and you roll normally.

Nonlethal Attacks

You can make a nonlethal attack in an effort to knock someone out instead of killing them (see Getting Knocked Out on page 295). Weapons with the nonlethal trait (including fists) do this automatically.

If you're making a nonlethal attack with a weapon that doesn't have the nonlethal trait, calculate your attack roll's result as if you were untrained with the weapon. Likewise, you can attempt lethal attacks with a weapon that has the nonlethal feature, also calculating your attack roll's result as though you were untrained.

Immunity, Weakness, and Resistance

Protections against certain types of effects or damage are known as immunities or resistances, while vulnerabilities are called weaknesses. Apply immunities first, then weaknesses, and resistances third. Immunity, weakness, or resistance to an alignment applies only to damage of that type, not to damage from an attacking creature of that alignment.

Immunity

A creature with immunity to a specific type of damage or trait can't be affected by that type of damage or by effects with that trait. Though the creature can still be targeted by such attacks or effects, it ignores all damage, drawbacks, and benefits. If the creature also has resistance or weakness to a type of damage it has immunity to, the immunity takes precedence. Usually immunity applies to a certain trait but might be more specific, like immunity to arcane cold spells.

Weakness

When a creature has a weakness to a certain type of damage or damage from a certain source, increase that damage by the amount of the creature's weakness. For instance, if a creature takes 2d6 fire damage and has weakness 5 to fire, it takes 2d6+5 fire damage instead.

If the creature has more than one type of weakness that would apply to the same instance of damage, use only the highest applicable weakness value. This usually only happens when a monster is weak to both a type of physical damage and the material a weapon is made of.

Resistance

A creature with resistance reduces damage dealt to it by the amount listed in its resistance entry (to a minimum of 0 damage). Resistance can specify damage types or certain other properties of attacks. For instance, a creature might be resistant to nonmagical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from a *+1 mace* or a nonmagical spear. A resistance 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 the creature has more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value.

It's possible to have resistance to all damage. If you have resistance to all damage, apply the resistance to each source 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.

Weakness and Resistance Interactions

Sometimes a magic item or a spell that inflicts a weakness or grants a resistance interacts with a creature's intrinsic weaknesses and resistances or other effects that grant weaknesses or resistances. If you have a weakness to a damage type and gain a resistance to it, first lower the weakness by the amount of the resistance. After this, if there is any remaining resistance, that amount becomes the actual resistance. For example, if you have weakness 5 to fire, but gain resistance 10 to fire, your weakness is reduced to 0 and you gain resistance 5 to fire instead.

This works the same way if you have a resistance and gain a weakness. Since multiple weaknesses and resistances aren't cumulative, determine the highest weakness and the highest resistance before comparing the weakness and resistance to each other.

Damage and Enhancements

Some abilities that deal damage have enhancements. These take effect only if you deal at least 1 damage. For instance, if you use a poisoned blade to attack a creature with slashing resistance and the creature takes no damage because of its resistance, it's not exposed to your poison.

HIT POINTS AND HEALING

All creatures have Hit Points (HP). Your maximum Hit Point value represents your health, wherewithal, and heroic drive when you are in good health and rested. Your maximum Hit Points include the HP you gain at 1st level from your race 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're dealt damage, you reduce your current Hit Points by a number equal to the damage dealt.

Some spells and other effects can heal living or undead creatures. When you are healed, you regain Hit Points equal to the amount healed, up to your maximum Hit Points.

When most creatures reach 0 Hit Points, they die, unless the attack was nonlethal, in which case they are knocked out for a significant amount of time (usually 1 minute or more). When undead and construct creatures reach 0 Hit Points, they are destroyed. Player characters don't automatically die when they reach 0 Hit Points. Instead, they are knocked out. Villains, powerful monsters, enemies with healers or regeneration, and any other NPCs at the GM's discretion are knocked out like a PC as well.



Getting Knocked Out

When you're reduced to 0 Hit Points, you get knocked out. When this happens, you are subject to the following effects:

- You fall unconscious (gaining the unconscious condition).
- You immediately move your initiative position to directly *before* the creature or effect that reduced you to 0 HP.
- If the attack was lethal, you gain the dying 1 condition. If you already had the dying condition, instead increase your dying condition by 1. If the attack was a critical hit, you gain the dying 2 condition (or increase your dying condition by 2).
- If the attack was nonlethal, you do not gain the dying condition or increase your dying condition, and you return to 1 Hit Point (though you remain unconscious).

If your dying condition reaches 4 or greater, you die.

Recovery Saving Throws

When you're unconscious, at the start of each of your turns you attempt a special Fortitude saving throw to regain consciousness, called a recovery saving throw.

The GM sets the DC of your recovery saving throw when you're knocked out. This DC equals the DC of the spell or ability that dropped you plus your current dying value.

If damage that reduced you to 0 Hit Points came from something that doesn't have a DC, such as an attack roll, use the attacker's class DC. Though a class DC usually includes the key ability modifier for a character's class, the GM might sometimes decide a different ability score is appropriate; for example, a wizard's class DC usually uses Intelligence, but if he knocks someone out with his staff, the DC might use Strength or Dexterity. For monsters, the GM will use a high-difficulty skill DC of the monster's level (see page 336).

Always use the recovery DC determined at the time you were knocked out—if the attacker's DC changes later, your recovery save DC doesn't retroactively change to match.

Recovery Save Effects

The possible effects of a recovery save depend on whether you're at 0 Hit Points (at risk of dying) or at 1 Hit Point (stabilized with a chance to wake up).

If you are at 0 Hit Points:

Success You return to 1 Hit Point.
Failure Your dying value increases by 1.
Critical Failure Your dying value increases by 2.

If you are at 1 Hit Point or more:

Success You become conscious and can take your turn normally, although you lose 1 action this turn (so in most cases, you can take only 2 actions). You still have the dying condition.

Reducing the Dying Condition

At the end of each of your turns while you have at least 1 Hit Point and are conscious, you reduce your dying value by 1. As with other conditions, when the dying value reaches 0, the dying condition ends.

Taking Damage while Unconscious

If you take damage while you're already unconscious, apply the same effects as if you had been knocked out by that damage. If the recovery save DC for the new damage is higher than your current recovery save DC, start using the higher DC.

AT DEATH'S DOOR

The following conditions are crucial to understand death and dying.

Dead

You are no longer alive. You can't act or be affected by spells that target creatures (unless they specifically target dead creatures), and for all other purposes you count as an object. When you gain the dead condition, you go to 0 HP if you had a different amount, and you can't be brought above 0 HP as long as you remain dead.

Dying

You are bleeding out or otherwise at death's door. Dying always includes a value, and if it ever reaches dying 4, you die. If you're dying, the recovery saving throws from the unconscious condition determine whether you get better or worse (see page 295). If you have 1 HP or more and are conscious, your dying condition decreases by 1 at the end of your turn each round.

Unconscious

You've been knocked out. You can't act; you have the blinded, deafened, and flat-footed conditions; and you take a –4 conditional penalty to AC. When you gain this condition, you fall prone and drop items you are wielding or holding unless the effect states otherwise or the GM determines you're in a position in which you wouldn't. You must attempt a recovery saving throw (see page 295) at the start of each of your turns.

Heroic Recovery

You can spend 1 Hero Point (see page 300) to lose the dying condition and return to 1 Hit Point (if you are at 0 Hit Points) no matter how close to death you are.

Death Effects and Instant Death

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 negative energy: the antithesis of life.

If you are reduced to 0 Hit Points by a death effect, you are slain instantly without needing to reach dying 4. Some effects might state that they kill you outright, which means you gain the dead condition without having to reach dying 4. Other abilities can inflict the dying condition directly, without having to reduce you to 0 Hit Points or to damage you when you're already at 0 Hit Points.

Massive Damage

You die instantly if you ever take damage equal to or greater than double your maximum Hit Points.

Temporary Hit Points

Some spells or abilities give you temporary Hit Points. Keep track of these separately from your other Hit Points, and when you take damage, reduce your temporary Hit Points first. Most temporary Hit Points last for a limited duration. You can't heal 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 HP 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.

ACTIONS AND ACTIVITIES

The primary ways you affect the world around you are actions and activities. **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. During an encounter, you get three actions on your turn and can take them as described on page 305.

Activities usually take longer and require using multiple actions, which must be spent in succession. Stride is an action, but casting *fireball* is an activity, because it lists the specific actions that need to be spent to generate its effect.

Activities

An activity typically involves spending multiple actions to create an effect that's different from merely the sum of those actions. In some cases, usually with spellcasting, an activity can take only 1 action, 1 reaction, or 1 free action.

An activity might cause you to take specific actions. You don't have to spend additional actions to perform them because they're already factored into the activity's required actions. (See Dependant Abilities.)

You have to do an activity all at once. In an encounter, this means you must complete it during your turn, but outside of encounters, activities can take minutes, hours, or days. If an activity gets interrupted in an encounter, you lose all the actions you committed to it. For an activity that occurs outside of encounter mode, you usually lose the time you put in, but no additional time beyond that.

An activity doesn't count as any of its dependent actions or other abilities. For example, the quick 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 took 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.

Dependent Abilities

An action, activity, free action, or reaction might call on you to use a simpler ability—usually one of the actions under Basic Actions on page 307—in a different circumstance or with different effects. The dependent ability still has its normal traits and is modified in any ways listed in the more complex ability. For example, an activity that tells you to Stride up to double your Speed modifies the Stride action by changing how far

you can move. The dependent ability doesn't gain any of the main ability's traits unless specified. As noted under Activities, the ability that allows you to use the dependent action doesn't require you to spend more actions or reactions to use it; the cost is already figured in.

Reactions and Free Actions

In response to certain events, you can use reactions and free actions. Each reaction or free action lists a trigger that must happen for you to perform it. When its trigger is satisfied, you can use the reaction or free action as long as you're not otherwise prevented from doing so. You don't have to use it if you don't want to. There are far fewer basic reactions and free actions that all characters can use than there are basic actions. Your class, feats, and magic items all might allow you to use specific reactions and free actions.

Reactions are usually triggered by other creatures or by events outside your control. In an encounter, you can use only 1 reaction between the start of one of your turns and the start of your next turn. Outside of encounters, it's more flexible and is up to the GM.

Free actions are usually triggered by actions that you use, but many can trigger at the start or end of a turn. Unlike reactions, there's no limit to how many free actions you can use. The exception is that you can use only 1 free action for a given trigger.

Triggers

The triggers listed in the stat blocks of reactions and free actions limit when you can use them. You can use only 1 free action on a single trigger, but you can take both a free action and a reaction on the same trigger. If you somehow get more than 1 reaction per round, you can also use only 1 reaction per trigger. If two triggers are similar, but not identical, the GM determines whether you can use multiple free actions or reactions. This limitation is per creature; more than one creature can use a reaction or free action on a single trigger.

For instance, anyone can Drop an item with a free action, and its trigger (see below) is quite flexible! If you had an item in each hand, you could Drop one at the start of your turn and the other when you start to use an action, but you couldn't drop two when you start to use an action because that's only a single trigger.

> **Trigger** Your turn begins, your turn ends, or you start to use an action.

Disrupting

Various abilities and conditions, such as an Attack of Opportunity, can disrupt an action, reaction, free action, or activity. When an action, reaction, free action, or activity is disrupted, you don't benefit from the effects, though you still spend any actions or reactions and pay any costs. In the case of an activity, you usually lose all actions spent for the activity up through the end of that turn. For instance, a disrupted spellcasting action (see page 196) causes you to lose all the spellcasting actions you've committed to that activity. The GM will decide what effects a disruption causes if it isn't simply negating the effects that would have occurred. For instance, a Leap disrupted midway usually wouldn't send you back to the start of your jump, and an interrupted item transfer might cause the item to fall to the ground.

Effects

When you spend an action, a reaction, or a free action or you engage in an activity, you do so to generate an effect. Effects are how you interact with and affect the game world. Many times just performing an action or completing an activity generates an effect. For instance, if you use the Stride action, the effect is that you move up to your Speed. Other times, you have to roll to determine what effect you generate.

Unless an action, reaction, free action, or activity states otherwise, it affects a single creature or object (often, it affects only you). Some of these—especially spells—have area effects instead, meaning they can affect all creatures and objects within the specified area (see page 299).

An effect might follow some of these common rules.

Duration

Some effects last for a certain duration rather than being resolved instantly. Once the duration has elapsed, the effect expires and ends. The rules use the following wording for durations in general, though spells have some special types detailed on page 196.

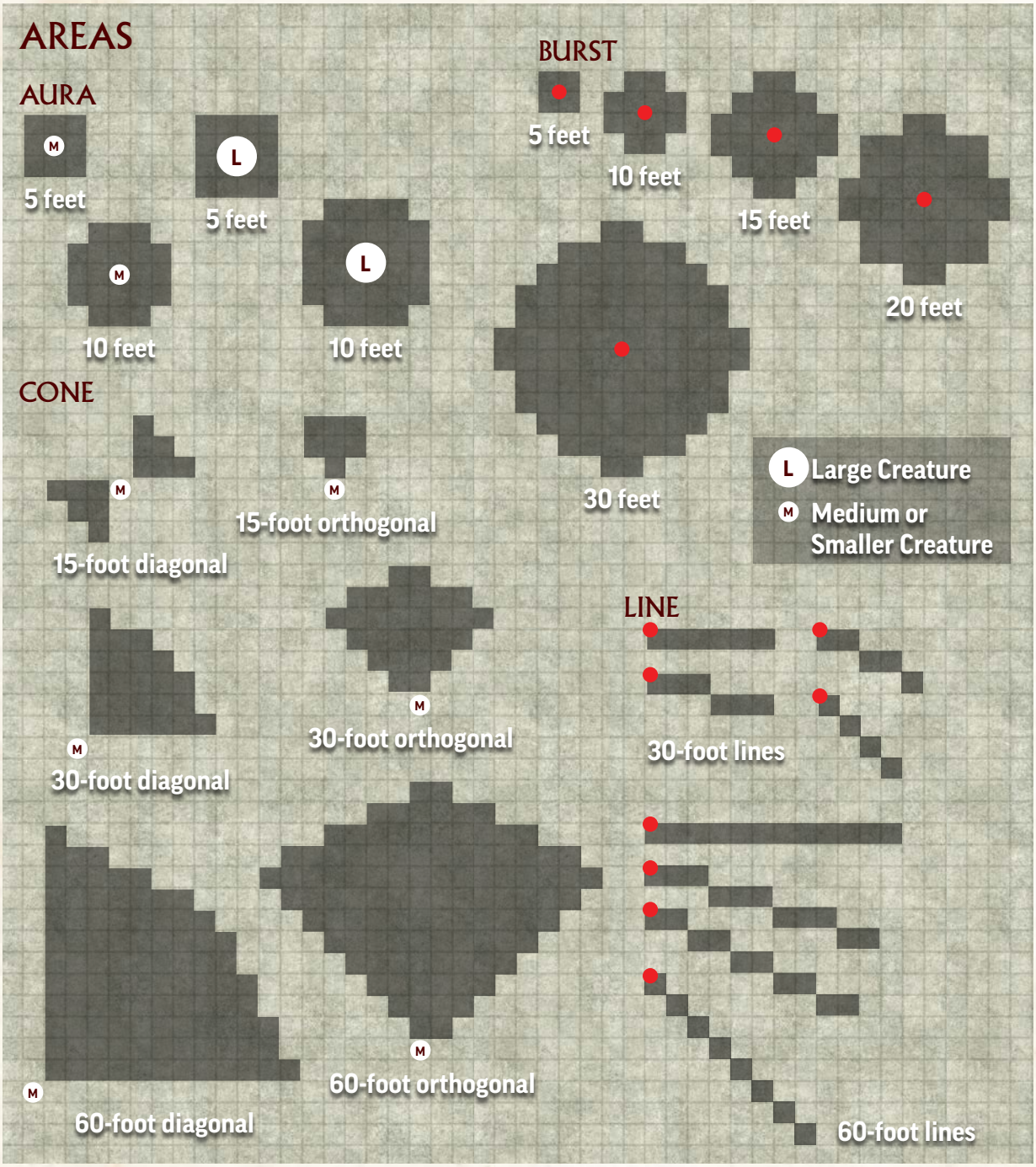
For an effect that lasts a certain number of rounds, its remaining duration decreases by 1 at the start of each turn of the creature that created the effect. This is a common duration for spells or beneficial effects targeting you or your allies. Detrimental effects often last until the end of the target's next turn or through a number of their turns (such as "through the target's next 3 turns"), which means that their duration decreases at the end of the turn rather than the start.

A duration might also end only when a requirement is met or ceases to be true. These effects last while that requirement is met or until it's met, respectively.

Range and Reach

Actions and other abilities that generate an effect typically work within a specified range or a reach.

Ranged and thrown weapons have a **range increment** listed in feet. 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, if you are using a shortbow, your attacks take no penalty against a target



up to 60 feet away, a –2 penalty if a target is 65 to 120 feet away, a –4 if a target is 125 to 180 feet away, and so on, up to a maximum of 300 feet. For spells and arcane or divine actions that list a range, the range is simply the farthest distance the effect can travel.

Reach is how far you can physically reach with your body or a weapon. Melee Strikes rely on reach. Your reach also creates an area around your space where other creatures could trigger reactions. 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.

Line of Effect

You usually need an unblocked path to the target of a spell, the origin point of an area, or the place where you create something with a spell or other ability. This is called the line of effect. If you need to check whether you have a line of effect, draw a line like you do when determining cover (see page 314). Only solid barriers break line of effect. Fog doesn't matter for line of effect, nor do portcullises and other barriers that aren't totally solid. If you're unsure whether a barrier is solid enough, usually a 1-foot-square gap is enough to maintain a line of effect, though the GM makes the final call.

Line of effect also applies to areas. If there's no line of effect between the origin of the area and the target, the target is unaffected by the spell. For example, if there's a solid wall between the origin of a *fireball* and a creature that's within the burst radius, that creature doesn't need to attempt a save against the *fireball* and is unaffected by it. Likewise, any ongoing effects created by an area cease to affect anyone who moves outside of the line of effect.

Areas

An area effect always has a point of origin, and it extends out from that origin. There are four types of areas: auras, bursts, cones, and lines. When you are playing in encounter mode and using a grid, areas are measured in the same way as movement, but areas' movements and effects are never reduced or affected by difficult terrain (see page 312) or screening (see page 314). You can use the area diagrams on page 298 as common reference templates, rather than measuring every square each time.

Aura

An aura issues forth from each side of your space, emanating out to a specified number of feet in all directions. For instance, the *bless* spell's aura radiates 30 feet from the caster. Because the sides of a target's space are used as the starting point for the aura, a Large or larger creature's aura affects a greater overall area than that of a Medium or smaller creature.

The rules for cover apply to auras (see page 314); an aura does not need line of effect to a target, but it must not be entirely cut off from the target (an aura in a lead box would not extend outside the box). Some auras are active for a duration, meaning you can potentially move while the aura is active; in this case, the aura moves with you as you move.

Burst

A burst issues forth in all directions from a single corner of a square, spreading in all directions for a specified radius. For instance, when you cast *fireball*, it detonates in 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 square the burst overlaps. A burst follows the same restrictions as an aura regarding cover or having line of effect.

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 with edge your square, or it must touch a corner of your space if you are aiming diagonally. If you're Large or larger, it 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 out as it goes, as shown in the Areas diagram. For instance, when a green dragon uses its breath weapon, it breathes a cone of poisonous gas that originates at the edge of its square and affects a quarter-circle area 30 feet on each edge.

If you make a cone originate from someone or something else, follow these same rules, using that creature or object's space instead of your own.

Line

A line shoots forth in a 5-foot-wide (or sometimes 10-foot-wide) line from a creature, in a direction of the creature's choosing. The line affects each creature whose square it overlaps. For example, the *lightning bolt* spell's area is a 60-foot line.

Game Conventions

When adjudicating rules, apply these general guidelines. Exceptions to these appear in rules where necessary, and if you're ever uncertain how to apply a rule, the GM decides.

Specific Overrides General

One of the core tenets 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, when attacking a concealed creature you must attempt a flat check against DC 5, and flat checks never have modifiers, bonuses, or penalties, but an ability specifically designed to overcome concealment might still alter your odds.

Rounding

You'll often need to calculate a fraction of a value—most often halving damage or calculating a fraction of a cost when crafting. Always round down when you halve or create a fraction or percentage of something. For example, if a spell deals 7 damage and someone takes half damage from it, they would take 3 damage.

Multiplying

When more than one effect would multiply the same number, you don't multiply more than once. Instead, you 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 of the effects, or the newer effect if the two are equivalent in level. For example, if you were under the effect of a *mage armor* spell and then cast it again, you'd still be under the effect of only one casting of *mage armor*. Casting a spell again on the same target might extend the duration (per the spell's description) or give you a better bonus if it were cast at a higher level the second time, but otherwise doing so gives you no advantage.



HERO POINTS

Your character earns Hero Points for performing heroic deeds or tasks and can spend these Hero Points to gain certain benefits. Your character starts each game session with 1 Hero Point. The GM can award Hero Points when PCs perform further heroic deeds or tasks, or when players do something special for the group. For the characters' actions, this all comes from the story. A character needs to do something selfless or daring beyond normal expectations. Players add Hero Points by taking on at least one additional responsibility, such as bringing food for the group, keeping a map of a dungeon, or taking notes.

Each game session, the GM should award no more than 1 Hero Point per PC for in-game actions plus 1 Hero Point per PC for out-of-game actions. This number can be higher for game sessions longer than 4 hours.

Your character can have a maximum of 3 Hero Points at a given time. These points can't be saved up over the course of multiple sessions; at the end of each game session, your character loses all Hero Points.

Spending Hero Points

Spending Hero Points doesn't require your character to take an action, a reaction, or a free action.

- Spending **1 Hero Point** allows you to stave off death. Anytime you gain the dying condition or your dying condition increases in severity (see page 296), you can spend 1 Hero Point to lose the dying condition entirely, even if the increase in the dying condition would otherwise cause you to die. If you have 0 Hit Points, you also go to 1 Hit Point.
- Spending **2 Hero Points** allows you to reroll a d20 roll. You must use the second result, but if you fail, you regain 1 of the Hero Points you just spent. You can't spend Hero Points more than once on a single roll. This is a fortune effect.
- Spending **3 Hero Points** allows you to act one extra time in an encounter. You can spend the Hero Points on your turn to increase your number of actions for the turn by 1. To take an extra reaction when you've already used your reaction for the round, you spend these Hero Points when the trigger for that reaction occurs. You can't spend Hero Points to use additional actions or reactions if you can't act.

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 involve a lesson learned in a past adventure, could be spurred on by a determination to save someone else in the encounter, or might depend on an item that ended up on their person due to a previous exploit or social interaction. 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, then have you fill in how that comes back just at the right time.

PERCEPTION

Your Perception measures your ability to notice things, search for what's hidden, and tell whether something about a situation is "off." This statistic is frequently used for rolling initiative to determine who goes first in an encounter, and for the Seek action.

You have a Perception modifier based on your Wisdom. Your class determines your proficiency in Perception.

Perception modifier = Wisdom modifier + Perception proficiency modifier + circumstance bonus + conditional bonus + item bonus + circumstance penalty + conditional penalty + item penalty + untyped penalties

In many circumstances, such as when someone's trying to sneak past you, the GM will roll against your Perception DC. Much like skill DCs, your Perception DC is 10 plus your Perception modifier.

LIGHT

The amount of light can affect how well you see things. There are three levels of light: bright light, dim light, and darkness. The rules in this book are presented assuming all creatures are in bright light.

Bright Light

In bright light, creatures and objects can be seen clearly by anyone with normal vision or better. Some types of creatures are dazzled or blinded by bright light.

Dim Light

Areas in shadow or lit by weak light sources are in dim light. Creatures and objects in dim light are concealed (see page 302) to creatures that don't have blindsense, blindsight, darkvision, or low-light vision (see Special Senses below).

Darkness

A creature or object within darkness is considered unseen (see page 303) to those without blindsense, blindsight, or darkvision (see Special Senses below). A creature without these senses is blinded (see page 320) while in darkness, though it might be able to see lit areas beyond the darkness. If a creature can see into a lit area, it can target creatures within that lit area, but it treats such targets as concealed (see page 302).

SENSES

The ways a creature can use Perception depend on its senses.

Precise and Imprecise Senses

A typical character has two prominent senses: vision and hearing. 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 see a creature automatically with a precise sense unless that creature is hiding or obscured by the environment, in which case you have to use the Seek action (see page 308) to detect the creature.

Hearing is an imprecise sense—it isn't sufficient to make out the full range of detail that a precise sense can. You can usually sense (see Sensed on page 303) a creature automatically with an imprecise sense, unless it's using Stealth or 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 action (see page 308) to detect the creature. At best, an imprecise sense can give a creature the sensed condition—it can't make the creature seen.

Pathfinder's rules assume that a given creature has vision as its only precise sense and hearing as its only imprecise sense. Other senses, such as smell, are insufficient to enable a creature to sense another in most circumstances.

Some creatures, however, have precise or imprecise senses that don't match this assumption. For instance, an animal with the scent ability can use its sense of smell as an imprecise sense. A creature with poor vision might treat that sense as imprecise, while a creature with echolocation or a similar ability can use hearing as a precise sense. Such senses are often given special names. Poor vision might be listed as "imprecise vision," while a specialized precise sense might appear as "echolocation" or the like.

Special Senses

While a human might have a difficult time making out creatures in dim light, an elf can see those creatures just fine. And though elves have no problem seeing on a moonlit night, their vision cannot penetrate complete darkness, whereas a dwarf's can.

Special senses grant greater awareness that allows creatures with these senses to either ignore or reduce the effects of the unseen, sensed, or concealed conditions (described in Detecting Creatures on page 302) when it comes to situations that foil normal vision.

Blindsense

Blindsense is an imprecise sense with which a creature can detect things it can't see, out to a specified range. Every version of blindsense uses a particular nonvisual sense. A dragon might use its exceptional scent to smell intruders, while an undead might detect a creature's life force or hear heartbeats. Against a creature taking precautions to avoid visual detection, a creature with blindsense treats sensed creatures as if they were concealed, and treats unseen creatures as if they were sensed. This applies only within the range of the creature's blindsense.

Blindsight

Blindsight is a precise sense other than vision, such as echolocation, that a creature can use to perceive details in a same way a human uses vision, out to a specified range. As

DETECTING WITH OTHER SENSES

If a monster uses a sense other than vision as a precise sense, the GM can adapt the system for detecting creatures to equivalents that work with those senses. For example, a creature that has echolocation might use hearing as a primary sense, treating creatures as "heard" if it can directly hear them, concealed if they're in a noisy chamber, sensed if it has located them, and "unheard" if it can't hear their location at all. Many abilities that apply when a creature is unseen would still apply if it were unheard, though the GM might determine ones that are explicitly visual in nature don't.

Using Stealth with Other Senses

The Stealth skill is designed to use Hide for avoiding visual detection and Sneak to avoid being heard. For many special senses, a player can describe how they're avoiding detection by a 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. A character using Stealth in this way overrides the usual rules by which special senses detect creatures. For instance, when you successfully Hide from a creature with blindsight, it treats you as sensed as normal for the Hide action instead of treating you as seen as it normally does for sensed creatures.

In some cases, rolling a Dexterity-based Stealth skill check doesn't make the most sense. For example, when facing a monster that can detect heartbeats, to avoid being detected a PC might need to meditate to slow their heart rate, using Wisdom instead of Dexterity as the ability modifier for the Stealth check. When going up against multiple senses, such as if the monster could also hear or see, the PC would use the lowest applicable ability modifier for her check.

with blindsense, every version of blindsight is a particular nonvisual sense. Against a creature taking precautions to avoid visual detection, creatures with blindsight treat unseen creatures as if they were concealed, and concealed or sensed creatures as if they were seen. This applies only within the range of the creature's blindsight.

Darkvision

A creature with 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-level *darkness* spell, block darkvision. However, a creature with greater darkvision can see through even these forms of magical darkness.

Low-Light Vision

A creature with low-light vision does not treat creatures or objects within dim light as concealed.

Scent

Scent involves sensing creatures or objects by smell. It is an imprecise sense within its range, but it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude 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. In essence, scent is equivalent to blindsense via scent.

Tremorsense

Tremorsense allows a creature to feel the vibrations caused by movement through a solid surface. It is an imprecise sense within its range, but it functions only if both the detecting and the target creatures are on or in the same surface and the target creatures are moving along (or burrowing through) it. In essence, tremorsense is equivalent to blindsense via detecting tremors.

DETECTING CREATURES

There are four states that measure the degree to which you can sense a creature: seen, concealed, sensed, and unseen. When you're trying to target a creature that's harder to see or otherwise sense, various drawbacks apply. Most of these rules apply to objects you're trying to detect as well as creatures.

Typically, the GM tracks how well creatures can detect one another, since neither party has perfect information. For example, you might think a creature is in the last place you sensed it, but it was actually able to Sneak away. Or you might think a creature can't see you in the darkness, but it has darkvision.

You can attempt to avoid detection by using the Stealth skill to Hide or Sneak (see page 158) or by using Deception to Create a Diversion (see page 148).

Seen

In most circumstances, you can see creatures without difficulty and target them normally, but various situations might make targeting more difficult. If you can't, you'll need to factor in the targeting restrictions that follow. See the Detecting with Other Senses sidebar for advice regarding creatures that don't use sight as their primary sense.

Concealed

A creature is concealed from you if it's in mist, within dim light, or amid something else that obscures sight but does not provide a physical barrier to effects. An effect or type of terrain that describes an area of concealment makes all creatures within it concealed.

When you target a creature that's concealed from you, before you roll to determine your effect, you must attempt a DC 5 flat check. If you fail that check, you don't affect the target. Sometimes the level of concealment is so great that a creature is considered merely sensed instead of seen and concealed.



Sensed

A creature that's sensed is only barely perceptible. You know what space the sensed creature occupies, but little else. Perhaps the creature just moved behind cover and successfully used the Hide action. Maybe you've been blinded or the creature is under the effects of *invisibility*, but you used Seek to determine its general location based on hearing alone. Your target might be in a deep fogbank or behind a waterfall, where you can see some movement but can't determine an exact location.

When targeting a creature that you sense, before you roll to determine your effect, you must attempt a DC 11 flat check. If you fail that check, you don't affect the target. You're still flat-footed to the creature whether you successfully target it or not.

Unseen

If a creature is unseen, you have no idea where it is. You don't know what space it occupies, you're flat-footed to it, and you can't easily target it with attacks or targeted spells and affects. Using the Seek action can help you detect an unseen creature, usually making it sensed.

Targeting an unseen creature is difficult. However, if you suspect there's a creature around, you can pick a square and attempt an attack. This works like targeting a sensed creature, but the flat check and attack roll are rolled in secret by the GM. The GM won't tell you if you missed due to failing the flat check, rolling an insufficient attack roll, or choosing the wrong square.

For instance, suppose an enemy elf wizard became invisible and then Sneaked away. You suspect that with the elf's Speed of 30 feet, he 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 she knows that you were not quite correct—the elf was actually in the adjacent space! She 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!

Invisible

A creature that's invisible (by way of the *invisibility* spell, a *ring of invisibility*, or some other magic item, spell effect, or special ability) is automatically unseen to everyone.

You can use the Seek action to attempt to detect an invisible creature, making it sensed to you on a successful Perception check. This lasts until the invisible creature uses Sneak to become unseen again. If the creature becomes invisible while seen by you, it starts out sensed, since you know where it was when it became invisible, though it can proceed to Sneak after becoming invisible to become unseen.

Other effects might make an invisible creature sensed or even concealed. For instance, if you were tracking an invisible creature's footprints through the snow, the footprints would make it sensed, and throwing a net over an invisible creature would make it concealed for as long as the net is on the creature.

ENCOUNTER MODE

When every action counts, you enter the encounter mode of play. In this mode, you have turns during which you use actions. Your turn in sequence with everybody else's turns makes up a round. A round is 6 seconds of time in the game world. Depending on the details of the encounter, you may have the opportunity to use reactions and free actions, both on your turn and on others' turns.

STRUCTURE

An encounter is played out in a series of encounter rounds, during which characters act in sequence. You roll a special kind of check to determine this order at the start of the encounter and then play through a series of rounds until a conclusion is reached and the encounter ends. An encounter is structured as follows.

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 characters will take their turns. This roll marks the start of an encounter. More often than not, you'll roll initiative when you enter a battle, which is often called a combat encounter. As a default assumption, these rules are written for that type of encounter.

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 the GM might call on you to make some other type of check for the initiative check. For instance, if you were Sneaking during exploration (see page 317), you'd roll a Stealth check instead. Alternatively, a social encounter could call for a Deception or Diplomacy check. If you are about to start a wrestling match, the GM might ask how you want to play the opening move in the competition and decide based on your answer that your initiative roll should be an Athletics or Acrobatics check.

The GM rolls initiative for any potential adversaries in the encounter. If the potential adversaries include a number of identical creatures, she could roll once for the group as a whole and have them take their turns within the group in any order she wishes. She could even change the initiative order within the group from round to round. The GM could also roll any or all creatures individually.

Unlike a typical check, initiative rolls are ranked instead of being compared to a DC. This ranking sets the initiative order in which the encounter's participants act. The character with the highest result goes first. The second highest then follows, and so on until whoever rolled lowest takes their turn last.

If your initiative roll result is tied with an opponent's result, that opponent goes first. If your initiative roll result is tied with another player character's result, you can decide between yourselves who goes first when you reach that place in the initiative order. Once you've resolved who goes first, your places in the initiative order usually don't change during the encounter.

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 of their turns by using certain 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 need to follow the initiative order, and a more free-form style of play resumes, with the players typically moving into exploration mode (see page 316). Sometimes at the end of an encounter a GM will award Experience Points and treasure for the party to divvy up.

TURNS

When it's your turn to act, you can use actions ◆ and applicable activities, free actions ◇, and reactions ◆; when you're finished, your turn ends and the character next in the initiative order begins their turn. Sometimes it's important to note in what point 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, and it's also a common point for tracking the passage of time for effects that last multiple rounds.

Take the following steps, plus do anything else that is specified to happen at the start of your turn, in any order you choose.

- If you created an effect that lasts for a certain number of rounds, you reduce the number of rounds remaining. The effect ends if the duration has expired. For example, if you cast a spell on yourself that lasts 3 rounds on 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 free actions or reactions that have a trigger of "Your turn begins" or something similar.
- If you're dying or unconscious, attempt your recovery saving throw (see page 295).

The last step of starting your turn is always the same.

- Regain your 3 actions and 1 reaction. If you have not spent your actions or your reaction from your last turn, you lose them. You can't hold over actions or reactions from one turn to another turn. Some abilities or conditions (such as the quick and slowed conditions) can change how many actions you regain and whether you regain your reaction. If a condition prevents you from being able to act, you don't regain any actions or your reaction.

Step 2: Act

You can spend actions in any order you wish during your turn. What actions you can use often depend on your skills, feats, and items, but there are a number of default actions you can take, described under Basic Actions on page 307. Some effects will prevent you from acting. If you can't act, you can't use actions, activities, reactions, or free actions.

During an encounter, successive actions must be spent within a single turn—if an activity requires 3 actions, you can't spend 2 actions in one turn and the third on your next turn.

Once you have spent all 3 of your actions, your turn is over and the next creature's turn begins. You can always forgo using any remaining actions, and end your turn instead. As soon as your turn ends, you lose all your remaining actions.

Multiple Attack Penalty

Attacks are particularly strenuous and become less and less effective the more you use them during a single turn. The second time you use an attack action (anything with the attack trait) during your turn, you take a –5 penalty to your attack roll. On your third attack (and any subsequent attacks if you have a way to take more) you take a –10 penalty. This penalty is called your multiple attack penalty. The multiple attack penalty applies only on your turn and resets at the end of your turn. Attacks you can make outside of your turn might include their own penalties.

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 of this, as are several skill activities. 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 don't get any of the activity's actions back. Activities are described in full on page 296.

Reactions in Encounters

Your reactions let you respond to what's happening around you immediately. The GM determines whether you can use reactions before your first turn begins, depending on the situation in which the encounter happens.

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 the names of adversaries the PCs have yet to identify.

Once the encounter's order is set, it's not necessary to track the original initiative numbers. The GM can create a simple list, use a series of cards or other markers, or use a *Pathfinder Combat Pad*, which has magnetic markers to allow for easily rearranging the initiative order.

Changing the Initiative Order

Any method used to track the initiative order needs to be flexible, because the order can change during the encounter. A creature can Delay to change its place in the order (see page 307), in which case you can erase it from the list or pull its marker aside until it reenters the initiative order. It can Ready (see page 308) to use an action that's activated by a trigger but that does not change its place in the order. When a creature gets knocked out, its initiative order changes automatically (see page 295).

Striding and Striking

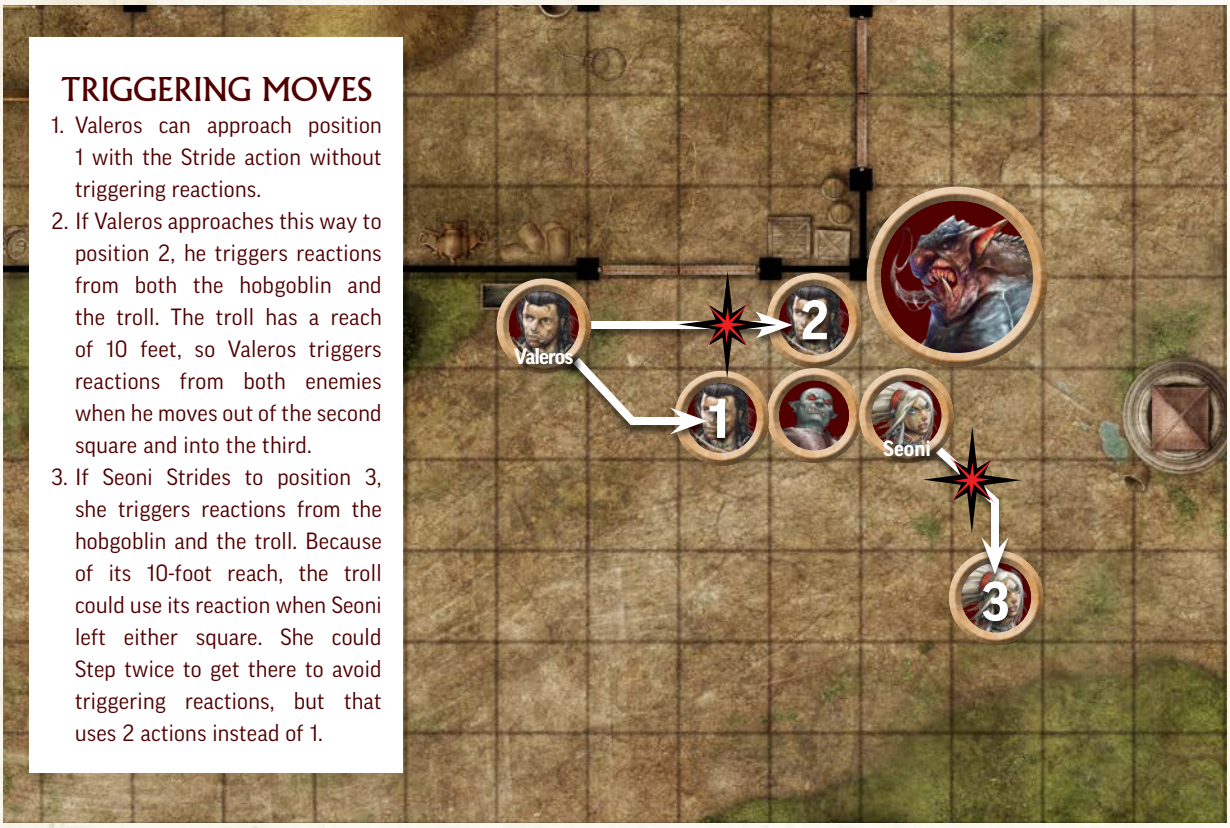
Two of the simplest actions you'll commonly use during your turn in combat are Stride and Strike (see page 308).

Stride is an action with the move trait that allows you to move up to your Speed in feet. You'll often need to Stride multiple times to reach a foe who's far away or to run from danger! Reactions in the game are often triggered by move actions. Unlike other actions, however, a move action can trigger reactions and free actions not only when you start, but also every 5 feet you move during that action or reaction. The Step action (see page 308) lets you move 5 feet without triggering reactions.

Strike is an action with the attack trait that allows you to attack with a weapon you're wielding or an unarmed attack (such as with a fist).

You have to attack a creature within your reach if you're using a melee weapon or unarmed attack, or attack a creature within range if you're attacking with a ranged weapon. Your reach is how far you can physically extend a part of your body to make an unarmed attack or the farthest distance you can reach with a melee weapon. This is typically 5 feet, but special weapons and larger creatures have longer reaches. Your range is how far away you can attack with a ranged weapon or with some form of magical attack. Different weapons and magical attacks have different maximum ranges, and they get less effective if you exceed their range increments.

Striking multiple times has diminishing returns. The multiple attack penalty applies to attacks after the first, whether those attacks are Strikes, special attacks like the grapple use of the Athletics skill, or attacks from spells.



TRIGGERING MOVES

1. Valeros can approach position 1 with the Stride action without triggering reactions.
2. If Valeros approaches this way to position 2, he triggers reactions from both the hobgoblin and the troll. The troll has a reach of 10 feet, so Valeros triggers reactions from both enemies when he moves out of the second square and into the third.
3. If Seoni Strides to position 3, she triggers reactions from the hobgoblin and the troll. Because of its 10-foot reach, the troll could use its reaction when Seoni left either square. She could Step twice to get there to avoid triggering reactions, but that uses 2 actions instead of 1.

Once your first turn begins and you gain your actions and reaction, you can use 1 reaction per round anytime it's triggered. Reactions can be used on anyone's turn (including your own) but only when a trigger is satisfied. If you don't use your reaction, you lose it at the start of your next turn, though you typically gain a reaction at the start of that turn.

Some reactions are specifically meant to be used in combat, and can change how the battle plays out drastically! One example of a reaction is Attack of Opportunity, which fighters receive at 1st level.

ATTACK OF OPPORTUNITY

Fighter **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.

Make a melee Strike against the triggering creature at a –2 penalty. If the attack hits 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 it.

This reaction allows you to make a melee Strike if a creature within reach uses a manipulate action, uses a move action, makes a ranged attack, or leaves a square during a move action it's using. The Triggering Moves diagram above illustrates examples of movements that might trigger an Attack of Opportunity from a creature without reach and one with reach.

You'll notice this reaction allows you to use a modified basic action, a Strike. This follows the rules on dependent abilities found on page 296. Because an Attack of Opportunity is a quick and opportunistic Strike, you take a –2 penalty when using it, and even though it is an attack action, it doesn't incur a multiple attack penalty to the attack roll.

Step 3: End Your Turn

Once you've done all the things you want to do with your actions, you reach the end of your turn. Take the following steps, plus resolve anything else specified to happen at the end of your turn, in any order you choose. You then pass play to the next character in the initiative order.

- End any effects that last until the end of your turn. For example, spells with a duration of concentration end at the end of your turn unless you use the Concentrate on 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 or end them during this step.
- If you have a persistent damage condition, you take the damage at this point. You also attempt any saves for your afflictions at this time. Many other conditions change at the end of your turn, such as the frightened condition decreasing in severity.
- You can use free actions or reactions that have a trigger of "Your turn ends" or something similar.

BASIC ACTIONS

These basic functions of the game are available to all creatures, and are how the game represents common tasks like moving around, attacking, and helping others. Every creature can use basic actions, activities, free actions, and reactions except in some extreme circumstances, and many are used with great frequency. 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 up to double your Speed instead of just up to your Speed, and a large number of activities include a Strike.

Actions that are used less frequently but are still open to most creatures are presented in Specialty Basic Actions and Reactions on page 309. These typically have requirements that characters are less likely to meet, such as wielding a shield or having a burrow Speed.

If you can cast spells, the activities and actions for spellcasting can be found on pages 195–196, and if you have any magic items, the activities and actions for using those appear on page 376.

AID

Trigger An ally is about to use an action, activity, free action, or reaction that requires a skill check.

Requirements The ally is willing to accept your aid, and you have prepared to help (see below).

You try to aid your ally's check in some way. 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 she determines whether you can Aid your ally.

When you use your Aid reaction, attempt a skill check of a type decided by the GM. The typical DC for Aid is 15, but at the GM's discretion this might change to DC 20 for particularly hard tasks or DC 10 for particularly easy tasks. The GM can add any relevant traits to your Aid reaction or to your preparatory action depending on the situation.

Success You grant your ally a +2 circumstance bonus to the triggering skill check.

Critical Success You grant your ally a +4 circumstance bonus to the triggering skill check.

Critical Failure Your ally takes a –2 circumstance penalty to the triggering skill check.

ASSIST

Attack **Requirements** An enemy is within your melee reach, and is within the reach of one or more of your allies.

You help an ally attack the enemy or foil the enemy's attacks against one of your allies. Choose one enemy you're adjacent to and one ally adjacent to that enemy. Then, attempt a melee attack against the enemy's AC.

Success The creature takes no damage. Instead, you either impose a –2 circumstance penalty to the enemy's attack rolls against your chosen ally, or you grant your chosen ally a +2 circumstance bonus to attack rolls against your chosen enemy. You choose which effect you create. The penalty or bonus lasts until the start of your next turn.

Critical Success As a success, but the penalty is –4 or the bonus is +4.

Critical Failure Your chosen enemy either gains a +2 circumstance bonus to attack rolls against your chosen ally or your chosen ally takes a –2 penalty to attack rolls against the chosen enemy. Your chosen enemy decides which of these effects occurs. The penalty or bonus lasts until the start of your next turn.

CRAWL

Move **Requirements** You are prone and your Speed is at least 10 feet.

You move 5 feet.

DELAY

Trigger Your turn begins.

You bide your time, waiting 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 you would have normally taken 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 at this point. 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

Manipulate **Trigger** Your turn begins, your turn ends, or you start to use an action.

You drop an item you're holding in your hand or hands. Unlike most manipulate actions, Drop does not trigger reactions such as Attack of Opportunity.

DROP PRONE

Move You fall prone.

INTERACT

Manipulate You use your hand or hands to manipulate an object or the terrain. You grab an unattended or stored object, open a door, or do some similar action. You may have to attempt a skill check to determine if your Interact action was successful.

SPEAKING

As long as you can act, you can also speak. You don't need to spend any type of action, reaction, or free 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 or providing a Verbal casting action, can 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.

CRITICAL HIT DAMAGE

When you double the damage on a critical success with a Strike, or with any other action or activity that multiplies damage, use the following rules to determine which values you multiply.

- Roll double the usual number of damage dice for your weapon or unarmed attack.
- Add double your ability modifier to damage, if one applies.
- Add double any circumstance and conditional bonuses and penalties to damage.
- Don't double extra damage that occurs only on a critical hit, such as the damage from the deadly weapon trait.

LEAP

Move

You take a careful but short jump. You can Leap 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).

If you make a vertical Leap, you can move up to 3 feet vertically and 5 feet horizontally onto an elevated surface.

Jumping a greater distance requires using the Athletics skill (see pages 146-147).

READY

Concentrate

You prepare to use an action that will occur outside your turn. Choose a single action you can use and designate a trigger. Your turn then ends. If the trigger you choose 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).

If you have a multiple attack penalty and your readied action is an attack action, your readied attack takes the multiple attack penalty as if you had spent your readied attack on your turn. This is one of the few times the multiple attack penalty applies when it's not your turn. For more information about multiple attack penalties, see page 305.

SEEK

Concentrate Secret

You scan an area for signs of unseen creatures or hidden objects. If you're scanning for signs of unseen creatures, choose either a 30-foot cone or a 15-foot burst within line of sight. The GM attempts a single secret Perception check (see page 293) for you and compares the result to the Stealth DCs of any unseen creatures within the area. If your result is greater than the Stealth DC of a creature, you sense the creature until it Sneaks (see page 158) or otherwise avoids your detection (see Senses on page 301).

If you're using Seek to search for hidden objects such as secret doors or hazards, you search up to a 10-foot square adjacent to you. You may need to spend more than 1 Seek action for larger areas or if the area to be searched is cluttered. If your Perception check result equals or exceeds the DC of a hidden object (as determined by the GM or by the character Concealing the Object), you either learn its location or gain a clue as to its location (GM's choice).

STAND

Move

You stand up from 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 Attacks of Opportunity, based on move actions or on leaving or entering a square. You can't Step into difficult terrain or greater difficult terrain (see page 312).

STRIDE

Move

Move up to your Speed (see page 310).

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 the attack roll for the weapon or unarmed attack you are using and compare the result to the target creature's AC to determine the effect. See Melee Strikes and Ranged Strikes on page 17 for details on calculating your attack and damage rolls.

Success You deal damage according to the weapon or unarmed attack, including any circumstance and conditional bonuses and penalties.

Critical Success You critically succeed at an attack roll, dealing double damage. See the Critical Hit Damage sidebar above for more information.

TAKE COVER

Requirements You are benefiting from cover or are near a feature that allows you to take cover.

You press yourself against a wall or duck behind an obstacle to take better advantage of cover (see Cover on page 314). If you would gain a +2 circumstance bonus to AC and Reflex saves due to cover, you instead gain a +4 circumstance bonus to AC and Reflex saves from the cover while you're taking cover. Otherwise, you gain the normal benefits of cover. This lasts until you move from your current space, use an attack action, become

unconscious, or end this effect as a free action triggered by the start or end of your turn.

SPECIALTY BASIC ACTIONS AND REACTIONS

These actions and reactions are useful only under specific circumstances. Some require you to have a special movement type, as detailed on page 310.

ARREST A FALL

Trigger You fall.

Requirements You have a fly Speed.

You attempt an Acrobatics check to slow your fall (see Falling on page 310). The DC is typically 15, but it might be higher due to air turbulence or other circumstances.

Success You fall gently, taking no damage from the fall.

BREATHE DEEP

Concentrate

You take a deep breath. If you go without air at any point before the start of your next turn, you can use twice as many actions before you start suffocating (see page 315).

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.

FLY

Move

Requirements You have a fly Speed.

You move through the air up to your fly Speed. Moving upward (straight up or diagonally) counts as traveling 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.

MOUNT

Move

Requirements You are adjacent to an allied animal companion or to a creature at least one size larger than you that you've controlled using the Handle an Animal action (see page 153).

You move onto the controlled 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

Manipulate Visual

Requirements A creature is not unseen by you, but it is unseen by one or more of your allies.

You indicate a creature that you can see to one or more allies, gesturing in a direction and describing the distance verbally. Allies treat that creature as sensed rather than unseen (see page 303). This works only for allies who can see you and are in a position where they could potentially sense 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 the distance to the target and believe it to be 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 bonuses to AC and TAC as circumstance bonuses and you can use the Shield Block reaction. Your shield remains raised until the start of your next turn.

SHIELD BLOCK

Trigger While you have your shield raised, you take damage from a physical attack.

You snap your shield into place to deflect a blow. Your shield prevents you from taking an amount of damage up to its Hardness—the shield takes this damage instead, possibly becoming dented or broken. See page 175 for rules on dented and broken items.



MOVEMENT AND POSITION

Whether across the battlefield, through crowded city streets, or along the corridors of a dangerous dungeon, your movement and position determine how you can interact with the world. Moving around in exploration and downtime modes is relatively fluid and free-form. Movement in encounter mode, in contrast, is rigid and governed by a number of rules explained in Movement in Encounter Mode (see page 311).

MOVEMENT TYPES

Creatures in Pathfinder have a variety of ways to move around, from dashing across the ground and soaring through the clouds to knifing through swift ocean currents, scaling sheer cliff sides, and even tunneling underfoot.

Speed

The Speed statistic—also called land Speed—that most player characters and monsters have indicates how far they can move across the ground. When you use the Stride action, you move a number of feet equal to your Speed. Numerous other abilities 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.

Other Movement Types

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. 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.

Switching from one movement type to another requires ending your movement in the first type and using a new action in the second. For instance, if you Climbed 10 feet to the top of a cliff, you could then Stride forward 10 feet.

Burrow Speed

A burrow Speed lets you tunnel through the ground. You can use the Burrow action (see page 309) if you have a burrow Speed. Burrowing doesn't normally leave behind a tunnel unless the ability specifically states that it does.

Climb Speed

A climb Speed allows you to climb up or down inclines and vertical surfaces. Instead of needing to roll Athletics checks to Climb, 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. Your climb Speed grants you a +4 circumstance bonus to Athletics checks to Climb.

You're not flat-footed while climbing if you have a climb Speed.

Fly Speed

As long as you have a fly Speed, you can use the Fly and Arrest a Fall actions (see page 309). You can also attempt to Maneuver in Flight if you're trained in the Acrobatics skill (see page 145).

Wind conditions can affect how you Fly. In general, moving against the wind counts 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 Movement in Encounter Mode on page 311.

Upward and downward movement are relative to the gravity in your area; if you're Flying in a place without 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 rolling Athletics checks to Swim, you automatically succeed and move up to your swim Speed instead of the listed distance. You still treat moving up or down as difficult terrain.

You might still have to attempt checks 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. 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 (see page 315).

FALLING

When you fall more than 5 feet, you take bludgeoning damage when you land 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're knocked prone when you land.

You can Grab an Edge as a reaction using the Acrobatics skill (see page 144) to reduce the damage from some falls. 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. On a success, it takes bludgeoning damage equal to one-quarter the falling damage you took, on a critical success it takes no damage, on a failure it takes bludgeoning damage equal to half the falling damage you took, and on a critical failure it takes the same amount of falling damage you took.

Falling Objects

A dropped object takes damage just like a falling creature. If it lands on a creature, that creature can attempt a Reflex save using the same rules as a creature falling on a creature. Hazards and spells that involve falling objects, such as a rockslide, have their own rules about how they interact with creatures and the damage they deal.

FORCED MOVEMENT

When an effect forces you to move or if you start falling, that movement is defined by the effect that moved you, not by your Speed. Because you're not acting to move, this doesn't trigger reactions that are triggered by movement.

MOVEMENT IN ENCOUNTER MODE

Your movement during encounter mode depends on the actions and other abilities you use. Whether you Stride or 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 (see page 310).

When the rules refer to a **movement cost** or **spending movement**, they are referring to how many feet of your Speed it costs to move from one point to another. Normally, movement costs 5 feet per square when you're moving on a battle grid, or it costs the number of feet you move if you're not using a grid. However, sometimes it's harder to move a certain distance due to difficult terrain (see page 312) or other factors. In such a case, you might have to spend a different amount of movement to move from one place to another. For example, a form of movement might require you to spend 10 feet of movement to move 1 square, and moving through some types of terrain costs an extra 5 feet of movement per square.

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 square traveled.

Because moving through spaces on a diagonal covers more ground, 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 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 need to track your total diagonal movement across all your movement during your turn, but you reset your count at the end of your turn.

Move Triggers

Some reactions and free actions are triggered by a creature using an action or ability with the move trait (also known as move actions and move abilities). The most common is Attack of Opportunity (see page 306), which allows a creature to Strike a moving foe. Actions or abilities with the move trait can trigger reactions or free actions throughout the course of the distance traveled (although no more than once for a given creature). Each time you exit a square (or move 5 feet, if you aren't using a grid to track movement) that is within a creature's reach, your movement triggers those reactions and free actions. If you use a move action or move ability but don't move into another square (or you move less than 5 feet, if not using a grid), the trigger happens at the end of that action or ability instead.

Some exceptions, such as Step, don't trigger reactions or free actions based on movement.

Moving through a Creature's Space

You can move through a willing creature's space. If you want to move through an unwilling creature's space, you have to either attempt an Athletics check to Shove it out of the way or Tumble Through that creature's space using the Acrobatics skill. You can't end your movement in a square occupied by another creature, though you can end a move action in its square provided 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 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.

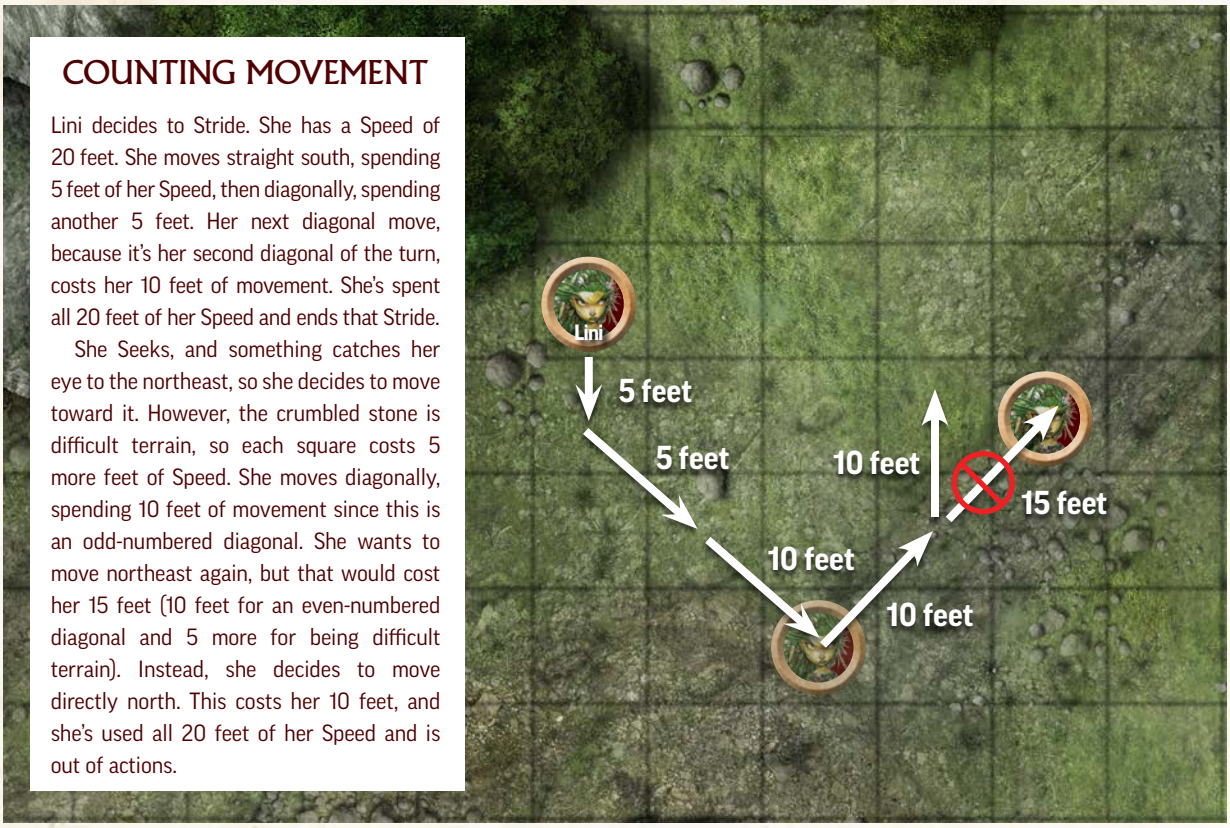
Creatures of Different Sizes

In most cases, you can move through the space of a creature at least three sizes (see page 313) larger than you. This means a Medium creature can move through the space of a Gargantuan creature and a Small creature can

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, and she's used all 20 feet of her Speed and is out of actions.



move through the space of a Huge 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 significantly larger or smaller creature.

Tiny creatures are an exception. They can move through any creatures' spaces and can even end their movement there. See page 313 for more on Tiny creatures.

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 the same way 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, can squeeze into the space, or are unable to move into the square at all.

TERRAIN

Several types of terrain can complicate your movement by slowing you down, damaging you, or endangering you.

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 when moving diagonally.

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. Certain other abilities let you ignore difficult terrain on foot; such an ability also allows you to move through greater difficult terrain at the same Speed cost as for difficult terrain, though these abilities don't let you ignore greater difficult terrain unless the ability specifies otherwise.

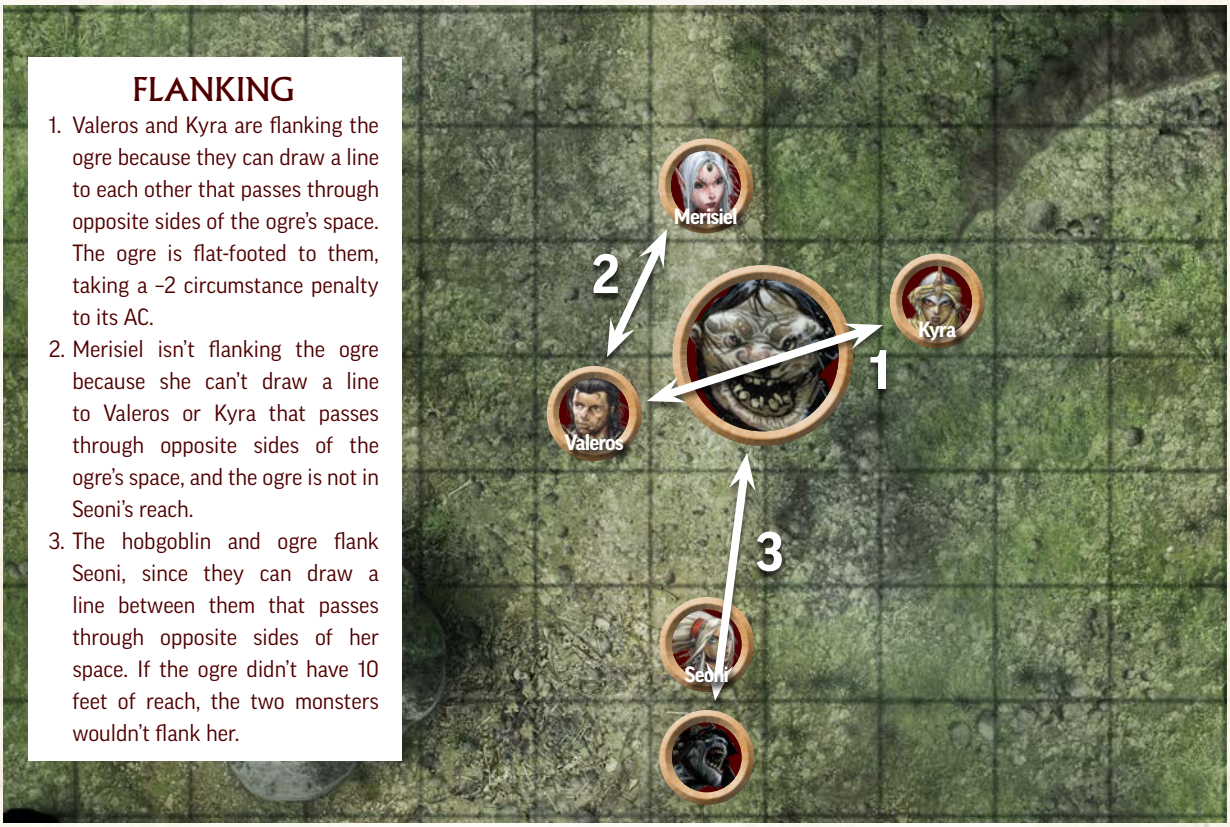
You can't Step into difficult terrain (see page 308).

Hazardous Terrain

Hazardous terrain damages you whenever you move through it. For instance, an acid pool, a pit of burning embers, and a spike-filled passageway are all examples of hazardous terrain. The amount and type of damage depends on the specific hazardous terrain.

Narrow Surfaces

A narrow surface is so precariously thin that you need to Balance (see Acrobatics on page 144) or risk falling. Even on a success, you are flat-footed on a narrow surface. Each time you are hit by an attack or fail a save



on a narrow surface, you need to Maintain Balance (see page 144) to avoid falling.

Uneven Ground

Uneven ground is an area unsteady enough that you need to Balance (see Acrobatics on page 144) or risk falling prone and possibly injuring yourself, depending on the specifics of the uneven ground. You are flat-footed on uneven ground. Each time you are hit by an attack or fail a save on uneven ground, you need to Maintain Balance (see page 144) to avoid falling 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 flat-footed when Climbing an incline.

SIZE AND SPACE

Creatures and objects come in various sizes that occupy different amounts of space. The sizes and the spaces they each take up on a grid are listed in Table 9–1: Sizes. This table also lists the typical reach for creatures of each size, split into values for tall creatures (such as most bipeds) and long creatures (like most quadrupeds). See page 297 for more information 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 (four squares on the grid). 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. Rules for moving through other creatures' spaces appear on page 311.

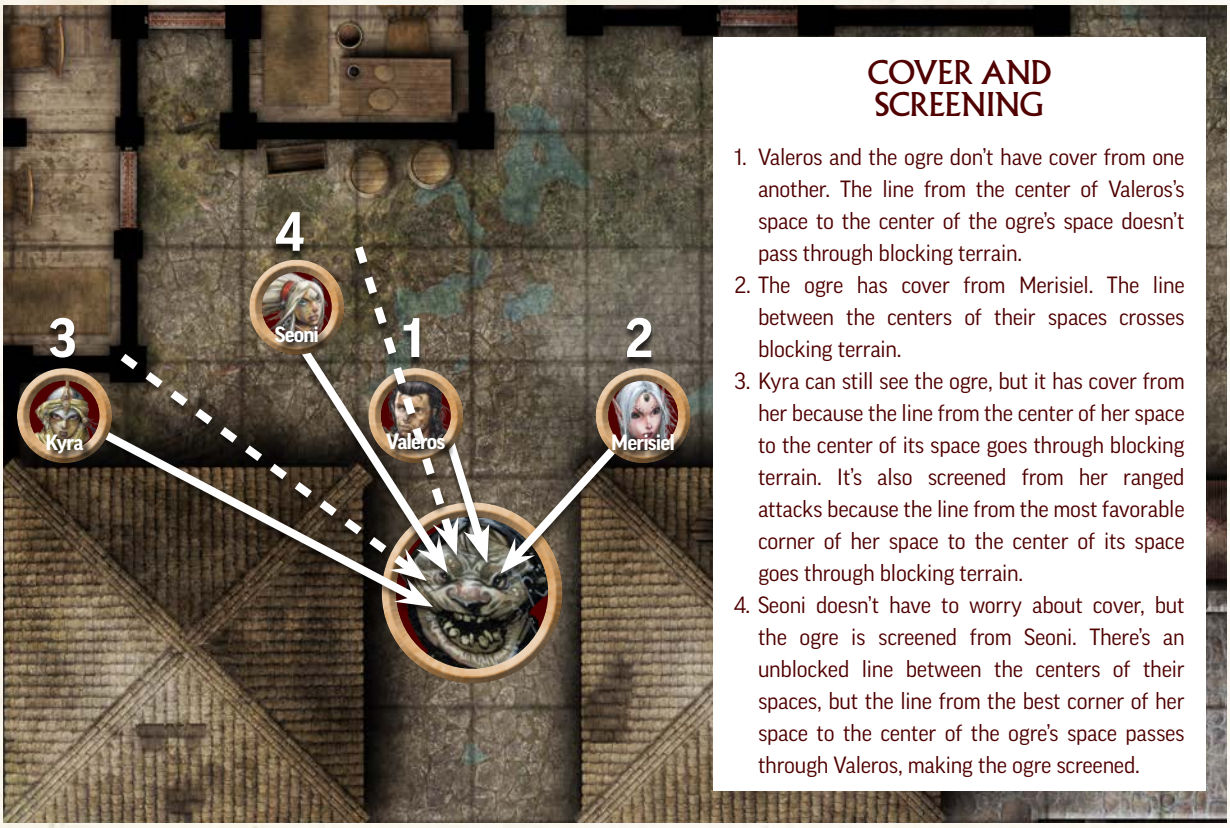
TABLE 9-1: SIZES

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

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 occupy a space occupied by a larger creature as well, and, if their reach is 0 feet, they must do so in order to attack.

FLANKING

When you and an ally are on opposite sides of an enemy, you're flanking that enemy. While the enemy is flanked, it is flat-footed (taking a –2 circumstance penalty to AC) to the creatures who are flanking it. To flank a foe, you and your ally must be on opposites sides or opposite corners of the creature. A line drawn between the center of your space to the center of your ally's space must pass through either opposite sides or opposite corners of the enemy's space.



COVER AND SCREENING

1. Valeros and the ogre don't have 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.
2. The ogre has cover from Merisiel. The line between the centers of their spaces crosses blocking terrain.
3. Kyra can still see the ogre, but it has cover from her because the line from the center of her space to the center of its space goes through blocking terrain. It's also screened from her ranged attacks because the line from the most favorable corner of her space to the center of its space goes through blocking terrain.
4. Seoni doesn't have to worry about cover, but the ogre is screened from Seoni. There's an unblocked line between the centers of their spaces, but the line from the best corner of her space to the center of the ogre's space passes through Valeros, making the ogre screened.

Both you and the ally have to be **threatening** that enemy: this means you both must be wielding weapons or ready to make unarmed attacks and not under any effects that prevent you from making attacks. If you have reach, you determine whether you are flanking creatures out to the distance of your reach because you threaten all of those squares.

COVER

When you are behind a wall or some other hard surface that could potentially block weapons and other effects, you are behind cover. If you are behind cover, you gain a +2 circumstance bonus to your AC as well as to your Reflex saving throws against area effects. You can increase this bonus to +4 by Taking Cover (see page 308). A creature with cover can attempt to use Stealth to conceal its presence with the Hide action (see page 158).

To determine whether a target has cover from an attack, the attacking creature or object draws a line from the center of its space to the center of the target's space. If that line passes through any blocking terrain, the target has cover. The cover grants that creature a +2 circumstance bonus to AC against the attack.

When cover might benefit a creature attempting a Reflex saving throw against an area effect, draw the line from the effect's point of origin to the center of the creature's space. If the line passes though blocking terrain, the target has cover against the area effect.

The Game Master might determine that a creature does not have cover if the blocking terrain is not sufficiently large. For example, a Huge dragon probably wouldn't receive any benefit from being behind a 1-foot-diameter pillar, since most of its body could be targeted easily.

Cover from 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 entire space is considered blocking terrain for the purpose of determining cover.

SCREENING

When you're attempting a ranged attack, or a melee attack against a nonadjacent target, your target might be screened from you if another creature is between you. If you must attack or shoot through the space of a creature that's one size smaller than you or larger, your target is screened from you and gains a +1 circumstance bonus to AC against your attack. Unlike cover and the concealed condition (see page 320), being screened doesn't allow a creature to attempt to Hide.

To determine whether your target is screened from your attack, pick the corner of your space with the least obstructed line to your target and draw a line to the center of the target's space. If you can't reach the center of the creature's space without passing through either blocking terrain or another creature that's one size smaller than you or larger, the target is screened against that attack.

SPECIAL BATTLES

Not every combat plays out with all parties standing on the ground. Some fights occur while the characters are atop mounts or when the PCs take to the sky or seas.

MOUNTED COMBAT

When you are mounted during an encounter, a mount you control acts on your initiative. You must use the Handle an Animal and the Command an Animal actions (see page 153) to get your mount to spend its actions. If you don't, the animal wastes its actions. If you have the Ride general feat (see page 170), you can use the Command an Animal action without having to Handle an Animal first (or Command a Minion if the mount is a minion).

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 using the Handle an Animal action and succeeded, you could then use the Command an Animal action to get it to move its Speed. You could then spend your third action either to make an attack yourself 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 Strike, your mount's attack takes a –5 multiple attack penalty.

You act as if you were in any square of your mount's space for the purpose of making your attacks. This means that, as a Medium creature, you can attack a creature on one side of your Large mount, then attack a creature on the opposite side of your mount with your next action. If you have reach, the distance of your reach depends partly on the size of your mount. On a Medium or smaller mount, use your normal reach. If you're 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 diagonals) if you have 15-foot reach.

Mounted Defenses

When you're mounted, attackers can target either you or your mount. Anything that targets multiple creatures (such as a spell with a burst area) affects both of you individually as long as you're both in the area. Your mount is larger than you and you share its space, so you are screened (see page 314) against attacks targeting you when you're mounted if the mount would be in the way. You count as being in an attacker's reach or range if any square of your mount is within the attacker's reach or range.

Because your movement is limited while you're riding a mount, you take a –2 circumstance penalty to Reflex saves while mounted. Additionally, the only move action you can take is the Mount basic 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 (see page 309) to move through the air. Making an especially tricky maneuver—such as trying to reverse course 180 degrees, fly through a narrow gap safely, or skim the surface of a body of water—might require using the Maneuver in Flight action of the Acrobatics skill, which is a trained only action (see page 145).

Creatures might fall from the sky, using the falling rules found on page 310. At the GM's discretion, some ground-based actions might not work in the air. For instance, most flying creatures can't Step.

AQUATIC COMBAT

For battles underwater or while floating in water, the following rules modify how you fight:

- You're flat-footed unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a –2 circumstance penalty to melee bludgeoning or slashing attacks that pass through water, because either you or your target is underwater.
- 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 abilities with the fire trait underwater.
- At the GM's discretion, some ground-based actions might not work underwater or while floating in water.

Drowning and Suffocating

You can hold your breath for a number of actions equal to your Constitution score, or double your Constitution score if you use the Breathe Deep action (see page 309) before entering the airless environment. Each action that passes during your turn costs you 1 action worth of air, even if you do nothing with that action. Creatures that have fewer than 3 actions still lose a minimum of 3 actions' worth of air each turn. Each time you take an attack or manipulate action, you lose 2 actions' worth of air instead of 1. You also lose 2 actions' worth of air each time you get hit by an attack. Verbal actions cost you all your remaining air.

When you run out of air, you fall unconscious and start suffocating. While suffocating, you can't recover from being unconscious and you 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 took enough damage from suffocation to reach 0 Hit Points, in which case you return to 1 HP and are unconscious).

EXPLORATION MODE

While encounters use rounds for combat and roughly real time for social encounters, exploration is more free-form. The GM determines the flow of time, as you could be traveling by horseback across craggy highlands, sailing on a ship, or delving in a dungeon in search of danger and treasure. Exploration lacks the overt danger of encounter mode, but it often has its own challenges.

Much of exploration mode involves movement and roleplaying. You might be traveling from one part of a town to another, chatting with a couple of sages and experts at this business or that home along the way, or maybe having a terse conversation with some bored city guards as you pass through the city gates. Instead of measuring your rate of movement in 5-foot squares every 6 seconds, you measure it in feet or miles per minute, hour, or day, using your travel Speed.



TRAVEL SPEED

Depending on how the GM wants to track movement, you move in feet or miles based on your character's Speed for the relevant movement type. Typical rates are given below.

TABLE 9–2: 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 distances in the table assume traveling at a determined pace, but one that's not exhausting or dangerous, over flat and clear terrain. Moving through difficult terrain halves the listed movement rate. Greater difficult terrain reduces the distance traveled to one-third the normal amount.

EXPLORATION TACTICS

While you are traveling and exploring, tell the GM what you'd generally like to do. The GM will determine which exploration tactic applies and describe the result. It isn't necessary to go into extreme detail, such as "Using my silver baton, I nudge the door forward so I can check the hinges for devious traps." Instead, "I'm searching the area for hazards" is sufficient. Use the list of common tactics that follows as inspiration. If you come up with your own idea, the GM will adjudicate your idea using these as a baseline.

Some exploration tactics are **fatiguing**—these tactics cause the fatigued condition after 10 minutes of performing them. Such tactics are indicated by the word "fatiguing" in parentheses. While you're fatigued, the only tactic you can use is wandering. Taking a significant break to catch your breath can allow you to continue onward using a fatiguing tactic, but because of this, when you're traveling for a long time, you will sometimes need to use other tactics, like wandering, so you don't exhaust yourself.

The most common exploration tactics are detecting magic, hustling, searching, and sneaking.

Casting a Spell (Fatiguing)

You repeatedly cast the same spell and move at half your travel Speed. Typically this spell is a cantrip that you want to have in effect in the event a combat breaks out.

Concentrating on a Spell (Fatiguing)
You keep up the effects of a spell that requires concentration and move at half your travel Speed.

Covering Tracks
You cover the group's tracks to prevent pursuit, rolling a Survival check to determine how successful you are. Covering tracks forces you to move at half your travel Speed unless something grants you the ability to move at full Speed while covering tracks. You still have to move as slowly as the slowest person whose tracks you are trying to cover.

Defending
You move at half your travel Speed with your weapon out and shield raised. If combat breaks out, you gain the benefits of Raising a Shield before your first turn begins.

Detecting Magic
You cast *detect magic* while moving at half your travel Speed. You have no chance of accidentally overlooking a magic aura at a travel Speed under 300 feet per minute, but the party could move into a magic aura before you detect it for travel Speeds over 150 feet per minute. You can always move at a slower travel Speed while detecting magic to cover the area more thoroughly. Unlike most types of repeated spellcasting, detecting magic is not a fatiguing tactic.

Following Tracks
You Track while moving half your travel Speed.

Hustling (Fatiguing)
You strain yourself to move at double your travel Speed.

Investigating
If you want to find out more information about your surroundings, you can move at half your travel Speed while using Recall Knowledge to look for clues among the things you can see. You can use any skill that has a Recall Knowledge action for the investigating tactic, but the GM determines whether the skill has any relevance.

Searching
You Seek meticulously for hidden doors, concealed hazards, and so on. You normally move at half Speed and make an educated guess as to which locations are best to check. In order to guarantee a chance to detect any hazard or secret before walking into it, you must move at a travel Speed of no more than 100 feet per minute. You can slow down to that travel Speed if thoroughness is necessary.

Sneaking
You attempt a Stealth check to avoid notice while moving at half your travel Speed, unless you have an ability to move at full Speed while Sneaking. If you're Sneaking at an encounter's start, you usually roll a Stealth check instead of a Perception check as part of your initiative roll, both to determine initiative order and to see if the enemies notice you.

Wandering
You move at your travel Speed.

SOCIAL TACTICS
Exploration mode covers more than just wandering in the wilderness or exploring a dungeon—it can also be used in town while perusing a market or hobnobbing with nobles at the queen's jubilee. Use the following ideas as inspiration when describing your actions in an urban or social setting.

Carousing
You enjoy yourself in the company of other characters, partaking in whatever activity is happening, whether it's dicing, drinking, or telling tall tales. This tactic is useful when you plan to use Diplomacy to gather information or otherwise listen to rumors and news about current events.

Conversing
You engage in a significant back-and-forth conversation with other characters in a single location. You use this tactic when you plan to use Deception to Lie or Make an Impression, or to use Intimidation to Coerce, not for back-and-forth banter with the other PCs.

Looking Out
While you take efforts to remain polite and minimally engaged in events, you are actually keeping an eye out for trouble. This tactic is used when you want to use Perception to watch for threats or deceptions.

Shopping
You wander through a market or store looking for items you need to buy for your next adventure.

Stealing (Fatiguing)
Others might think you are simply wandering, but in fact you are looking for easy targets to Steal an Object.

REST AND DAILY PREPARATIONS
You perform at your best when you take enough time to rest and prepare. Once every 24-hour period, you can take a period of rest (typically 8 hours), and then prepare, which typically takes 1 hour. After your rest, you regain a number of Hit Points equal to your Constitution modifier (minimum 1) times your level. When you prepare, you regain resources that you can use only a limited number of times per day. For instance, if you are a spellcaster, you regain spell slots and can prepare new spells. If you have Spell Points, you regain those. Magic item uses refresh, and so on.

You can make your daily preparations only if you've rested, and it's typically best to do so right after. If you don't rest at least 6 hours in a 24-hour span, you become fatigued (you cannot recover from this until you rest).

DOWNTIME

Downtime mode is played day-by-day rather than minute-by-minute. Usually this mode of play occurs when you are in the safety of a settlement, maybe recouping from your adventures or studying an artifact you found. Downtime gives you time to rest fully, which grants more benefits than the healing you could gain on the road, or to engage in crafting or another professional endeavor, learn new spells, retrain feats, gather information, or just have some light-hearted or even larcenous fun.

You can spend an entire day resting during downtime to recover double the Hit Points you normally would for resting for a night. If you don't want to pay for food and lodging, you can use your downtime to scavenge and subsist using Survival (when in the wilderness) or Society (when in a settlement). You can also 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.

RETRAINING

Retraining offers a way to alter some of your character options, which can be helpful when you want to grow your character in a new direction or simply change decisions that weren't as interesting or effective as you expected. The three things you can retrain are feats (except heritage feats), skill proficiencies and increases, and selectable class features (like wizard schools or sorcerer spells known).

You cannot retrain your ancestry, background, or class. Usually you must find a teacher to teach you new abilities. The GM will let you know how long it takes, but expect skills and feats to take around a week and class features to take at least a month. Some abilities can be difficult or impossible to retrain (for instance, a sorcerer can retrain her bloodline only in extraordinary circumstances). In general when retraining, you can't make choices that you couldn't when first making your character; for instance, you can't exchange a feat for a different type of feat, a higher-level feat, or one that requires prerequisites you didn't meet at the time you took the original feat.

OTHER DOWNTIME ACTIVITIES

The Skills chapter includes several downtime activities you can do, which are summarized here.

Craft: Using the Crafting skill, you can create items from raw materials (see pages 147–148).

Gather Information: Investigate a subject by socializing and asking questions (see page 150).

Practice a Trade: You earn money by applying the expertise of one of your Lore skills (see pages 151–152).

Stage a Performance: Plan and execute a performance for an audience to earn money and fame (see pages 155–156).

Subsist on the Streets: You provide for yourself by scavenging in a city (see page 157).

Survive in the Wild: You find food and shelter in the wilderness (see pages 158–159).



CONDITIONS

Over the course of adventuring, characters (and sometimes their belongings) are affected by abilities and effects that apply conditions. Conditions change your state of being in some way. You might be gripped with fear or made faster by a spell or magic item. One condition represents what happens when a creature successfully drains your blood or life essence, while others represent creatures' attitudes toward you and how they interact with you.

Conditions are persistent; when 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 numerical value, called a condition value, indicated by a numeral following the condition. This value might enumerate a bonus or penalty the condition gives you. These values can often be reduced by spells, skills, or simply waiting. If such a value is ever reduced to 0, the condition ends.

If you're affected by a condition with a value multiple times, you apply only the higher 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 2 rounds and a slowed 1 condition that lasts for 1 minute, after 2 rounds you'd change from being slowed 2 to slowed 1 for the last 8 rounds of its duration.

REDUNDANT CONDITIONS

You can have a given condition only once at a time (conditions with different values are considered different conditions for this purpose; see Condition Values). If an effect would impose a condition you're already being affected by, 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 drains your vitality; that wound causes you to be enfeebled 2 and flat-footed 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. You would continue to be enfeebled 2 for this longer duration, but you would still remain flat-footed 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.

OVERRIDING CONDITIONS

Some conditions override others, as described in the condition. All effects of the overridden condition are suppressed until the overriding condition ends. The overridden condition's duration continues to elapse, and it might expire while suppressed.

COUNTERACTING CONDITIONS

Some effects counteract conditions, afflictions (see page 324), and other effects. When attempting to counteract an effect, compare the counteract level of the effect with the counteract level of the ability you are using. A spell's counteract level is equal to its spell level; see Table 9–3 (page 320) for the counteract levels of other abilities. If your ability has a higher counteract level than that of the effect to be counteracted, you automatically succeed. If your ability's counteract level is the same as the effect's counteract level or lower, you must succeed at a check using the relevant skill or ability against the DC of the target effect. You take a cumulative –5 penalty to this check for every level by which your ability's counteract level is lower than the target's. If your ability is 4 or more counteract levels lower than that of the effect you are trying to counteract, your attempt automatically fails.

On a successful counteract check, the condition or effect immediately ends.

BOLSTERED

Some spells and abilities can't affect a creature more than once in a day. If an effect says a creature becomes bolstered, repeated applications of that effect don't do anything to the creature. For example, the *blindness* spell says, "The target is bolstered against all castings of *blindness*." Casting *blindness* on that creature again would have no effect.

Unless otherwise stated, a creature remains bolstered for 24 hours against only that specific ability used by that specific creature. *Blindness* has an exception, bolstering the target against the spell no matter who casts it. Being bolstered doesn't prevent ongoing effects of the source of the condition. For instance, if an ability makes you frightened and bolsters you against it, you don't cease to be frightened due to becoming bolstered—you just don't become frightened again if the same creature targets you with that ability later that day.

ALTERING ACTIONS

Conditions can change the number of actions you can spend on your turn, or whether you can use actions, reactions, or free actions at all. The slow condition, for example, causes you to lose actions, while quick causes you to gain actions.

The most restrictive form of this is when a condition states that you can't act: this means you can't spend actions, activities, reactions, or free actions. When you can't act, you don't regain your actions and reaction on your turn.

SPEED REDUCTION

Some conditions reduce your Speed in one or more movement types. These can't reduce your Speed below 5 feet unless stated otherwise. Speed reductions to the same movement type from different sources (such as from armor and the hampered condition) are cumulative.

BASIC CONDITIONS

The conditions defined here occur frequently in the game. Any other ability that causes a unique condition—such as a spell—details that condition within the ability itself.

Accelerated

Your Speed is increased. Accelerated is always followed by a number indicating how many feet the condition increases your movement Speed by (for example, accelerated 10 increases your Speed by 10 feet). If the condition doesn't specify which of your movement types it applies to, it applies to all of them, but it doesn't grant you any movement types that you don't already have.

Asleep

You can't act. Furthermore, you have the blinded and flat-footed conditions and take a –4 conditional penalty to AC and Perception. You critically fail all Reflex saves you must attempt. When you gain this condition, you fall prone and drop items you are holding or wielding unless the effect states otherwise or the GM determines you're in a position in which you wouldn't.

If you take damage while asleep, the condition ends. If you are within an ally's natural reach, that ally can usually nudge or shake you awake with an Interact action. If there is loud noise going on around you, at the start of your turn you can attempt a Perception check as a free action with a –4 circumstance penalty against the noise's DC (or the lowest DC if there is more than one noise), waking up if you succeed. For creatures attempting to stay quiet, this is a Stealth DC. Some magical effects make you sleep so deeply that they don't allow you to attempt this Perception check.

Blinded

You can't see. While blinded, you treat all terrain as difficult terrain. All other creatures and objects are unseen to you (see page 303) unless you succeed at a Seek action to sense them. You automatically fail or critically fail (whichever's worse) Perception checks that are fully dependent on sight, and if vision is your only precise sense, you take a –4 conditional penalty to Perception checks. You are immune to visual effects. Blinded overrides dazzled.

Broken

Broken is a condition that affects objects. A broken object can't be used for its normal function, nor does it grant bonuses. It still imposes the penalties and limitations normally incurred by carrying, holding, or wearing it. For example, a suit of armor would still impose its Dexterity modifier cap, check penalty, and so forth.

Broken armor is an exception. It still grants its item bonuses, but also gives you a conditional penalty to AC depending on its category: –1 for broken light armor, –2 for broken medium armor, or –3 for broken heavy armor.

TABLE 9–3: COUNTERACT LEVELS

Ability or Effect Level	Counteract Level
0	0
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6
13	7
14	7
15	8
16	8
17	9
18	9
19	10+
20+	10+

Concealed

While you are concealed from a creature, such as in a thick fog, you are difficult for that creature to see, but you are not unseen. A creature that you're concealed from must succeed at a DC 5 flat check when making an attack against you or targeting you with a spell or effect, unless the attack is an area effect. If the check fails, the attack, spell, or effect misses with no effect. For more information on being concealed, see page 302.

Confused

You don't have your wits about you, and you act rashly. You can't use reactions, nor can you Delay or Ready. On each of your turns, you must use your actions to attack the creature that attacked you most recently since your last turn. The GM might allow you to use actions to draw a weapon, move so the creature is in reach, and so forth, as long as the actions lead up to you attacking as required.

If no creature attacked you since your last turn, roll 1d4. On a 1, you must spend your turn attempting to attack the nearest creature to you. On a 2, you must attack yourself once, hitting automatically for your normal damage, and use no further actions. On a 3, you must do nothing but babble incoherently. On a 4, you can act normally.

Dazzled
Your eyes are overstimulated. If vision is your only precise sense, all creatures and objects are concealed from you.

Dead
You are no longer alive. You can't act or be affected by spells that target creatures (unless they specifically target dead creatures), and for all other purposes you count as an object. When you gain the dead condition, you go to 0 HP if you had a different amount, and you can't be brought above 0 HP as long as you remain dead.

Deafened
You can't hear. You automatically fail or critically fail (whichever's worse) Perception checks based on sound. You take a –2 conditional penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that involves auditory elements, 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.

Drained
When a creature successfully drains you of blood or some other life force, you become less healthy. Drained always includes a value. You take a conditional penalty equal to the value on Fortitude saves and Constitution-based checks. 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're hit with an effect that inflicts 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.

In most cases, the drained condition heals naturally at a slow rate. Each day, when you regain Hit Points by resting, your drained value is reduced by 1. This increases your maximum Hit Points, but you don't immediately recover the lost Hit Points. When the drained value reaches 0, you no longer have this condition.

Dying
You are bleeding out or otherwise at death's door. Dying always includes a value, and if it ever reaches dying 4, you die. If you're dying, the recovery saving throws from the unconscious condition determine whether you get better or worse (see page 295). If you have 1 HP or more and are conscious, your dying condition decreases by 1 at the end of your turn each round.

Encumbered
You are carrying more weight than you can manage. If you're encumbered, decrease your Speed by 10 feet, to a minimum of 5 feet. This applies to every movement type you have. You also increase your armor's check penalty by 2, or take a –2 check penalty if you're unarmored.

Enervated
Enervation makes you less competent, as though your hard-earned experience had drained away. Enervated always includes a value. You take a conditional penalty equal to your enervated value on checks that include a proficiency modifier. The penalty can't exceed your level, even if the enervated value is greater. For example, if you become enervated 4 and were level 3, you'd take only a –3 penalty.

In addition, you treat your level as though it were lowered by your enervated value (to a minimum of 1st level) when determining which spells you can cast and which abilities you can use. This applies only to actions, activities, free actions, and reactions you gained from feats and class features, and only those that have a level prerequisite. You don't lose your prepared spells, but you can't cast those that are higher level than the enervated condition allows. You regain access to them if your enervated value is sufficiently reduced.

Every day you can attempt a Fortitude save to reduce your enervated value by 1 (or 2 on a critical success). The DC is the same as that of the effect that enervated you. If multiple effects enervated you, use the highest DC for your daily checks to recover from enervated. You can also spend a day of downtime training to reduce your enervated value by 1 automatically (in addition to attempting one save for that day to reduce your enervated value).

Enfeebled
You're physically weakened. Enfeebled always includes a value. When you are enfeebled, you take a conditional penalty equal to the enfeebled value on attack rolls, damage rolls, and Strength-based checks.

Entangled
A snare or another entrapping effect holds you back. You're hampered 10 (see the condition). If you attempt a manipulate action, activity, free action, or reaction while entangled, you must succeed at a DC 5 flat check or it is lost; attempt the check after using it but before any effects are applied.

Fascinated
You are compelled to focus your attention on something, which distracts you from other things going on around you. You take a –2 conditional penalty to Perception and skill checks, and you can't use actions, activities, free actions, or reactions with the concentrate trait 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 not cast *magic missile*. This condition ends if creatures act in a hostile fashion toward you or your allies.



Fatigued

You're tired, and expending energy makes you worse off. You're hampered 5 (see page 323). You take a –1 conditional penalty to AC and saving throws; each action you use during an encounter increases the penalty by 1 until the start of your next turn. For example, if you use 1 Stride action and 2 Strike actions on your turn, the conditional penalty would increase by 3 to a –4 penalty, which would reset to –1 at the start of your next turn. The penalty increases after each action you spend, so if you triggered an attack as a reaction to the first action you used, you'd take a –2 conditional penalty to AC against that attack.

If you're fatigued in exploration mode, you can't choose any tactic other than wandering.

You recover from fatigue with a full night's rest (8 hours).

Flat-Footed

You're unable to focus your full attention on defense. You take a –2 circumstance penalty to AC.

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 like Climbing or Flying to flee, or opening doors barring your escape). The source is usually the effect or caster that gave you the condition, though some effects might define something else as the source from which you must flee. You can't Delay or Ready while fleeing.

Friendly

This condition affects only creatures that are not player characters. This attitude reflects a creature's disposition toward the character who applied the condition. A creature that is friendly to a character likes that character. The character can attempt to make a Request of a friendly creature, and the friendly creature is likely to agree to a simple and safe request that doesn't cost it much to fulfill. A character gains a +2 circumstance bonus to Lie, to Make an Impression on, or Request things from a friendly creature. This condition ends if the character who applied the condition (or the allies of that character) acts in a hostile fashion toward the creature.

Frightened

You're gripped by fear and struggle to control your nerves. The frightened condition always includes a value. You take a conditional penalty equal to this value to your checks and saving throws. 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, making you immobile and flat-footed. If you attempt a manipulate action, activity, free action, or reaction while grabbed, you must succeed at a DC 5 flat check or it is lost; attempt the check after using it but before any effects are applied.

Hampered

Your Speed is reduced. Hampered is always followed by a number indicating by how many feet the condition reduces your Speed. This condition can't reduce your Speed below 5 feet. If the condition doesn't specify which of your movement types it applies to, it applies to all of them. You can have both the accelerated and hampered conditions at the same time, so if you were accelerated 10 and hampered 15, your Speed would be reduced by 5 feet.

Helpful

This condition affects only creatures that aren't player characters. This attitude reflects a creature's disposition toward the character who applied the condition. 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. A character gains a +4 circumstance bonus to Deception checks to Lie to the helpful creature. This condition ends if the character who applied the condition (or the allies of that character) acts in a hostile fashion toward the creature, and the creature could gain a worse attitude condition depending on the severity of the hostile act.

Hostile

This attitude affects only creatures that are not player characters. This condition reflects a creature's disposition toward the character who applied the condition. A creature that is hostile to a character actively seeks to harm the character. It doesn't necessarily attack, but it won't accept Requests from the character. A character takes a –4 penalty to Make an Impression and Lie actions against a creature hostile to them.

Immobile

You can't use any action, activity, free action, or reaction that has the move trait. If an external force would move you out of your space, it must succeed at a check against either the DC of the effect rooting you or the relevant defense (usually Fortitude DC) of a monster rooting you, as appropriate.

Indifferent

This attitude affects only creatures that are not player characters. This condition reflects a creature's disposition toward the character who applied the condition. A creature that is indifferent to a character doesn't really care one way or the other about the character. The rules assume a creature's attitude is indifferent unless specified otherwise.

Paralyzed

Your body is frozen in place. You have the flat-footed condition and can't act except to Recall Knowledge and act in other ways that require only the use of your mind (as determined by the GM).

Persistent Damage

Persistent damage comes from effects like acid or burning and appears as "X persistent [type] damage," where the "X" is the amount of damage dealt and "[type]" is the damage type. While affected by persistent damage, at the end of your turn you take the specified amount and type of damage, after which you can attempt a DC 20 flat check to remove the persistent damage. You roll the damage dice anew each time you take the persistent damage. Immunities, resistances, and weaknesses all apply to persistent damage. If an effect deals damage immediately and also deals persistent damage, you don't take the persistent damage if you negate the other damage. For example, an attack that deals slashing damage and persistent bleed damage wouldn't deal the persistent bleed damage if you blocked all of the slashing damage.

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. All types of persistent damage occur at once, so if something triggers when you take damage, it triggers only one time.

Persistent damage can have the bleed type, meaning it affects only living creatures that need blood to survive. Bleeding automatically ends if you're healed to your maximum Hit Points.

You or an ally can spend actions to help you recover from persistent damage, such as casting healing spells or using Medicine to Administer First Aid against bleeding, dousing a flame, or washing off acid; successfully doing so reduces the DC of that condition's flat check to 15 and usually lets you immediately attempt an extra flat check to end that persistent damage. The reduction to the DC lasts until you remove the persistent damage or gain another persistent damage condition with the same damage type.

Petrified

You have been turned to stone. You can't act and you have the blinded and deafened conditions. You become an object with a Bulk equal to twice your normal Bulk (typically 16 for a petrified Medium creature or 8 for a petrified Small creature), AC 9, TAC 5, and Hardness 8. In this state, you can take a number of Dents equal to 1 plus your Constitution modifier (minimum 1) before being broken (see page 320). When you're turned back into flesh, you have as many HP as when you turned into a statue minus 5 HP for every Dent your statue had taken. This can't reduce you below a minimum of 1 HP, and if your statue was broken you return with exactly 1 HP. If the statue is completely destroyed, you immediately die.

Prone

You're lying on the ground. You take a –2 circumstance penalty to attack rolls but gain a +1 circumstance bonus

to AC against ranged attacks. You're flat-footed against melee attacks. The only move actions you can use while you're prone are Crawl and Stand. Standing up ends the prone condition.

If you're Climbing or Flying when you would be knocked prone, you fall instead (see page 310 for the rules on falling). You can't be knocked prone when Swimming unless you sink to the bottom of a body of water.

Quick

You gain 1 additional action at the start of your turn each round. Many effects that make you quick specify the types of actions you can use with this additional action. If you become quick from multiple sources, you can use the extra action granted to use any single action granted by any of the effects that made you quick.

Restrained

You're tied up so you can barely move or a creature has you pinned. You have the immobile and flat-footed conditions, and you can't do anything with the attack or manipulate traits except Break Grapple or Escape. The restrained condition overrides grabbed.

Sensed

You become sensed when you were unseen by a creature (see below) but that creature has managed to determine the space you're in (usually by succeeding at the Seek action). A creature who has sensed you is flat-footed to you but can target you with a Strike or another action that targets individuals, though it must succeed at a DC 11 flat check or the action fails to affect you.

Sick

You feel ill. Sick always includes a value. You take a conditional penalty equal to this value on all your checks. You can't willingly ingest anything (including potions) while sick.

You can spend an action retching in an attempt to recover, which lets you attempt a Fortitude save against the DC of the effect that made you sick. On a success, you reduce your sickness value by 1 (or by 2 on a critical success).

Slowed

You can spend fewer actions. Slowed always includes a value. When you regain your actions at the start of your turn, reduce that number of actions by your slowed value. You can't Ready an action when you're slowed. If you become slowed during your turn, you don't lose any actions until the start of your next turn.

Sluggish

Your movements become clumsy and inexact. Sluggish always includes a value. When you are sluggish, you take a conditional penalty to AC, attack rolls, Dexterity-based checks, and Reflex saves equal to the condition's value.

Stunned

Your body is unresponsive. You can't act.

Stupefied

Your thoughts and instincts are clouded. Stupefied always includes a value. You take a conditional penalty equal to the value on spell rolls; spell DCs; and Intelligence-, Wisdom-, and Charisma-based checks. Anytime you attempt to cast a spell while stupefied, the spell is disrupted unless you succeed at a spell roll against the DC of the effect that gave you the stupefied condition.

Unconscious

You've been knocked out. You can't act, and you have the blinded, deafened, and flat-footed conditions, and you take a –4 conditional penalty to AC. When you gain this condition, you fall prone and drop items you are wielding or holding unless the effect states otherwise or the GM determines you're in a position in which you wouldn't. You must attempt a recovery saving throw (see page 295) at the start of each of your turns.

Unfriendly

This attitude affects only creatures that are not player characters. This condition reflects a creature's disposition toward the character who applied the condition. A creature that is unfriendly to a character dislikes and specifically distrusts that character. The creature won't accept Requests from the character. A character takes a –2 circumstance penalty to Lie and Make an Impression actions against an unfriendly creature.

Unseen

When you are unseen by a creature, that creature cannot see you at all, has no idea what space you occupy, and can't target you with attacks or targeted spells and effects, though you still can be affected by area effects. The creature can attempt to guess which square you're in to try targeting you, as detailed on page 303. When you're unseen by a creature, that creature is flat-footed to you.

A creature can use the Seek action to try to find you. If it succeeds, you cease to be unseen by it and are sensed instead.

AFFLICTIONS

Diseases, gases, poisons, and venoms are types of afflictions, as are some alchemical items, curses, and other effects. An affliction can infect a creature for a long time, progressing through different and often increasingly debilitating stages. The level of an affliction is the level of the monster or item causing the affliction, or, in the case of a spell, is listed in the affliction entry in the spell's effect.

Afflictions appear in the following format.

Name and Type

The name of the affliction is given first, followed by the affliction's traits in parentheses and any unusual details.

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 poison you typically use the caster's spell DC.

On a successful or a critically successful saving throw, you are unaffected by that exposure to the affliction. You do not need to attempt further saving throws against it unless you are exposed to the affliction again.

If you fail the initial saving throw, after its onset period (if applicable), you go to stage 1 of the affliction and are subjected to the listed effect. On a critical failure, after its onset period (if applicable) you go to stage 2 of the affliction and take that effect instead. See Stages below.

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 elapses. If this entry is absent, you gain the effects for the first stage immediately upon reaching that stage.

Maximum Duration

If an affliction lasts only a limited amount of time, it lists a maximum duration. Otherwise, the affliction lasts until you succeed at enough saves to recover.

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 interval, you must attempt a new saving throw. On a success, you reduce the stage by 1 and take the effects of that stage again. On a critical success, you reduce the stage by 2. If the affliction's stage is ever reduced to lower than 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, and on a critical failure its stage increases by 2. 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.

Conditions from Afflictions

An affliction might give you conditions with a longer or shorter duration than the affliction. For instance, if an affliction causes you to be drained but has a maximum duration of 5 minutes, you remain drained even after the affliction ends, as is normal for the drained condition. Alternatively, you might succeed at the flat check to remove persistent damage you took from an ongoing affliction, but you would still need to attempt saves to remove the affliction itself, and failing one might give you new persistent damage.

Affliction Example

To see how a poison works, let's look at the effect of the arsenic alchemical item (see page 361 for the full item listing). Note that afflictions use this abbreviated format in spell stat blocks.

> **Arsenic** (poison) You can't reduce your sick condition while affected by arsenic. **Saving Throw** Fortitude DC 15; **Onset** 10 minutes; **Maximum Duration** 5 minutes; **Stage 1** 1 poison damage and sick 1 (1 minute); **Stage 2** 1d4 poison damage and sick 2 (1 minute); **Stage 3** 2d4 poison damage and sick 3 (1 minute)

For example, if you drank a glass of wine laced with arsenic, you would attempt an initial Fortitude save against the listed DC of 15. If you fail your save, you advance to stage 1. Because of the onset time, nothing happens for 10 minutes, but once this time passes, you take 1 poison damage and become sick 1. As noted, you're unable to reduce the sick condition you gain from arsenic. 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, you move to stage 2, taking 1d4 poison damage and becoming sick 2.

If your initial save against the arsenic was a critical failure, you would go straight to stage 2. After the 10-minute onset time, you would take 1d4 poison damage and become sick 2. Succeeding at your second save would cause you to go to stage 1, taking 1 poison damage and reducing your sick value to 1. Failing the second save would advance you to stage 3.

If you make it to stage 3 of the poison, either by failing while at stage 2 or critically failing while at stage 1, you'd take 2d4 poison damage and be sick 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.

Multiple Exposures

Multiple exposures to the same affliction have no effect if it's a curse or disease. However, for a poison, failing the initial saving throw against a new dose 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 length of the onset period.

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.

GAME MASTERING

As Game Master, you run each session of Pathfinder, providing the link between the players and the world of the game. This ensures everyone is imagining the same things as their characters explore the world, interact with people, and battle monsters.

When you take on the role of Game Master, you'll gain the immense rewards of crafting fun experiences for an entire group of your friends. Your responsibilities include...

- Telling the story of the group's adventures in a compelling and consistent way.
- Preparing for game sessions by building or studying adventures and creating characters and plots.
- Fleshing out the world where the game takes place, emphasizing the fantastical while grounding it just enough in the real world to feel believable.
- Improvising the reactions of nonplayer characters and other forces in the world as the players do unexpected things.
- Making rules calls to keep the game going and ensure fairness.
- Entertaining the players and yourself with novel concepts and rewarding creative ideas with interesting outcomes.

Pathfinder games are typically structured as a campaign—a story covering a party of characters. This campaign is subdivided into adventures, which are smaller stories that involve exploration and interaction with nonplayer characters. Adventures each generally represent a complete storyline that might be connected to the larger campaign's plot arc. Playing an adventure spans one or more game sessions—times during which the group plays a part of the adventure over the course of several hours.

PREPARING TO PLAYTEST

In the Pathfinder Playtest, we ask that you run our playtest adventure, *Doomsday Dawn*, which you can find at **paizo.com** or your local game store or bookstore. The adventure, along with the *Pathfinder Playtest Bestiary* PDF, includes story and NPCs for the narrative parts of the game, plus all the locations, maps, and foes for exploration and encounters. Each part of this seven-part adventure is designed to test something different. You can also participate by running the Pathfinder Society's playtest scenarios and quests. By playing through these adventures, you'll help test the game so we can improve it before the final release.

Surveys

After you run the different sections of the playtest adventure, you and your players can help us immensely by filling out the surveys available at **paizo.com**.

RUNNING A GAME SESSION

A campaign happens over a series of sessions, each several hours long with multiple encounters, some exploration, and possibly downtime. Think of a session like an episode of a TV show. It should include some twists, turns, and changes, then leave people excited about what comes next.

Starting a Session

Once everyone is ready, get everyone's attention and cover the following topics. These steps are in a rough order you can change based on your group's style or a session's needs.

- Recap what happened in the previous sessions.
- Establish where the characters are at the start of the new session. Have they been resting? Are they in a hallway, preparing to raid the next room of a dungeon? At this point, you should also tell players whether their characters had time to rest or recover since the last session.
- Let players know how many Hero Points their characters have (see page 300). Each character always starts each session with 1 Hero Point, and you can award 1 more for a player who hosts the game, brings food or supplies, keeps notes or maps, or does anything else that benefits the group.
- Establish goals. The players should have an idea of what they want to do next. Reestablish goals the group already had, then let the players weigh in on anything else they plan to accomplish–or whether the old goals still apply.
- Commence adventuring! Decide which mode of play you're going to start in, then lead off with a verbal prompt to get the action started. You might ask a question related to a particular character, have a monster attack and immediately roll initiative, or briefly describe the environment and sensations that surround the characters and then let them react.

Running a Session

During a session, you're in charge of keeping the game on track, managing the different modes of play, fielding questions, and making rules decisions. You'll also want to keep a rough eye on the time so you can end at a good point.

You're the interface between the rules and the imagined world you and the other players share. They will sometimes ask you questions and act based on their assumptions. It's up to you to establish what's true in the world, but you

don't do this unilaterally! You're informed by the setting's backstory, your preparations, and the suggestions and assumptions the other players bring to the table. Keep in mind that until you announce something, any plan is subject to change. Even if you decided the owner of the tavern is kindly with good intentions, you might want to change her into an agent of evil if a player misreads her and comes up with an interesting conspiracy theory that's more fun.

You'll also determine when PCs and their foes need to attempt rolls, and you determine the consequences of those rolls and anything that doesn't require a roll. This comes up most often outside of encounters, since encounters are more regimented about when rolls happen. In an encounter, a character can usually pilot her own turn, with you chiming in only to say whether an attack hits or if something in the environment requires someone to attempt a check.

As you're running, keep track of where you're shining the spotlight. It can be easy to keep attention on the most outgoing player or character, but you need to check in with all the characters. If it's been a while since someone has contributed, stop and ask, "What's your character up to at this point?" If the player's not sure, add a detail or character to the scene the character might find interesting.

Adjudicating the Rules

As the GM, you are responsible for solving any rules disputes. Remember that keeping your game moving takes precedence over being a hundred percent correct. Looking up rules at the table can slow the game down, so in many cases you'll be making your best guess rather than scouring the book for the exact rules. (It can be instructive to look those rules up during a break or after the session, though!)

To help make calls on the fly, use the following guidelines the game rules are based on. You might want to keep printouts of these guidelines and Table 10–2: Skill DCs by Level and Difficulty (see page 337) close for quick reference.

- If you don't know how long a quick task takes, go with 1 action.
- If you're not sure what action a task uses, look for the most similar basic action. If you don't find one you like, use a generic action and add any necessary traits (typically attack, concentrate, manipulate, or move).
- When two sides are opposed, have one roll against the other's DC. Don't have both sides roll. The one who rolls is usually the one acting. (Initiative is an exception, and saving throws are another.)
- If you're making up an effect, creatures should be incapacitated or killed only on a critical success (or a critical failure, for a saving throw).
- If something improves or lowers chances of success, give a +1 circumstance bonus or –1 circumstance penalty.
- If you're not sure how difficult something significant should be, use a high-difficulty DC for the party's level.
- If you don't know what check to use, pick the most appropriate skill.
- If no skill applies to a check to Recall Knowledge, use the Lore skill (which will usually be untrained).
- Use the characters' daily preparations as the time to reset anything that lasts roughly a day.
- When a character accomplishes something noteworthy that doesn't have rules for XP, award the group 10 to 30 XP.

Sharing Responsibility

Just because you're the GM and ostensibly in charge doesn't mean you have to do all the extra work to make the campaign run. Some of the tasks described here, like scheduling games, taking notes, and giving recaps, can be delegated to other players. You might also have someone track initiative or the Hit Points of the PCs' foes for you in encounters, or even run those foes if you have a large group and someone would rather do that than control a character of their own.

It's also great when someone else can host a session, provide snacks for the group, or take on other responsibilities that aren't directly related to the game. It's best to figure out a schedule of responsibilities when you're first setting up a game. Ask the players what they're willing to take on. If you start to feel overwhelmed halfway through a campaign, you can revisit the topic and try out new options until you find a setup that's comfortable.

Adding Additional Options

Some sections of this book indicate that you might grant access to additional options at your discretion (such as when determining whether to allow characters to purchase items outside the Equipment chapter as starting gear). If you feel confident that allowing a character to take a particular option will be a good addition to your game, then go for it! If you're uncertain or worried about a request, you don't have to allow it, and that is your call to make. However, try to meet players halfway or suggest alternatives if you can. If you want to allow an option on a trial basis but are worried it might become a problem later, you can always talk to the player beforehand and explain that you are tentatively allowing the option but might have to change your decision later after you see it in play.

Special Circumstances and Traits

You might find that a situation suggests a task should be easier or harder than expected by the rules or adventure. In these cases, you can always create a circumstance bonus or penalty to reflect this. Usually, this is +1 or –1 for a minor but significant circumstance, but you can go up to +2 or –2 for a major circumstance. The maximum bonus or penalty, +4 or –4, should apply only if someone is trying something extremely foolhardy or unlikely but not quite impossible.

You can also add traits that should apply. Let's say during a fight, Seelah dips her sword into a brazier of hot coals, then swings it at an enemy that's weak against fire. You could add the fire trait to this attack if you see fit. Note that getting an advantage in this way should usually require an action, so Seelah would get the benefit for one attack, but to do it again she'd need to bury her sword in the coals once more.

Running Modes of Play

As is discussed in Chapter 9, sessions of Pathfinder can be divided up into three different kinds of activity, or modes of play.

The encounter mode of play takes place in real time or slower, and involves direct engagement between players and enemies, potential allies, or each other. Combat and social interaction usually take place in encounter mode.

The connective tissue of an adventure, exploration mode, is used when characters are exploring a location where there's uncertainty or danger, such as an unfamiliar city or a dungeon. In exploration mode, characters aren't in immediate peril, but they must still be on their toes. Exploration and encounters are collectively called adventuring.

When the characters aren't out adventuring, the party is in downtime mode. This mode covers most of a normal person's life, such as mundane, day-to-day tasks and working toward long-term goals.

Encounters

Because encounter mode is the most tightly regimented mode of play, you'll mostly be following the rules presented in Chapter 9. Because you usually call for initiative during exploration mode before transitioning into encounter mode, guidelines for determining initiative order appear on page 331 as part of the GMing advice about exploration mode. Rules for building balanced combat encounters appear in the *Pathfinder Playtest Bestiary*, available at **paizo.com**.

Stakes Moderate to high. Encounters always have significant stakes, and they are played out in a slow time frame to reflect that.

Time Scale Encounter mode moves at a regimented pace, proceeding in combat rounds for combat encounters and any other length of rounds you decide is appropriate for other sorts of encounters. In combat, 1 minute consists of 10 rounds, so a combat round is 6 seconds long, but you might, for example, decide a verbal duel proceeds in minute-long rounds to give each speaker enough time to make a solid point.

Actions and Reactions Combat encounters are broken into discrete actions, and characters can use reactions when their triggers occur. Reactions can occur in social situations, though their triggers are usually more descriptive and less tactical, allowing you and the other players more flexibility.

Choosing Adversaries' Actions

Players often coordinate and plan to be as efficient as possible, but their adversaries don't always. As the GM, you're roleplaying these foes, including deciding their tactics. Most creatures have a basic grasp of tactics like flanking or focusing on a single target. Yet, you should remember that they have emotional reactions and make mistakes, even more so than the player characters.

Use adversaries' knowledge about the situation when selecting targets or choosing which abilities to use, not your own. You might know that the cleric has a really high Will modifier, but a monster might still try to use a fear ability on her. That's not to say you should play adversaries as complete fools. They can learn from their mistakes and make sound plans, and smarter villains might research the player characters in advance.

Adversaries typically stop attacking someone who's knocked out. Even if a creature knows a fallen character might come back into the fight, only the most vicious creatures focus on helpless foes rather than the more immediate threats around them.

Running adversaries is a mix of being true to the creature and doing what's best for the drama of the game. Think of it like a movie or a fight scene in a novel. If the fighter taunts a fire giant to draw its attention away from the fragile wizard, it still might be tactically more sound for the giant to keep pummeling the wizard. Ask yourself whether that's the best choice for the scene, or whether you'd rather have a scene in which the giant redirects its ire to the infuriating fighter.

Ending Encounters

A combat encounter typically ends when all the creatures on one side are killed or knocked unconscious. Once this happens, you can stop acting in initiative order. The surviving side then typically has ample time to ensure that everyone it took out stays down. You might need to keep using encounter rounds if any members of the winning side are near death, clinging to a cliff, or in some other place where every moment matters for their survival.

You can call a fight over if there's no challenge left and the player characters are just cleaning up the last few weak enemies. However, avoid doing this if any of the players still have inventive and interesting things they want to try or spells they're concentrating on—ending an encounter early is a tool to avoid boredom, and isn't meant to deny someone their fun. You can call a fight early in several ways: having the foes surrender, having damage kill an adversary before its Hit Points actually run out, or simply saying the battle's over and that the PCs easily dispatch their remaining foes.

One side might surrender once almost all its members are defeated or if spells or skills demoralize them thoroughly. Once there's a surrender, come out of initiative order and enter into a short negotiation. The surrendering side doesn't have much leverage, so avoid going too deep into back-and-forth discussions. Such conversations are really about whether the winners will give any concessions or just kill the losers.

Fleeing enemies can be a problem. Player characters often want to pursue anyone who's fleeing if they think that enemy might come back to be a threat later on. Avoid playing this out move by move—it can easily bog down the game. If every adversary is fleeing, forgo initiative order

and give each PC the option to pursue any one fleeing foe. The PC can declare one spell, action, or other ability to use to try to keep up. Then, compare the PC's Speed to that of the target, assess how much the pursuer's chosen spell or ability would help, and factor in any abilities the quarry has that would aid escape. If you determine that the pursuer catches up, go back into combat with the original initiative order. If not, the quarry escapes for now.

EXPLORATION

Unlike in encounters, you'll be making judgment calls on just about everything that happens during exploration mode. Exploration is intentionally less regimented than encounter mode. It's especially important to form a clear mental picture of the group's surroundings. You can use this to keep track of where the players are, and to describe the sights, sounds, and other sensations of their adventuring locales.

Fundamentally, exploration is all about rewarding the PCs for learning about their surroundings. Encourage the players to have their characters truly explore, and reward their curiosity. The things they try to do in exploration mode show you what they're interested in and what they consider important. As you play, you'll get a good feel for what aspects of exploration intrigue certain players, and you can add more of those things to your adventures or emphasize these points in published adventures.

Stakes Low to moderate. Exploration mode should be used when there's some amount of risk, but no immediate danger. The PCs might be in an environment where they're likely to face monsters or hazards, but they usually stay in exploration mode until they enter a fight or another direct interaction.

Time Scale When the PCs are in exploration mode, time in the game world passes much faster than real-world time at the table, so it's rarely measured out to the second or the minute. You can speed up or slow down how quickly things are happening as needed. If it's important to know exactly how much time is passing, you can usually estimate time spent in exploration mode to within 10 minutes.

Actions and Reactions Though exploration's not broken into rounds, the exploration tactics assume the PCs are spending part of their time taking actions. If they have specific actions they want to take, they should ask you, and you can decide whether it's relevant and whether to switch to encounter mode for greater detail. PCs can take any relevant reactions that come up.

Exploration Tactics

In exploration mode, each player chooses an exploration tactic for her character. The most common tactics are searching, sneaking, hustling, and detecting magic. While players will usually hew close to the following default actions, it's important to allow each player to describe their character's actions. There's no need for players to memorize the exploration tactics and use them exactly. Instead, they can describe what they're doing, and then you determine which tactic applies. This also means you can determine how a tactic works if the character's actions are unique.

To determine which tactic applies, use the following guidelines. A tactic like wandering or sneaking, which doesn't cause fatigue, consists of a single action repeated roughly 10 times per minute (such as sneaking using Sneak 10 times) or an alternation of actions that works out similarly (such as searching's alternation of Stride and Seek).

A fatiguing tactic, such as hustling, causes fatigue after 10 minutes. A fatiguing tactic is typically composed of actions at a quicker pace, such that the character takes roughly 20 actions per minute (for hustling, that's 20 Stride actions). Any tactic involving spellcasting causes fatigue after 10 minutes even if it doesn't take as many actions. Someone who's Concentrating on a Spell but not moving still gets fatigued.

You might find that a player wants to do something equivalent to spending 3 actions every 6 seconds, just like she would in combat. This is possible in combat only because combat lasts such a short time, and is not sustainable over the longer time frame of exploration. If someone tries to do this in exploration, it's best to say no. If pressed, have the tactic cause fatigue after 2 minutes.

Sometimes the group might stop a fatiguing tactic before getting fatigued, then resume the fatiguing tactic. You can reset the 10-minute timer for fatigue's onset if the group spent a reasonable amount of time on less strenuous activities. As a rule of thumb, the characters should spend about as much time on non-fatiguing tactics as they did on the fatiguing tactic for the timer to reset.

TYPICAL TACTICS

The following exploration tactics are fully detailed on page 316 of Chapter 9.

- Casting a spell (fatiguing)
- Concentrating on a spell (fatiguing)
- Covering tracks
- Defending
- Detecting magic
- Following tracks
- Hustling (fatiguing)
- Investigating
- Searching
- Sneaking
- Wandering

These social tactics are primarily useful in social situations rather than when exploring dungeons or wilderness.

- Carousing
- Conversing
- Looking out
- Shopping
- Stealing (fatiguing)

MONITORING SPELL DURATIONS

The durations of spells are approximate values that boil down the vagaries and eccentricities of magic to a convenient value. However, that doesn't mean you can set your watch by a spell with a 1-hour duration. This is one of the reasons tracking the passage of time outside of encounters is in your hands rather than being as precise as encounter rounds. If a question arises about whether a spell has expired, you make the call. You shouldn't be punitive, but you also shouldn't treat characters like they move with clockwork precision and perfect efficiency between encounters.

The two main times these durations will matter are when players try to fit multiple encounters within the duration of a spell and when they want to use a spell before a fight and keep it in effect during the encounter.

Multiple Encounters

A 1-minute spell should last for multiple encounters only if the encounters happen in very close proximity (usually in one room and its adjoining room) and if the characters go directly from one fight to the next. If they want to stop and heal themselves, or even if the party wants to debate whether to go on to the next fight before the spell expires, that's enough time lost that the spell runs out.

Be more generous with spells lasting 10 minutes or more. A 10-minute spell lasts for one encounter, and possibly one more if the locations are fairly close together. A 1-hour spell usually lasts for several encounters. These also depend on how much time the characters spend on other things between encounters.

Before a Fight

Casting spells before a fight (sometimes called "pre-buffing") gives the characters a big advantage, since then they can spend more combat rounds on offensive actions rather than preparatory ones. Having a starting advantage should feel like an advantage. Usually, you can let each character cast one spell or prepare in some similar way if they have the drop on their foes. Then they should roll initiative.

In many cases, the act of casting spells can give away the party's presence. For instance, if the characters were all hidden behind a barricade, the noise and gesticulation of spellcasting might still alert their foes, whereas doing so in a separate closed room wouldn't. In cases where the PCs' preparations could give them away, you might roll for initiative before everyone can complete their preparations. Casting preparatory spells before combat becomes a problem when it feels rote and the players can assume it will always work. That sort of planning can't hold up in every situation!

The following sections discuss tactics that require additional adjudication from you beyond the guidelines for players detailed on pages 316–317 of Chapter 9.

Conversing

This tactic isn't necessary for banter during exploration, but if a character wants to attempt verbal Deception, Diplomacy, or Intimidation checks, she needs to use this tactic. Conversing usually involves staying in one location. In circumstances where it is warranted, however, conversing can be combined with wandering to converse on the go, although the conversation takes twice as long.

Detecting Magic

This tactic doesn't enable characters to automatically find every single magical aura or object during travel. As noted in their respective rules, illusions and magic traps of a high enough level can't be found with *detect magic*.

When characters find something magical using this tactic, let them know and give them the option to stop and explore further or to continue moving on. Stopping brings you into a more roleplay-heavy scene, where players can search through an area, assess different items, or otherwise try to figure out the source of the magic and what it does. Continuing on might cause the group to miss out on beneficial magic items or face the consequences of triggering a magic trap.

Following Tracks

The DC guidelines for tracking are on page 338. Choose the terrain most similar to the one the group is traveling through to set the level of the check. You can adjust the level if you feel those guidelines don't match the specific terrain the group is in. For instance, dirt is level 1 to represent flat, dusty plains, but you could use level 0 for loose dirt, like tilled farmlands. Larger creatures or big groups of creatures lower the difficulty, whereas smaller creatures, inclement weather, or old tracks increase it. You typically don't use the statistics of the quarry unless that creature is concealing its tracks (in which case you use its Survival DC).

Investigating

As with searching or detecting magic, the initial result of investigating is usually enough to give the investigator a clue, but it leads into a more thorough examination rather than giving all possible information. For instance, a character might note that the walls of a dungeon are covered with Abyssal writing, but would need to stop to read the text or discover that it's written in blood.

Searching

A successful Perception check while searching lets a character notice the presence or absence of something unusual in the area, but it doesn't provide a comprehensive catalog of everything there. Instead, it provides a jumping-

off point for closer inspection or an encounter. For instance, if an area has both a DC 30 secret door and a DC 25 trap, and a character got a result of 28, you would tell the searching player that her character noticed something unusual in the area and give a clue about the presence of the trap, but the party needs to examine the area more to learn more about the trap and would need to try searching again to have another chance to find the secret door.

If an area contains something that will take a long time to search (such as a filing cabinet full of papers), the search exploration tactic would reveal the cabinet, but the PCs would have to search the cabinet more closely to read the papers. This typically requires the party to halt for a complete search.

To be absolutely certain of having a chance to detect any hazard or secret before walking into it requires an overland Speed no more than 100 feet per minute (1 mile per hour). If the group moves faster than that, a searching character should get a chance to attempt a Perception check to detect any secret that's in a place that stands out (such as near a door or a turn in a corridor), but not one that's in a more inconspicuous place (like a random point in a long hallway). If more than one character is searching, give the group a chance to detect anything that's hidden, using the skill bonus of the character with the highest bonus for whatever is hardest to notice.

Wandering

If a player doesn't state anything special for her character to be doing and is just going along with the group, that character is wandering.

Setting a Party Order

In exploration mode, it often matters which characters are in the front or back of the party formation. Have the players decide between themselves where in the group their characters are while exploring. Their order can determine who gets attacked first when enemies or traps threaten them from various directions. It's up to you to determine the specifics of how this works based on the situation's unique circumstances.

When you come out of exploration mode, the group usually remains in the same general formation. Decide the PCs' exact positions with their input if you're moving to a grid (as usually happens at the start of a combat encounter). If they come out of exploration mode on their own terms, they can move around as they see fit. For example, if they detect a trap and the rogue is going to attempt to disarm it, the other characters can move to whatever locations they think are safe.

Hazards

Exploration might get broken up by traps or other hazards (see Hazards on page 341). Simple hazards usually pose a threat to the PCs only once and can be dealt with in exploration mode. Complex hazards require jumping into encounter mode until the hazard is dealt with. PCs have a better chance of detecting hazards if they're using the searching tactic (and the detecting magic tactic, in the case of some magic traps). Disabling a trap or overcoming a hazard usually takes place in encounter mode.

Rolling Initiative

Transitioning from exploration to an encounter usually involves rolling for initiative. Call for initiative once a trap is triggered or a creature on either side decides to take action against someone on the other side, or as soon as the two sides come into contact. When to roll initiative is best explained with a few examples.

- A group of PCs are exploring a cavern. They enter a narrow passage patrolled by a group of kobold warriors. Now that the two groups are in the same area, you should have them roll initiative.
- Merisiel and Kyra have been captured and are negotiating with the kobold king. Things aren't going well, so Merisiel decides she'll launch a surprise attack against the king. As soon as she says this is her plan, you call for initiative.
- Amiri and a kobold champion agree to have a friendly wrestling contest. They square off on a patch of dirt, and you call for them to roll initiative using Athletics.
- Harsk and Ezren are trying to Balance across a narrow beam in order to reach an isolated boulder where the kobolds keep their treasure. When they get halfway across, a red dragon flies down from the mountain to attack! As soon as the dragon makes its appearance, you call for an initiative roll.

Initiative after Reactions

In some cases, a trap or a foe has a reaction that tells you to roll initiative. For instance, a complex trap that's triggered might make an attack with its reaction before the initiative order begins. In these cases, resolve all the results of the reaction before calling for initiative rolls. This means it's possible that the trap or creature with the reaction might get to go again immediately if it's at the top of the initiative order.

Choosing the Type of Roll

When choosing what type of roll to use when determining initiative, lean toward the most obvious choice. The most common roll is Perception; this is what the kobold warriors would use in the first example above, as would Kyra and the kobold king. The next most common skills to use are Stealth (for sneaking up, like a rogue in the first example and the dragon in the last example above) and Deception (for tricking opponents, like Merisiel in the second example). For social contests, it's common to use Deception, Diplomacy, Intimidation, Performance, or Society. If you're unsure what type of check to call for, use Perception.

You can allow individual players to make a case that they should use a different skill than Perception, but only if it's based on something they established beforehand. For example, if in the prelude to the attack, Merisiel's player had

said, "I'm going to dangle down off the chandelier to get the drop on them," you could let her use Acrobatics for her initiative roll. If she just said, "Hey, I want to attack these guys. Can I use Acrobatics?" without having established a reason and because she's better at it, you probably shouldn't let her do so.

Resting

Properly resting requires 8 hours of sleep. Though resting typically happens at night, a group gains the same benefits for resting during the day, but it can gain them no more than once every 24 hours. A character who rests for a full night recovers in the following ways naturally.

- The character regains Hit Points equal to their Constitution modifier times their level, with a minimum equal to your level. If they rest without any form of shelter or comfort, you might want to reduce this healing to an amount equal to half the character's level (minimum 1).
- The character loses the fatigued condition.
- The character reduces the severity of the drained condition by 1.
- Most spellcasters need to rest before they regain their spells for the day.
- The character recovers Resonance Points, Spell Points, and similar pools.

A group in exploration mode can attempt to rest, but they aren't entirely safe from danger. Interruptions can prevent characters from getting a full night of rest. Usually, after an interruption, characters can go back to sleep and get a full 8 hours of rest at the price of getting a later start on the following day.

Sleeping in armor results in poor rest and causes you to wake up fatigued. If you would have recovered from fatigue during the night, sleeping in armor negates that benefit.

If a character goes more than 16 hours without going to sleep, they become fatigued.

Taking long-term rest for faster recovery is part of downtime, and can't be done if a character is in a dangerous environment. See page 334 for these rules.

Watches and Surprise Attacks

Groups usually put a few people on guard to watch out for danger while the others rest. Spending time on watch also interrupts sleep, so a night's schedule needs to account for everyone's time on guard duty. Table 10–1 indicates how long the group needs to set aside for rest based on everyone in the group getting a rotating watch assignment of equal length.

If a surprise encounter would occur during rest, you can roll a die to randomly determine which character is on watch at the time of the encounter. All characters roll initiative, with sleeping characters typically rolling Perception with the –4 penalty for being asleep. They don't automatically wake up when rolling initiative, but might get a check to wake up at the start of their turns as normal. If a savvy enemy waits for a particularly vulnerable character to take watch before attacking, you can have the attack happen on that character's watch automatically. However, you might have the ambusher attempt a Stealth check against the Perception DCs of the party to see if anyone noticed his approach.

TABLE 10–1: WATCHES AND REST

Group Size	Total Rest Hours	Duration of Each Watch
2	16 hours	8 hours
3	12 hours	4 hours
4	10 hours, 40 minutes	2 hours, 40 minutes
5	10 hours	2 hours
6	9 hours, 36 minutes	1 hour, 36 minutes

Daily Preparations

When initially setting out to explore, or after a night's rest, the PCs spend time to prepare for the adventuring day over the span of 30 minutes to an hour. This typically happens in the morning, but always after 8 full hours of rest. Daily preparations include the following.

- Spellcasters who prepare spells need to spend time choosing which spells they'll use that day.
- Resonance Points, Spell Points, and other effects and abilities that reset during preparation all reset at this point. This includes abilities that can be used a certain number of times per day.
- Each character equips their gear. This includes donning their armor and strapping on their weapons.
- Characters invest magic items to use the items' magical abilities for the day, as described on page 377.

Adverse Terrain and Weather

Progress in exploration mode gets slower when the party faces dense jungles, deep snow, sandstorms, extreme heat, or similar difficult conditions. You decide how much these factors impact the progress of the characters. Specific effects of certain types of terrain and weather are described starting on page 340.

Difficult terrain such as thick undergrowth usually slows down progress and requires care, but it doesn't damage the characters. Unless it's important how far the group gets in a particular time frame, this can be covered with a quick statement about how difficult it is to chop through the vines or trudge through the bog. If the characters are on a deadline, adjust their progress on Table 9–2: Travel Speed (see page 316), typically cutting it in half if almost all of the land is difficult terrain or to one-third for greater difficult terrain.

Hazardous terrain, such as the caldera of an active volcano, might physically harm the player characters. In exploration, you can give the group the option to route around hazardous terrain or travel directly through it—although in some cases, they might not be able to go around. You can move into a more detailed scene when the characters move through hazardous terrain. As they

attempt to mitigate the damage with spells or skill checks. If they endure hazardous terrain, consider giving the PCs a minor XP reward at the end of their exploration, with a slight increase if they took smart precautions to avoid taking damage.

Dangerous crevasses, swampy bogs, quicksand, and similar dangers are environmental hazards, which are described in the *Pathfinder Playtest Bestiary*.

Uncomfortable conditions like cold, heat, or heavy rain can cause fatigue. In most cases, these conditions reduce the interval it takes to become fatigued to 4 hours (or 5 minutes for someone using a fatiguing exploration tactic). Extreme cold, heat, or pervasive smoke causes PCs to take damage every hour of exploration. Full details appear on page 341.

Some types of terrain and weather conditions impose penalties on skills. For example, a thick fog makes it harder to use Perception relating to vision. You choose the circumstance penalty, ranging from –1 for a minor imposition to –4 for a truly debilitating one. A light fog might impose only a –1 circumstance penalty on those skill checks, while unnaturally thick fog might impose a –4 circumstance penalty.

DOWNTIME

In downtime, you can sum up the important events of a whole day with just one roll. Use this mode when the characters return to their home base or otherwise have some time off for adventuring.

Usually, you'll cover downtime in a few minutes at the start of a session, or as a break between finishing one part of an adventure and another. As with exploration, you might punctuate downtime with roleplaying or encounters when it's natural to do so.

This section describes how long-term rest and retraining works. Most other downtime activities appear under skills; a number of other common downtime activities and their associated skills are listed below. See the relevant skills for full details.

- Learn an Arcane Spell (Arcana)
- Craft (Crafting)
- Gather Information (Diplomacy)
- Practice a Trade (Lore)
- Treat Disease (Medicine)
- Stage a Performance (Performance)
- Create Forgery (Society)
- Survive in the Wild (Survival)

Stakes None to low. Downtime is the counterpart to adventuring and covers low-risk activities.

Time Scale Downtime can last days, weeks, months, or years in the game world, while taking no more than a few minutes in real time.

Actions and Reactions If you need to use actions and reactions, switch to exploration or encounter mode. A creature that can't act is unable to perform most downtime activities, but can take long-term rest.

Playing out a Downtime Day

At the start of a given day of downtime, have all the players declare what their characters are trying to accomplish that day. You can then go character by character (or group by group, if some are working together). Some downtime activities, such as Practicing a Trade, just require a simple roll with some embellishment from you and the player. Other activities might be more specific and involved, incorporating encounters or exploration scenes. You can call on the players to play out their downtime activities in any order, though it's usually best to do the simplest ones first. Players who aren't a part of a more involved activity might have time to take a break from the table while the more complex activities are played out.

If any characters feel like performing their daily preparations, they can do so, just like they would on a day of exploration. It's usually best to have players establish a standard set of preparations so you can assume the characters always go through the same routine every day unless their players say otherwise.

Cooperation

Multiple characters can cooperate on the same task. If it's a simpler task that just requires a roll, treat this as though all of the characters but one were using the Aid action. If it's a complex task, treat this as all of them working on different parts of it at a time, so all their efforts count toward its completion.

Checks

Some downtime activities require rolls—typically skill checks. Because these rolls represent the culmination of a series of tasks, players usually can't use abilities or spells to manipulate the roll, such as activating an item to gain a bonus or casting a fortune spell to roll twice. Constant benefits still apply, so someone might invest or employ a magic item that gives them a bonus to their check without being activated. You might make specific exceptions to this rule. If something could apply constantly, or so often that it might as well be constant, it's more likely it can be used on downtime checks.

Longer Periods of Downtime

Running downtime when the group has a long time off—like several weeks, months, or even years—can be more challenging. However, it's also an opportunity for the characters to make progress toward long-term plans rather than worrying about day-to-day activities. Because they have so much time to work with, characters don't roll a check for each day. Instead, they deal with a few special goals or events, average out their results for the rest of the downtime, and pay for their cost of living.

Events

After you find out what the characters will try to achieve in their downtime, select a few standout events for each

of them, usually one event for a week or month, or four events for a year or longer. These events should be tailored to each character and their specific goals, and can serve as hooks for later adventures or plot development.

Examples of downtime events include the following. Staging a Performance could include producing command performances of a new play for visiting nobility. Crafting could consist of completing a special item commissioned by a client. Practicing a Trade could mean tackling a major task that needs a quick turnaround.

Activities that aren't covered here should have events that fit them, with you choosing the relevant skill and DC. For example, if a character intended to build his own library to house his books on magic, you might decide setting the foundation and organizing the library once construction is finished are major events. The first could be a Crafting check, and the second an Arcana check.

Not all the tasks need to be very detailed or precisely defined. It's generally okay to gloss over specific details during downtime.

Average Progress

Deduct the number of days used for events from the total days of downtime before you figure out the progress the characters make toward their goals on the remaining days.

For tasks that require daily rolls, such as Practicing a Trade or Staging a Performance, treat the remaining days as though the character had rolled a 10 on their checks and multiply the result by the number of days. To set the level of an audience or task for these days, use the lowest level the character would reliably be able to find in the place where they spend their downtime (see Difficulty Classes on page 336 for more on setting levels for DCs). During long stretches of downtime, events and goals should typically feature higher-level audiences and tasks than the PCs might find impromptu. For instance, a character Practicing a Trade with Sailing Lore for 4 months might work at a port doing 1st-level tasks most of the time, but have a week of 3rd-level tasks to account for busy periods.

A character skilled at Crafting might want to spend their downtime making money by crafting items. This works like Practicing a Trade. Have the character attempt their check using their Crafting skill modifier instead of their Lore skill modifier to determine their profit. If the character also wants to make specific items to use while adventuring, they spend the required number of days to Craft as normal and can then use the remaining days for Practicing a Trade.

Cost of Living

For short periods of downtime, characters are usually just passing through or spending a bit of time in a settlement. They can use the prices for inn stays and meals found on page 188. For long segments of downtime, use the values on the Cost of Living table on page 188. Deduct these costs from the character's funds after they gain any money from their other downtime activities.

A character can live off the land rather than pay, but each day they do so requires using Survive in the Wild (see pages 158–159) or Subsist on the Streets (see page 157) to the exclusion of any other downtime activity.

Buying and Selling

After an adventure yields a windfall, the characters might have a substantial number of items they want to sell. Likewise, they might want to stock up on gear when they're flush with cash. It usually takes 1 day of downtime to sell off a few goods or to shop around to buy a couple items. It can take longer to sell off sizable numbers of goods or multiples of items that aren't in high demand.

This assumes the characters are at a settlement of decent size during their downtime. In some cases, they might need to spend day in travel to reach bigger cities. As always, you have final say in what sort of shops and items are available.

Long-Term Rest

Each full day a character spends resting during downtime allows them to recover double what they normally would for a night's rest. They must spend this time resting in a comfortable and secure location, typically in bed.

If they spend significantly longer in bed rest—usually a few days to a week of downtime—they recover from all damage, plus the fatigued, unconscious, and drained conditions. Characters affected by diseases or long-lasting poisons might need to continue attempting saves during downtime. Apart from these and curses, permanent injuries, and a few other detriments that require magic or special care to remove, a character recovers from all conditions and damage during long-term rest.

A character can also reduce her enervated condition by spending her downtime training, as described in the condition.

Retraining

By spending significant amounts of downtime—usually a week or more—a player can change some of the choices she made for her character. Retraining usually requires spending time learning from a teacher, whether undergoing physical training with them, studying at a library under their guidance, or falling into shared magical trances. You determine whether a character can get the proper training or whether something can be retrained at all. In some cases, a character might be able to find an instructor but need to pay for their services; this is most likely when the training in question involves learning a high-level technique, attaining legendary proficiency in a skill, or achieving similarly lofty goals.

Anytime a character retrains something that was required for her other abilities, she's unable to use



those other abilities until she once more satisfies the prerequisites (she can instead opt to retrain those abilities as well). For instance, if she had a skill feat that required her to be an expert in Diplomacy and her retraining made her only trained in Diplomacy, she couldn't use the skill feat until she once more attained expert rank in Diplomacy; she is likely better off retraining the skill feat, too.

A character cannot retrain her background or any heritage feats from her ancestry, since these are intrinsic parts of a character. However, she can retrain other ancestry feats.

Feats

A character can spend a week of downtime to swap out one of her feats. She removes the old feat and replaces it with another of the same type. (For example, she could swap a skill feat for another skill feat, but not for a wizard feat.) She must choose a feat that she could have taken at the same level as the one she's losing, considering all factors at that level. For example, if she wants to trade out her 3rd-level feat and she was an expert in Stealth then, she can't take a feat that requires her to be a master of Stealth, even if she's now a master. If the player is unsure whether her character met the prerequisites of the feat she wants, she can't choose it. Note that if retraining other abilities means she is eligible to take a feat via retraining but doesn't currently meet its prerequisites, she cannot use that feat until she does. A character can't retrain heritage feats.

Skills

A character can spend a week of downtime to swap out one of his skill increases. He reduces his proficiency rank in the skill by one step and increases his proficiency rank in another skill by one step. The new proficiency rank has to be equal to or lower than the proficiency rank he traded away. For instance, if he was a master in Stealth, he could reduce that to an expert in Stealth to become a master in a skill he was an expert in, but not to become legendary in a skill he was a master in. Because the new arrangement of skills can influence his ability to retrain feats with skill prerequisites, the player should keep track of the level when the new skill increase occurred if he intends to retrain his feats based on the new skill.

Class Features

A character can change a class feature that required a choice, taking a different choice instead. This lets her change a cleric domain or a wizard school, for example. Changing one of her class features can be complicated, and the time it takes is significant. You should decide on a case by case basis, but it always takes at least a month. Class features that are intrinsic parts of a character, like sorcerer bloodlines, can't be retrained.

DIFFICULTY CLASSES

As GM, it's up to you to set the difficulty classes (DCs) for rolls that don't use a predefined DC. The following sections offer advice on how to set appropriate DCs and tweak them as needed to feel natural for your story.

CREATING APPROPRIATE CHALLENGES

As characters increase in level, they should face ever more deadly opponents and complex traps, seek out increasingly obscure information, and display increasing skill in many other areas. Such challenges increase in difficulty.

DCs are determined partly by the level of a check, which is tied to the underlying task, and partly by the check's difficulty, which represents helpful or adverse circumstances. For example, crossing a river on a bridge is a different task from crossing on a log, and using a bridge is easier, so its level is lower. In contrast, crossing a bridge is the same task whether it's dry and well maintained or icy and crumbling, but the circumstances make the former easier and the latter more difficult.

It's important that you don't simply make the DC arbitrarily higher or lower with the PCs' level. Any increase must be justified based on how the challenge actually increased, and thus how success is more impressive. For checks against opponents' DCs, higher-level adversaries have higher skills, so the players can clearly see improvement as they challenge and surpass more powerful foes.

Many tasks are not opposed and have no reason to change in level. If you decide climbing the ordinary pine tree next to the temple is a level 0 task, climbing it doesn't arbitrarily get harder when the PCs are higher level; its level stays 0. If you need a task with a significantly higher DC to challenge your PCs, you should choose one that's inherently harder rather than artificially inflating the level of a simple task to increase its DC. For instance, when the PCs' level is relatively low, they might be faced with climbing a stone wall with handholds, but later in the campaign they should encounter tougher obstacles, like a smooth iron wall.

Adjusting the Chance of Success

When creating challenges at the PCs' level, use the following guidelines to determine what degree of difficulty is a good fit. Then consult Table 10–2: Skill DCs by Level and Difficulty to determine the appropriate DC. The table's Level column indicates the task level, while the subsequent columns present DCs for each difficulty.

Many tasks use the high-difficulty DC for their level, but circumstances adjust this. For trivial, low, and high DCs, a character with the amount of skill described in the following paragraphs likely has a greater than 50% chance of success, thus allowing more critical successes.

A trivial DC is so low that even the least-skilled character with a low score for the associated ability has around a 50% chance to succeed. These are good DCs for when a task is going to be rote for the more skilled members of the party; you can usually skip rolling and assume the characters succeed against trivial DCs.

A low-difficulty DC is good to use when each PC will attempt the check and it matters how many succeed or fail, since it won't be too hard even for a character who doesn't have ranks in the skill or a high ability score.

A high-difficulty skill DC can be overcome by a character who has increased their proficiency rank in a skill but doesn't have a high score in the associated ability (like if a typical rogue were attempting an Athletics check). This is the default difficulty in Pathfinder. High-difficulty DCs are a good choice for skill checks that require only one character succeed for the party to benefit.

A severe-difficulty skill DC can test even a character proficient in the skill and who also has a high score in the associated ability. Use these DCs for contexts like a wizard attempting an Arcana check, a rogue attempting a Thievery check, or a cleric attempting a Religion check.

An extreme-difficulty skill DC defeats even the most skilled characters most of the time, but it's just low enough that there's some chance of success. Use these DCs if you want success to be unlikely but not impossible. They're especially useful when a PC can attempt a check multiple times. You should avoid using them if a failed check results in death, massive harm, or other dire consequences.

Proficiency-Gated Tasks

Sometimes succeeding at a particular task requires a higher proficiency rank than the base use of the associated skill. This is particularly common with Disable a Device, Pick a Lock, and Recall Knowledge. For instance, you might decide that knowing the details of a certain arcane theory isn't possible for anyone who's not trained in Arcana. However, you could allow someone untrained to try anyway; in this case, the PC could not succeed at the check but could still critically fail and gain erroneous information. Locks and traps often require a certain proficiency rank to successfully use the Pick a Lock or Disable a Device tasks of Thievery; a character whose proficiency rank is lower than what's listed can attempt the check, but can't succeed.

For tasks that require a minimum proficiency, a level 2 or lower task should almost never require expert, a level 6 or lower task should almost never require master, and a level 14 or lower task should almost never require legendary. If they did, no character of the appropriate level could succeed.

Ordinary Tasks

The Ordinary Tasks tables on page 338 list common tasks that don't increase in level. You can use them as benchmarks when deciding the levels of similar tasks. Each entry is followed by the task level, examples of factors that could impact difficulty, and the character level at which the task becomes so trivial that you can usually assume a PC succeeds rather than spending time on a roll.

For most tasks that low-level, everyday NPCs might

attempt, the level of the check is 0–2. For example, using a log to cross a river is tricky but still reasonable for a normal person, so it's a high-difficulty level 1 check (DC 14). Based on that, you might decide that Balancing across a rickety bridge, which is easier for an ordinary person, is a high-difficulty level 0 Acrobatics check (DC 12). If the bridge or log were covered in moss, you might adjust to severe.

The Difficulty Adjustments column includes factors that might alter the challenge. These are factors inherent to the task or the environment. Factors under the PCs' control, like gear grant them bonuses instead.

Ordinary tasks become trivial at a certain level, listed in the final column so you have some idea when these tasks no longer present even a minor challenge for the characters. Some tasks are always trivial and have no need to be rolled, like climbing a ladder in ordinary circumstances. You can allow automatic successes at lower levels than listed if that makes your game run more smoothly.

ADJUDICATING COMMON SKILLS

The following skills frequently require DC judgment calls.

Crafting

When a character Crafts an item, use the high-difficulty DC for the item's level as a baseline—for example, the DC for a common level 5 magic item is 21. If the item is uncommon, you might increase the difficulty to severe and rare to extreme. You can also adjust due to other circumstances such as using the low DC for a common item the PC has Crafted before.

Repairing an item usually uses the low DC for the item's level, but it might increase to high for a magic item or an item of higher quality than you can Craft.

Gathering Information

To set the DC to Gather Information, use the notoriety of the subject to set the level and the depth of information to set the difficulty category. For example, if a character were trying to Gather Information about a visiting caravan, you might decide that a common person wouldn't know much about it but a merchant or city guard would, so it's level 1 information. A caravan leader's name is superficial, so discovering it might be a low-difficulty level 1 check. If you were trying to learn the identity of the leader's employers, however, that might be a severe or extreme level 1 check, or higher level if they were particularly hidden.

Performance and Audiences

The Performance skill details the different levels of audiences a character can perform for. When setting the DC for these checks, you'll usually use the high DC corresponding to the audience's level. You can adjust this, of course, using the severe DC if an audience is rowdy or in a bad mood, for example.

When determining what level of audience members a performer can find, in most settlements the character can scrounge up audiences of levels 0 and 1. A town typically allows at least one level 3 or level 4 audience, and a city has audiences with levels from 5–7. A performer typically must travel to a capital, metropolis, or court to find audiences of 9th level or higher, and might even need to entertain on another plane to find audiences of higher level than that.

Successful performances often have additional benefits, like small circumstance bonuses on future Diplomacy checks against people who were in the audience. The performer might also secure access to higher-level audiences through word of mouth.

Practicing a Trade

The Lore skill lets characters try tasks of various levels. These usually use the high-difficulty DC for the task level unless some external factor adjusts it. For example, if a character uses Farming Lore to tend crops, you should use the low DC if their plot has fertile soil, but severe or extreme during a drought.

When a character is using Lore to practice a trade, the task level depends greatly on whether the character's preferred sort of job is common or practical in the location. For example, in a town on a river, Sailing Lore might get you a level 1 task of piloting a raft, whereas a major seaport might have a level 4 task of working the sails on a flagship. The highest-level tasks might be available only at places where your Lore skill is highly lauded or in demand.

Finding a task is also more difficult if the Lore skill in question is more obscure. If you have Owlbear Lore, you might be able to find only level 0 or level 1 tasks, if any.

TABLE 10–2: SKILL DCS BY LEVEL AND DIFFICULTY

Level	Trivial	Low	High	Severe	Extreme
0	9	10	12	14	17
1	10	12	14	15	18
2	11	13	15	16	19
3	12	15	17	18	21
4	13	17	19	20	23
5	14	18	21	22	25
6	15	19	22	23	26
7	16	20	23	24	27
8	17	21	24	26	29
9	18	23	26	27	30
10	19	24	27	29	32
11	20	25	28	30	33
12	21	27	30	32	35
13	22	29	32	35	38
14	23	30	33	36	39
15	24	32	35	37	40
16	25	33	36	39	42
17	26	35	38	40	43
18	27	36	39	41	44
19	28	37	40	42	45
20	29	38	41	44	47
21	32	42	45	47	50
22	34	44	47	49	52
23	36	46	49	51	54

TABLE 10–3: ORDINARY ACROBATICS TASKS

Task	Level	Difficulty Adjustments	Trivial
Balance on a fallen log	1	Narrow, rotten, slippery	6
Squeeze through a crack	1	Oddly shaped, wet	6
Balance on a tightrope	3	Strong breeze	9

TABLE 10–4: ORDINARY ATHLETICS TASKS

Task	Level	Difficulty Adjustments	Trivial
Climb a tree	0	Few branches, flexible, peeling bark	5
Swim in a lake	0	Choppy, placid	5
Swim in a river	1	Rocky, rushing	6
Swim in an ocean	1	Turbulent	6
Climb a rope	1	Braced against a wall, fraying	6
Climb a cliff	2	Crumbling, slick, sloped	8
Swim in a stormy ocean	5	Severe storm	13

TABLE 10–5: ORDINARY SOCIETY TASKS

Task	Level	Difficulty Adjustments	Trivial
Identify a monarch	0	Obscure realm, ostentatious	5
Know proper forms of introduction	1	Complicated lineage	6
Subsist on the streets of a normal city	1	Authoritarian, dangerous, insular	6
Identify a minor noble	2	Up-and-coming, secretive	8

TABLE 10–6: ORDINARY SURVIVAL TASKS

Task	Level	Difficulty Adjustments	Trivial
Find fresh water	0	Dry spell	5
Endure a cold night	1	Plentiful shelter, poor weather	6
Survive alone in ordinary conditions	1	Food scarcity, temperature, weather	6
Push through a storm	2	Frequent obstacles, whipping winds	8
Survive at high altitudes	3	Frigid wind	9
Tracking in mud or snow	0	Size of quarry, weather, age of tracks	5
Tracking in dirt	1	Size of quarry, weather, age of tracks	6
Tracking in grass, forest, or sand	2	Size of quarry, weather, age of tracks	8
Tracking on hard stone	4	Size of quarry, weather, age of tracks	11

Recall Knowledge

Using Recall Knowledge (with Arcana, Lore, Nature, Religion, or Society) works similarly to gathering information; use the level of notoriety to set the level and the depth of information to set the difficulty category.

Monster Identification

Identifying monster abilities is one of the most common uses of Recall Knowledge. The monster's commonality sets the difficulty: low for common monsters, high for uncommon, and severe for rare or unique. Most monsters' level should be the level of the DC, but you could reduce the level drastically for really famous monsters. A character who succeeds identifies the monster and singles out one of its best-known attributes—such as a troll's weakness to acid and fire or a manticore's tail spikes. On a critical success, the character gets that information plus something more subtle, like a demon's weakness or the trigger for a reaction.

After a success, further uses of Recall Knowledge can yield more information, but you should increase the difficulty each time. Once a character has attempted an extreme-difficulty check or failed a check, further attempts are fruitless.

Alternative Skills

Certain skills list Recall Knowledge, but it may sometimes make sense for you to allow someone to Recall Knowledge with a different skill. For instance, you might allow a Crafting check to Recall Knowledge regarding the quality of an item or a crafting material.

Training an Animal

Train Animal allows PCs to teach animals tricks. Use the level of the animal as the baseline and the complexity of the trick to determine difficulty. Particularly domesticated animals, like horses or cattle, can be treated as a lower level.

REWARDS

Gradual improvement as characters continue to adventure is a core part of Pathfinder. The main ways characters get better are by earning experience—which they'll use to level up—and collecting treasure, like powerful magic items.

EXPERIENCE

As they adventure, characters earn Experience Points (XP). These come from achieving goals, completing social encounters, exploring new places, fighting monsters, and any other sorts of accomplishments. You have a great deal of control over when the characters gain XP, though the following guidelines help you get a sense of what you're expected to give out in a standard campaign.

At normal advancement, when a player character reaches 1,000 XP or more, she levels up. She then reduces her XP by 1,000 and starts progressing toward the next level.

XP Awards

Experience Points are awarded for combat and social encounters. Characters can also gain XP from exploration, such as finding secret areas or locating a foe's hideout. If the PCs face direct opposition, as is the case in a fight or a social conflict, the XP award is based on the level of the challenge overcome. Use the rules for creating encounters in the *Pathfinder Playtest Bestiary* to determine these values.

For events that award XP but aren't opposed, such as mapping a dungeon, overcoming a difficult environmental obstacle, or establishing an organization, you'll need to decide the XP award. Determine whether the achievement was a minor, moderate, or major accomplishment and, using the table below, award them an appropriate amount of XP. Major accomplishments are usually the culmination of the characters' efforts across many sessions.

Accomplishment	XP Award
Minor	10
Moderate	30
Major	80

As mentioned earlier, it's up to you how much XP to give out. As a general guideline, in a given game session you'll typically give up to five or six minor awards, two or three moderate awards, and only one major award, if any.

Any XP award gained goes to all members of the group. For instance, if the party wins a battle worth 100 XP, they each get 100 XP, even if the party's rogue was off in a vault stealing a treasure during the battle. If she collected a splendid gemstone, which you decided was worth 30 XP, all the party members get that XP, too.

Party Sizes

The rules for advancement assume a group of four characters. The rules for encounters (see the *Pathfinder Playtest Bestiary*) describe how to adjust for different sizes. You usually won't need to make many adjustments for a differently sized group outside of encounters. Be careful, though, if you provide multiple ways to get accomplishment-based XP awards when you have a large group. This can mean that multiple people are working toward different accomplishments at once, leading to an XP influx.

STORY-BASED LEVELING

If you don't want to deal with managing and handing out XP, or if you want to have progression based solely on events in the story, you can ignore the XP process entirely and instead dictate when the group levels up. Generally, the characters should go up in level every three to four game sessions, just after the most appropriate big event that happens during that time, such as defeating a significant villain or achieving a major goal. If there's a spot in the story where you skip past a long span of time, you might decide to level up the characters faster or multiple times to account for what they were doing "off screen."

Advancement Speeds

By varying the amount of Experience Points it takes to gain a level, you can change how quickly characters gain more power. For fast advancement, characters need 800 XP to level up. For slow advancement, they need 1,200 XP. Fast advancement works best when you know you won't be playing a very long campaign and want to accomplish as much as possible quickly; slow advancement works best for a gritty campaign where all progress is hard-won.

You can even alter XP from adventure to adventure to get a different feel. During a street-level murder mystery or travel through a haunted wilderness, you might use slow advancement. Then, if the next adventure were a small, action-packed dungeon populated by genies, you might go for standard or fast advancement.

Group Parity

It's highly recommended that you keep all the player characters at the same XP total. This makes it much easier to know what challenges are suitable for your players. Having characters at different levels can mean weaker characters die more easily and their players feel less effective, which can make the game less fun for those players.

If you don't keep the whole group at the same level, you'll need to select an average party level for determining how difficult encounters should be. Choose the level you think best represents the party's capability as a whole. This is usually the highest level if only one or two characters are behind, but might be an average if everyone is at a different level or there's a large gap between highest and lowest.

Party members who are behind the party's average level should gain double the amount of XP the other characters do until they reach the party's average level.

ENVIRONMENT

Environment doesn't just set the stage of adventure, it can present characters with its own challenges or constraints. Use this section to craft the terrain, climate, and hazards for your game.

TERRAIN

What follows are some of the most common terrain types in the game and their rules. For more on terrain and variations due to the type of environment it's found in, see the *Pathfinder Playtest Bestiary*.

Bogs

Also called mires, bogs are watery areas that accumulate peat, typically covered by shrubs and moss, they sometimes feature floating islands of vegetation covering deeper pools. Shallow bogs are difficult terrain for a Medium creature, and deep bogs are greater difficult terrain. A creature has to Swim if a bog is deep enough that the creature can't reach the bottom. Bogs are typically acidic, so particularly extreme or magical bogs can act as hazardous terrain.

Crowds

Crowded thoroughfares and similar areas are difficult terrain, or greater difficult terrain if the area is truly packed. You might allow a character to get a crowd to part using Diplomacy, Intimidation, or Performance.

A crowd exposed to an obvious danger, like a fire or a rampaging monster, attempts to move away from it as quickly as possible, but it is often slowed by its own mass. A fleeing crowd typically moves at the Speed of an average member (typically 25 feet for a crowd mostly made up of humans), and it can potentially trample or leave behind slower-moving members of the crowd.

Doors

Opening an unlocked door requires at least 1 Interact action. Locked or stuck doors require you to Pick a Lock first, or break a door open using Break Open.

Ice

Icy ground counts as both uneven ground and difficult terrain, as characters slip and slide due to poor traction.

Rubble

Rubble counts as difficult terrain. Piles of rubble are uneven ground if they're dense enough that they need to be walked over rather than navigated through with care.

Sand

Packed sand doesn't usually significantly impede characters' movement, but loose sand can be difficult terrain if it's shallow or uneven ground if it's deep.

Snow

Depending on the depth of snow and its composition, most snowy ground is either difficult terrain or greater difficult terrain. Denser snow might allow characters to attempt to walk along the surface without breaking through, but some patches might be loose enough that they're uneven ground.

Stairs

Stairs are typically difficult terrain moving up, though shoddy stairs might also be uneven ground. Some temples and giant-built structures have enormous stairs that are greater difficult terrain or even require Climbing each step.

Trees

Most trees don't provide cover unless a character Takes Cover. Only particularly massive trees that take up an entire 5-foot square on the map (or more) are big enough to provide cover automatically.

Undergrowth

Light undergrowth is difficult terrain and allows a character to Take Cover. Heavy undergrowth is greater difficult terrain that provides cover.

Water

PCs who are underwater need a way to breathe (typically a *water breathing* spell) and must usually Swim in order to move, though a PC who sinks to the bottom can walk awkwardly, as if through greater difficult terrain. Use the aquatic combat rules and drowning and suffocation rules (see page 315).

CLIMATE

Weather is more than just set dressing to establish mood; it has mechanical effects you can combine with encounters for a memorable experience. Weather can impose circumstance penalties on certain checks, from –1 to –4 based on severity.

Fog

Fog imposes a circumstance penalty to visual Perception checks, depending on the thickness; causes creatures viewed through significant amounts of fog to be concealed; and cuts off all visibility at half a mile or less—potentially much less. Conditions limiting visibility to about a mile are called mist, and those that do so to about 3 miles are called haze.

Precipitation

Precipitation ranges from rain to colder forms like snow, sleet, and hail. Most impose penalties on visual Perception checks (hail is sparser but loud, instead penalizing auditory Perception checks). Wet precipitation douses flames, and frozen precipitation can create areas of snow or ice on the ground.

Precipitation causes discomfort and fatigue. Anything heavier than drizzle or light snowfall reduces the time after

which characters become fatigued by exertion to 4 hours for normal exploration tactics or simple overland travel, or 5 minutes for a fatiguing tactic. Heavy precipitation can be dangerous in cold environments without protection. Soaked characters treat the temperature as one step colder (mild to severe, severe to extreme; see Temperature below).

There's a negligible chance that a character is struck by lightning during a storm. If necessary, use damage from *lightning bolt*, heightened for a severe thunderstorm.

Temperature

Usually temperature isn't important enough to worry about beyond describing clothing. Temperatures below freezing (32° F) are mild cold, and temperatures above around 95° F (ranging from 80° in high humidity to 120° in low humidity) are mild heat. They don't damage characters dressing appropriately, but they reduce the time after which characters become fatigued by exertion to 4 hours for most simple exploration tactics or simple overland travel, or 5 minutes for a fatiguing tactic..

Temperatures 12° F and lower are severe cold, which deals 1d4 to 1d8 cold damage per hour unless one wears gear designed for low temperatures. Temperatures above around 105° F (from 90° to 130° based on humidity) are severe heat, dealing similar fire damage, regardless of gear.

Temperatures much above 115° F (from 100° to 140° based on humidity), extreme heat, are dangerous without magic. Temperatures –20° F or colder, extreme cold, occur in cold regions, and an arctic region at its coldest might be over 100° colder! Gear can reduce the severity but can't ignore such cold entirely. Extreme cold or heat deals 1d12 damage every 10 minutes. At –80 ° F or less or 140° F or more, the damage occurs every minute.

Wind

Wind imposes a circumstance penalty to auditory Perception checks depending on strength. It also influences physical ranged attacks like arrows, imposing a penalty on attack rolls involving such weapons and potentially making attacks with them impossible in powerful windstorms. Wind snuffs out handheld flames; lanterns protect their flame from the wind, but particularly powerful winds extinguish them.

Wind counts as difficult or greater difficult terrain when Flying. Wind of sufficient strength requires a Maneuver in Flight action to move, blowing fliers away on a critical failure or if they don't succeed at least one such check each round. Even on the ground, particularly strong winds might require an Athletics check to move, knocking creatures back and prone on a critical failure. Small creatures typically take a –1 penalty on such checks, and Tiny creatures –2.

HAZARDS

Dungeons are rife with ancient traps meant to protect the treasures within. These range from simple mechanical devices that shoot darts or drop heavy blocks to magic runes that explode into bursts of flame. In addition to traps, adventurers occasionally stumble into other types of hazards, including naturally occurring environmental hazards, mysterious hauntings, and more.

Detecting a Hazard

When characters approach a hazard, they have a chance of finding the trigger area or mechanism before triggering the hazard. Some hazards are impossible to detect unless a character has a minimum proficiency rank in Perception, as indicated in the hazard's Stealth entry (see Hazard Format on page 342), and such hazards can't be discovered unless a character is actively searching. When a character actively searches for hazards, roll a secret Perception check against the hazard's Stealth DC. Actively looking for hazards during combat or another type of encounter requires a Seek action.

Magic hazards with no Stealth proficiency requirement or a Stealth proficiency requirement of trained can be detected with *detect magic*. Those that require expert or better proficiency are always masked to protect them from detection with *detect magic*. Determining the properties of such a magic hazard thoroughly enough to disable it requires a successful skill check to detect the hazard or the use of more powerful magic—*detect magic* alone is insufficient and reveals only the presence of the hazard.

Triggering a Hazard

When the PCs come across a hazard in exploration mode while searching their surroundings, determine whether they detect it when they first enter the general area in which it appears. If they succeed, they become aware of the hazard, and you might want to map out or describe the area as they look closer. If they fail to detect the hazard, the circumstance that triggers the hazard occurs so long as it's a standard part of traveling, such as stepping on a floor plate trigger or moving through a magical sensor. Hazards that would trigger only when someone directly manipulates the environment—by opening a door or pulling a chain, for example—should trigger their reactions only if a PC explicitly takes that action.

Hazards that appear in encounters require you to pay attention to the specific locations where they can be triggered. If the PCs get to the end of the encounter without triggering a hazard that's present, they should get full XP for the hazard. However, if they haven't fully explored the area before or during the fight, they might still trigger the hazard if they sweep the area afterward (this does not result in additional XP awards).

When the PCs trigger a complex hazard, the hazard first performs its initial reaction. Then have the PCs roll initiative, adding the hazard's Stealth modifier to its initiative roll if it has a routine—a set of preprogrammed actions it performs on its turn.

Disabling a Hazard

The most versatile method of deactivating traps is the

Disable a Device use of the Thievery skill, though most mechanical traps can be smashed (see Destroying a Hazard below) and magical traps can usually be dispelled (see Dispelling a Hazard below). Environmental hazards are often overcome with Nature or Survival, and haunt hazards are often deactivated with Occultism or Religion. The specific skill and DC required to disable a hazard is listed in the Disable entry of the hazard's stat block (see Hazard Format below). As with detecting a hazard, disabling a hazard might require a certain proficiency rank in the listed skill, which appears after that skill and DC in the Disable entry.

A character must first detect a hazard in order to attempt to deactivate it, since particular details about the hazard dictate the proper countermeasures. A character can attempt to deactivate a hazard whether or not it's already been triggered, though some hazards no longer pose a danger once they've been triggered.

A success with the listed skill against the DC in the stat block disables the hazard without triggering it. Any other means of deactivating the hazard, such as counteracting a magic trap, are included in the hazard's stat block, as are any additional steps required to properly deactivate it. A critical failure on any roll to disable a hazard triggers it, including a critical failure on a spell roll to disable it.

Some hazards require multiple checks to deactivate, either for a particularly complicated component or for different portions of a larger hazard. For such hazards, a critical success counts as two successes on a single component.

Destroying a Hazard

Rather than trying to carefully disable a hazard, a character might just smash it. Damaging a mechanical trap or another physical hazard works like damaging objects. An attack that deals at least as much damage as the hazard's Hardness dents it, and an attack that deals twice as much damage as the Hardness dents it twice (usually breaking it). In most cases, breaking or destroying the hazard also triggers it.

Hazards list their AC, TAC, Hardness, Fortitude saves, and Reflex saves in their stat blocks. Hazards are immune to anything an object is immune to unless noted otherwise, and can't be targeted by anything that doesn't target objects.

Dispelling a Magic Hazard

Some magic hazards can be dispelled using *dispel magic*. Such a hazard lists its spell DC in the Disable entry of the stat block, followed by its spell level in parentheses. Dispelling a hazard otherwise works like using a skill check to disable the hazard.

Hazard Format

Hazards are presented in a stat block format like a monster.

Name and Level

The first line of a hazard gives the hazard's name and the level of party it presents a challenge for. If the hazard has a component toxin, curse, or other non-spell feature, that feature's level is the hazard's level.

Traits

A hazard has a trait to indicate whether it's magical or mechanical. Many hazards fall into a specific category that's important for how other abilities and skills interact with them, the most notable categories being trap (for hazards specifically constructed to harm intruders), environmental (for natural hazards), and haunt (for spectral phenomena). Hazards that have initiative and a routine have the complex trait to indicate this.

Stealth DC

This is the hazard's Stealth DC, which it uses to avoid being detected. A complex hazard instead lists its Stealth modifier for rolling initiative, followed by a DC if there's a chance someone might detect it. If the hazard requires a minimum proficiency rank in Perception to find it, that rank appears in parentheses. Hazards that can be detected using *detect magic* (see Detecting a Hazard on page 341) indicate that quality in this entry.

Description

This entry details the parts of the hazard and how they work together.

Disable

The skills and DCs required to deactivate or bypass the hazard are described here. A hazard that requires the disabler to have a minimum proficiency rank in the listed skill lists that information in parentheses. For magic traps that can be dispelled, this entry includes the spell DC, as well as the minimum level of *dispel magic* required (listed in parentheses).

AC

Attacks against a mechanical trap or other physical hazard target this AC. When designing a mechanical trap, it's usually appropriate to set the TAC equal to or less than its AC – 4. An attack roll that critically fails triggers the hazard, as does breaking or destroying the hazard.

Saves

A mechanical trap or other physical hazard's modifiers to Fortitude and Reflex saves are listed here. On rare occasions (usually for haunts), hazards have Will saves.

Hardness

A physical hazard's Hardness indicates how difficult it is to break via damage. If a hazard can take more than 1 Dent without becoming broken, this entry lists in parentheses the total number of Dents it can take before becoming broken. So "**Hardness** 11 (2 Dents)" means the hazard could take damage equal to or exceeding its Hardness twice (either taking damage twice or taking

double its Hardness in damage at once) and still function. The third time it took that much damage, it would be broken. If the hazard has multiple components, the part of the trap with the listed Hardness is set in parentheses.

Immunities and Resistances

Physical hazards are immune to critical hits and precision damage, as well as the immunities common to objects (see page 175). Other immunities a specific hazard has are listed in this entry, followed by any resistances or weaknesses it has.

Reaction

Most hazards have a reaction that occurs when they're triggered. For most hazards, the reaction is the entirety of the hazard's effect. For complex hazards, the reaction also causes the hazard to roll initiative, either starting a combat encounter or joining one already in progress.

Routine

This entry describes what a complex hazard does on its initiative. Unlike creatures, a hazard usually has a rote program it follows. The hazard's number of actions per turn is noted in parentheses; if partially disabling the hazard reduces the number of actions it can take each round, this is noted in the Routine entry.

Speed

If a complex hazard can move during its routine, it has a Speed entry. A hazard without a routine describes any movement it can make in the Reaction entry instead.

Attacks

If a hazard makes attacks, it has the appropriate melee or ranged attack entries.

Reset

If a hazard can activate multiple times, the reset entry explains how the hazard is reset and how long it takes to do so.

SIMPLE HAZARDS

The following are a couple examples of simple hazards. Others can be found in the *Pathfinder Playtest Bestiary*.

HIDDEN PIT — HAZARD 0

Mechanical Trap

Stealth DC 16

Description A trapdoor covers a 10-foot-square pit that is 20 feet deep.

Disable Thievery DC 12 to remove the trapdoor, making the trap no longer hidden (Perception DC 0 to notice)

AC 10, **TAC** 7; **Fort** +1, **Ref** +1

Hardness 4 (trapdoor); **Immunities** critical hits, object immunities, precision damage

Pitfall

Trigger A creature walks onto the trapdoor.

Effect The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab Edge reaction to avoid falling (see page 144).

Reset The trap still causes falling damage if anyone falls in, but the trapdoor must be reset manually for the trap to become hidden again.

SPEAR LAUNCHER — HAZARD 2

Mechanical Trap

Stealth DC 19 (trained)

Description A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

Disable Thievery DC 15 (trained) on the floor tile or wall socket

AC 16, **TAC** 11; **Fort** +7, **Ref** +4

Hardness 8; **Immunities** critical hits, object immunities, precision damage

Spear (attack)

Trigger Pressure is applied to the floor tile.

Effect The trap makes an attack against the creature or object on that tile.

Ranged spear +11, **Damage** 2d6+6 piercing

COMPLEX HAZARDS

Complex hazards are involved enough to be their own encounters, or to take the place of monsters in multiple-monster encounters. They roll initiative and have actions of their own, though these are usually automated through specific routines. Here's an example of a complex hazard.

POISONED DART GALLERY — HAZARD 8

Complex Mechanical Trap

Stealth +16 (expert) or DC 29 (master) to notice the control panel

Description Countless holes to launch poison darts line a long hallway with a hidden control panel on the far end.

Disable Thievery DC 21 (expert) on the control panel deactivates it.

AC 25, **TAC** 22; **Fort** +11, **Ref** +15

Hardness 17 (2 Dents) to destroy the control panel and disable the trap; **Immunities** critical hits, object immunities, precision damage

Dart Volley (attack)

Trigger A creature enters the hallway.

Effect The trap makes an attack against the triggering creature and then rolls initiative.

Routine (1 action) The trap launches one dart against every creature in the gallery as 1 action. Because it launches darts continuously, the trap also has a free action to launch a dart at each creature during that creature's turns.

Ranged poisoned dart +18, **Damage** 3d4 piercing plus flesset poison; no multiple attack penalty

Continuous Barrage

Trigger A creature within the active gallery finishes an action.

Effect The trap makes a poisoned dart Strike against the triggering creature.

Flesset Poison (poison) Fortitude DC 20; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and sluggish 1 (1 round); **Stage 2** 2d6 poison damage and sluggish 2 (1 round); **Stage 3** 3d6 poison damage and sluggish 3 (1 round)

Reset The trap deactivates and resets after 1 minute.

TREASURE

As characters adventure, defeat foes, defend the innocent, and perform favors for grand personalities from kingdoms, temples, and guilds, they'll acquire treasure as either loot or rewards.

Treasure often takes the form of coins and other types of currency. Raw materials and gems are two other assets that appear frequently. Characters often can use these directly by turning them into items with the Crafting skill rather than using coins to buy the necessary materials.

Magic items come in many varieties, from magic swords that can harm wispy, incorporeal undead to *bags of holding* that can hold a king's ransom within a tiny extradimensional space. Alchemical items are not intrinsically magical and are consumed when used, but they have a variety of uses, from curing the sick to lighting foes on fire.

This chapter provides details and rules for various treasures encountered in the game, as well as guidelines and tools for creating treasure hoards for your campaign. It includes the following sections:

- Distributing Treasure on page 347 shows you how to allocate treasure in appropriate amounts throughout your adventures.
- Treasure Tables, beginning on page 348, lists your options for treasures, arranged by level, category, and Price.
- Materials on page 354 details some of the special metals and woods found in the game world, which can give items different properties.
- Special Nonmagical Items on page 356 details specific items made of special materials. They aren't magical but are especially valuable and more powerful than ordinary items.
- Snares on page 357 details special traps typically made by rangers.
- Alchemical Items on page 359 details nonmagical substances with extraordinary effects that are often created by alchemists.
- Runes on page 370 details items that can be etched onto weapons and armor to improve them or give them special magical properties.
- Magic Items on page 376 details items ranging from magic weapons to minor trinkets.

Reading Item Stat Blocks

Whether an item is alchemical, magical, or mundane, it's presented in the following format. If an item does not require one of these entries, that entry is omitted.

Name and Level

The top line provides the item's name and a number indicating the item's level. The latter measures what level of adventurer the item is best suited for. For those who can Craft magic items (having the appropriate skill proficiencies, necessary feats, and the item's formula), this is the level requirement to Craft the item.

For instance, a 3rd-level character might find items of level 4 and higher through adventuring, and if she's in a large enough settlement, she might also find such items to purchase if the GM determines they're for sale. She can use such items normally, but she can't Craft them, even if she has the formula.

If there are multiple versions of the same item, the level of the item is followed by a plus symbol ("+"). The number indicates the lowest-level item described, and information on the different versions is provided in the description.

Item Traits

The box below the name and level lists all of the item's traits (see the magical trait for a description of how the arcane, divine, occult, and primal traits work with items).

The following traits indicate rules that apply to items.

Alchemical Alchemical items are powered by the reactions of alchemical reagents sometimes sparked by the user's Resonance Points. Alchemical items aren't magical, and they don't have a magical aura. Characters can craft these items only if they have the Alchemical Crafting feat (see page 162–163).

Bomb Alchemical bombs must be thrown instead of activated. Most of them explode, dealing damage to their target and splash damage to nearby creatures. Their rules are provided on page 359.

Consumable An item with this trait can be used only once. Unless stated otherwise, it is destroyed after activation, though in some cases, some part of it might be recoverable for other purposes. For instance, while a potion is a consumable item, the vial the potion comes in is not destroyed after the potion is activated.

When a character creates consumable items, she can make them in batches of four, as described in the Craft activity (see page 148).

Elixir The alchemical items called elixirs need to be drunk to be activated. Their rules can be found on page 359.

Invested An item that a character needs to prepare by investing it with a Resonance Point has the invested trait. Most invested items are worn, like armor, clothing, or jewelry. None of the magical effects of the item apply if the character hasn't invested

it, though the character still gains any normal benefits from the physical item (like a hat keeping rain off a character's head).

Magical Magical items are imbued with magical energies. Each one radiates a magic aura infused with its dominant school of magic (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation). A character can craft these items only if she has the Magical Crafting feat (see page 168).

Some items 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 indicates that the item is magical.

Mutagen The alchemical elixirs called mutagens change the imbiber's mental and physical characteristics. Their rules appear on page 359.

Oil An oil (see page 378) is a liquid magic item applied to the surface of an item or creature.

Potent When a character invests an item with this trait, it improves one of that character's ability scores, either increasing it to 18 or increasing it by 2, whichever grants the higher ability score. This ability score increase grants all the benefits of the new ability score. Increasing Intelligence lets the owner become trained in an additional skill, increasing Charisma adds to her Resonance Points, increasing Constitution gives her more Hit Points, and so on. These benefits go away once the investiture runs out.

A potent item grants this benefit only the first time it's invested within a 24-hour period, and a character can benefit from only one potent item at a time. If a character attempts to invest a potent item when she already has one invested, she doesn't gain the ability score increase from the second item (though she still gains any other benefits from the second item).

Potion A creature activates and consumes these magical liquids by drinking them. The most popular potions are *healing potions*. Potion rules appear on page 378.

Scroll A spell can be written on a piece of parchment called a scroll to be cast later. The special rules for scrolls appear on page 378.

Snare Traps typically made by rangers, snares follow special rules that allow them to be constructed quickly and used on the battlefield. Snare rules appear on page 357.

Splash When a character uses a thrown weapon with the splash trait (such as an alchemical bomb or holy water), she doesn't add her Strength modifier to the damage roll. A splash weapon can deal splash damage in addition to its normal damage. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target take the indicated amount of splash damage. On a failure (but not a critical failure), the target of the attack also takes the splash damage. Splash damage is not multiplied on a critical hit.

Staff A staff includes a collection of spells in a particular theme. A spellcaster who has invested a staff can expend their own spells or charges held in the staff to cast the spells. The special rules for staves appear on page 379.

Trinket The consumable magic items called trinkets must be affixed to items before they can be activated. Most trinkets require the user to have a special feat or skill to make use of them. See pages 379–380 for the full rules on trinkets.

Wand A wand is a stick or similar object containing a spell that can be cast a certain number of times. The special rules for wands appear on page 380.

ITEM RARITY

Like many other aspects of the rules, items have rarities. Player characters might find uncommon magic items for sale, but infrequently and often by private sellers or in clandestine markets. Their formulas are often guarded and not readily available. Unless the GM decides otherwise, a character cannot purchase rare items, and their formulas are lost to time.

Rarities for uncommon and rare treasures are usually indicated by the level box, which is black for common, red for uncommon, orange for rare, and blue for unique.

Price

This entry provides the Price of an item. If an item is available for purchase, a character can typically buy it for the listed Price, and the character uses this Price when she uses the Craft activity to make the item. If the character wishes to sell an item, she can sell it for half its Price (or full Price if the item was made on commission), assuming she's able to find a buyer.

An item with multiple versions lists the Price for each version lower in its description.

Method of Use

This section of an item's stat block indicates whether a character must be holding or wearing the item in order to use it, or whether she instead must have it etched or affixed onto another item.

If a character must wield the item to use it, this entry in the item's stat block lists the word "held" along with the number of hands the character must use when wielding the item, such as "held, 1 hand." If the character is not using the correct number of hands, she'll have to either draw the item or change her grip with the Interact action, as described on page 307.

Most items a character must wear to benefit from also need to be invested with Resonance Points before they confer their benefits (see Activation, Investiture, and Onset below). If an item's Method of Use entry says only "worn" and isn't followed by a given type of item, a character can wear any number of that item. For instance, a character can wear any number of rings, so the entry for a ring would list only "worn." However, if a character can wear only one of a given type of item, that item's form is listed following the word "worn." For example, if the Method of Use entry for an item is "worn, cloak," then a character could wear only one cloak. It's assumed items are meant to be worn by humanoids; any item that can or must be worn by a different type of creature says so in its description.

Some items enhance other items. Runes can be etched into only armor, weapons, or *runestones* (see page 406). Adding or transferring a rune takes downtime to accomplish. The Method of Use entry indicates the type or types of items a rune can be etched into, such as "etched, weapon."

Trinkets function only if attached to other items. They have a Method of Use entry indicating the type or types of items to which a character can attach them, such as "affixed, armor."

Bulk

Items have a Bulk value that represents how large and heavy that item is. The amount of Bulk a character can wear and carry is limited (see page 175). The Bulk values of magical weapons and armor are the same as the nonmagical versions unless noted otherwise. Runes don't have a Bulk entry because they aren't physical objects.

Activation, Investiture, and Onset

If an item requires activation or investiture to use, these entries in the item's stat block indicate which activations a character needs to take. Full rules for activation and investiture appear on pages 376–377. Most activations and investiture cost 1 Resonance Point, but if the item's activation requires a different RP cost (or no RP cost), that information is provided here. If the activation is a reaction or free action, this entry is followed by a Trigger entry.

An Onset entry indicates the item's effect is delayed. The onset is the amount of time that elapses once a character activates an item before any effect occurs.

Description

Each item has a description, a sentence or more presenting the specific rules for the item's abilities, details about activation, and any activated effects. The description appears after the entries outlined above, but before the information about crafting an item or etching a rune.

If an item has multiple versions, this section also describes those versions along with their respective levels and the Prices, as well as other information specific to each version. The features common to all versions of the item appear in its description.

Craft Requirements

This entry appears only if the item requires specific raw materials, spells, or anything else extra needed to Craft it. These requirements are added to the Craft activity when a character makes this item.

The default requirements to Craft items aren't included here. Every item requires a character to provide half the item's Price in raw materials (as explained in the Craft activity). In addition, creating magic items requires the Magical Crafting feat (see page 168) or a similar ability, and creating alchemical items requires the Alchemical Crafting feat (see page 162) or a similar ability. Scrolls can be created with the Scribe Scroll feat (see page 171).



DISTRIBUTING TREASURE

As the GM, it's your job to distribute treasure to the player characters. This treasure will appear throughout the adventure, and the PCs can obtain it by raiding treasure hoards, defeating foes who carry valuable items or currency on them, by doing quests and getting paid for them, and in any other way your imagination devises.

This section provides guidelines suitable for a typical Pathfinder campaign, but you always have the freedom to assign extra treasure for a high-powered game, less treasure for a gritty survival horror game, or any amount in between.

PARTY TREASURE GAIN

The Party Treasure by Level table shows how much treasure you should give out over the course of a level for a group of four PCs. The listed number of permanent items, consumables, and currency represents a combination of treasure hoards, the gear monsters and enemies have, and rewards from other NPCs for the PCs' accomplishments.

For instance, between the time your PCs reach 3rd level and the time they reach 4th level, you should give them the treasure listed in the table for 3rd level: two 4th-level permanent items, three 3rd-level permanent items, four 4th-level consumables, six 3rd-level consumables, two 2nd-level consumables, and 120 gp worth of currency.

While there is no way to reach level 21, the treasure listed in the level 20 row represents a roughly full level's worth of adventures at level 20. When assigning level 1 permanent items, your best options are weapons, armor, and gear from Chapter 6 worth between 10 and 20 gp.

Currency

A party will find money and other treasure that isn't useful on its own but can be sold or spent toward whatever ends the characters see fit. The gp values in the Party Currency column don't refer only to coin. Art objects, crafting materials (including special materials), jewelry, and even items of much lower level than the party's level can all be more interesting than a pile of gold. If you choose to use lower-level items as part of this value, count them as half their Price toward the gp amount, assuming the party will sell the items.

Different Item Levels

The levels listed for items on the Party Treasure by Level table aren't set in stone. You can provide items of slightly higher or lower level as long as you take into account the value of the items you hand out.

For instance, suppose you were considering giving a party of 11th-level PCs a *fortification rune* (with a Price of 2,000 gp) as one of their 12th-level items, but you realize they've had trouble finding any armor at all in their recent adventures, so you instead decide to give them another suit of 11th-level +3 *magic armor* (1,400 gp). Since the armor has a lower Price than the rune, you might consider also adding in a 9th-level *flaming runestone* (703 gp) to make up the difference.

Similarly, if you wanted to place a 13th-level permanent item in a treasure hoard, you could remove two 11th-level permanent items to make the exchange roughly equivalent. When you make an exchange upward like this, be cautious: you might not only introduce an item with effects that are disruptive at the party's current level

TABLE 11–1: PARTY TREASURE BY LEVEL

Level	Permanent Items	Consumables	Party Currency	Additional Character
1	1 2nd, 2 1st	2 3rd, 4 2nd, 10 1st	32 gp	8 gp
2	1 3rd, 2 2nd	4 3rd, 8 2nd, 2 1st	64 gp	16 gp
3	2 4th, 3 3rd	4 4th, 6 3rd, 2 2nd	120 gp	30 gp
4	2 5th, 2 4th	4 5th, 4 4th, 2 3rd	200 gp	50 gp
5	2 6th, 2 5th, 1 4th	2 6th, 6 5th, 2 4th	320 gp	80 gp
6	2 7th, 2 6th	2 7th, 4 6th, 2 5th	500 gp	125 gp
7	2 8th, 2 7th	4 8th, 2 7th, 2 6th	720 gp	180 gp
8	2 9th, 2 8th	2 9th, 4 8th, 2 7th	1,000 gp	250 gp
9	2 10th, 2 9th	2 10th, 4 9th, 2 8th	1,400 gp	350 gp
10	2 11th, 2 10th	2 11th, 4 10th, 2 9th	2,000 gp	500 gp
11	2 12th, 2 11th	2 12th, 4 11th, 2 10th	2,800 gp	700 gp
12	2 13th, 2 12th	2 13th, 6 12th	4,000 gp	1,000 gp
13	2 14th, 2 13th	2 14th, 4 13th, 2 12th	6,000 gp	1,500 gp
14	2 15th, 2 14th	2 15th, 4 14th, 2 13th	9,000 gp	2,250 gp
15	2 16th, 2 15th	2 16th, 4 15th, 2 14th	13,000 gp	3,250 gp
16	2 17th, 2 16th	2 17th, 4 16th	20,000 gp	5,000 gp
17	2 18th, 2 17th	2 18th, 4 17th	30,000 gp	7,500 gp
18	2 19th, 2 18th	2 19th, 4 18th	48,000 gp	12,000 gp
19	2 20th, 2 19th	2 20th, 4 19th	80,000 gp	20,000 gp
20	2 20th	4 20th	140,000 gp	35,000 gp

TABLE 11–2: CHARACTER WEALTH

Level	Permanent Items	Currency
1	–	15 gp
2	1 1st	15 gp
3	1 2nd, 2 1st	20 gp
4	1 3rd, 2 2nd, 1 1st	30 gp
5	1 4th, 2 3rd, 1 2nd, 2 1st	50 gp
6	1 5th, 2 4th, 1 3rd, 2 2nd	80 gp
7	1 6th, 2 5th, 1 4th, 2 3rd	125 gp
8	1 7th, 2 6th, 1 5th, 2 4th	180 gp
9	1 8th, 2 7th, 1 6th, 2 5th	250 gp
10	1 9th, 2 8th, 1 7th, 2 6th	350 gp
11	1 10th, 2 9th, 1 8th, 2 7th	500 gp
12	1 11th, 2 10th, 1 9th, 2 8th	700 gp
13	1 12th, 2 11th, 1 10th, 2 9th	1,000 gp
14	1 13th, 2 12th, 1 11th, 2 10th	1,500 gp
15	1 14th, 2 13th, 1 12th, 2 11th	2,250 gp
16	1 15th, 2 14th, 1 13th, 2 12th	3,250 gp
17	1 16th, 2 15th, 1 14th, 2 13th	5,000 gp
18	1 17th, 2 16th, 1 15th, 2 14th	7,500 gp
19	1 18th, 2 17th, 1 16th, 2 15th	12,000 gp
20	1 19th, 2 18th, 1 17th, 2 16th	20,000 gp

of play, but you also might give an amazing item to one PC while others don't gain any new items at all.

If you're playing in a long-term campaign, you can also spread out the treasures over time. There might be a major milestone that gives extra treasure at one level followed by a tougher dungeon with fewer new items at the next level. Sometimes you might want to check back in to see whether each PC's treasure is comparable with the amount they'd get if they created a new character at that level, as described under Treasure for New Characters below. If there's a significant discrepancy, adjust the upcoming adventure's treasure rewards accordingly.

Different Party Sizes

If a party has more than four characters, add the following for each additional character:

- One permanent item of the party's level or 1 level higher
- Two consumables, usually one of the party's level and one of 1 level higher
- Currency with a value listed in the Party Treasure by Level table in the Additional Character column

If the party has fewer than four characters, you can subtract the same amount for each missing character, but since the game is inherently more challenging with a smaller group that can't cover all roles as efficiently, you might consider subtracting less treasure.

Other Types of Treasure

Not all treasure has to be items or currency. Knowledge can expand a character's abilities. Formulas make good treasure for item-crafting characters. A spellcaster might get access to new spells from an enemy's spellbook or an ancient scholar they meet, while a monk might learn techniques from a master on a remote mountaintop.

Treasure and Rarity

Giving out uncommon and rare items and formulas can be a great way to get players more interested in treasure. Typically, it's best to introduce uncommon items fairly regularly and rare items only occasionally. It's especially compelling when the adventurers get the item by defeating or outsmarting an enemy who carries the item because it fits that enemy's backstory or theme.

Uncommon and rare formulas make great treasure for an item-crafting character. If an uncommon or rare formula is broadly disseminated, it eventually becomes more common. This can take days, months, or years, but the item might start showing up in shops all around the world.

TREASURE FOR NEW CHARACTERS

Whether you're starting a campaign at higher level, a new player joins an existing group, or a current player's character dies and she needs a new one, your campaign might have a PC who didn't start at 1st level. In these cases, refer to the Character Wealth table, which lets you know how many common permanent items of various levels the PC should have, plus additional currency. The player can spend her currency as she wishes on consumables or lower-level permanent items, keeping the rest as coinage.

These values are for a PC just starting out the given level. If the PC is joining a party that has made progress toward the next level, you might consider giving the new character an item of their current level as well. If your party still has the treasure of dead or retired PCs, you might need to either decrease the values on the table or reduce some of the treasure rewards for a little while.

You and the player should work together to decide which items the new character has. Allow the player to make suggestions, and if they know what items they want their character to have, respect their choices unless you have reason to believe they are trying to abuse the system. At your discretion, you can also assign them uncommon or rare items that fit their backstory and character, in keeping with how many items of those rarities have already been introduced in your game.

A PC can voluntarily take an item that has a lower level than any or all of the listed items, but doing so doesn't give any more currency. In the case of items made from special materials, items should be selected based on the table in which they appear, not their item level.

TREASURE TABLES

The following tables list the items and runes appearing in this chapter. Each table includes all the options of a given item level, organized by category and name. A superscript "U" indicates the item is uncommon, and a superscript "R" indicates it's rare.

1st-Level Treasure	Category	Price	Page
Light ammunition	Ammunition	2 gp	396
Acid flask	Bomb	3 gp	360
Alchemist's fire	Bomb	3 gp	360
Bottled lightning	Bomb	3 gp	362
Liquid ice	Bomb	3 gp	366
Tanglefoot bag	Bomb	3 gp	369
Thunderstone	Bomb	3 gp	369
Bird feather token	Consumable	2 gp	389
Holy water	Consumable	2 gp	394
Ladder feather token	Consumable	2 gp	390
Unholy water	Consumable	2 gp	412
Antidote	Elixir	2 gp	360
Antiplague	Elixir	2 gp	361
Cheetah's elixir	Elixir	2 gp	363
Darkvision elixir	Elixir	2 gp	364
Eagle-eye elixir	Elixir	2 gp	364
Leaper's elixir	Elixir	2 gp	366
Minor elixir of life	Elixir	3 gp	364
Runestone	Held	3 gp	406
Nectar of purification	Oil	2 gp	399
Arsenic	Poison	2 gp	361
Giant centipede venom	Poison	3 gp	365
Minor healing potion	Potion	3 gp	393
Scroll of 1st-level spell	Scroll	3 gp	379
Silversheen	Tool	2 gp	368
Smokestick	Tool	2 gp	369
Sunrod	Tool	2 gp	369
Tindertwig (10)	Tool	2 gp	369
Jade cat	Trinket	2 gp	396
Owlbear claw	Trinket	3 gp	400
Potency crystal	Trinket	2 gp	402
Wolf fang	Trinket	4 gp	413
Dull gray aeon stone[U]	Worn	5 gp	380
2nd-Level Treasure	**Category**	**Price**	**Page**
Sleep arrow	Ammunition	5 gp	407
Holly bush feather token	Consumable	5 gp	390
Comprehension elixir	Elixir	4 gp	364
Infiltrator's elixir	Elixir	4 gp	365
Salamander elixir	Elixir	4 gp	367
Stone fist elixir	Elixir	5 gp	369
Winter wolf elixir	Elixir	4 gp	369
Everburning torch	Held	25 gp	389
Wayfinder[U]	Held	27 gp	413
Oil of potency	Oil	5 gp	399
Oil of weightlessness	Oil	4 gp	399
Belladonna	Poison	4 gp	361
Sleep poison[U]	Poison	5 gp	368
Black adder venom	Poison	5 gp	361
Expert light wooden sturdy shield	Shield	35 gp	411
Bloodseeker beak	Trinket	5 gp	383
Returning clasp	Trinket	4 gp	403
Wand of 1st-level spell	Wand	27 gp	380
Bracers of armor 1st	Worn	35 gp	383
Brooch of shielding[U]	Worn	33 gp	384

2nd-Level Treasure (cont.)	Category	Price	Page
Expert handwraps of mighty fists	Worn	35 gp	393
Hand of the mage	Worn	30 gp	393
Hat of disguise	Worn	30 gp	393
3rd-Level Treasure	**Category**	**Price**	**Page**
Beacon shot	Ammunition	7 gp	382
Spellstrike ammunition 1st	Ammunition	7 gp	408
Vine arrow	Ammunition	6 gp	412
+1 magic light or medium armor	Armor	60 gp	397
Chest feather token	Consumable	7 gp	390
Bomber's eye elixir	Elixir	8 gp	362
Bravo's brew	Elixir	7 gp	362
Cat's eye elixir	Elixir	3 gp	363
Greater darkvision elixir	Elixir	6 gp	364
Mistform elixir	Elixir	8 gp	366
Cold iron warhammer	Nonmagical	60 gp	356
Silver dagger	Nonmagical	50 gp	356
Oil of mending	Oil	6 gp	399
Cytillesh oil	Poison	8 gp	363
Graveroot	Poison	8 gp	365
Barkskin potion	Potion	8 gp	382
Invisibility potion[U]	Potion	8 gp	396
Lesser healing potion	Potion	8 gp	393
Potion of water breathing	Potion	6 gp	403
+1 light or medium armor potency	Rune	25 gp	371
Scroll of 2nd-level spell	Scroll	8 gp	378
Lesser mentalist's staff	Staff	60 gp	398
Lesser staff of fire	Staff	60 gp	409
Minor staff of healing	Staff	60 gp	409
Feather step stone	Trinket	6 gp	389
Monkey pin	Trinket	6 gp	398
Savior spike	Trinket	6 gp	406
Bracers of missile deflection	Worn	60 gp	383
Doubling rings	Worn	50 gp	387
4th-Level Treasure	**Category**	**Price**	**Page**
Climbing bolt	Ammunition	9 gp	385
Viper arrow[U]	Ammunition	12 gp	412
+1 magic heavy armor	Armor	100 gp	397
Fan feather token	Consumable	12 gp	390
Lesser elixir of life	Elixir	12 gp	364
Sea touch elixir	Elixir	10 gp	368
Bag of holding type I	Held	80 gp	382
Ghost touch	Rune	100 gp	373
+1 heavy armor potency	Rune	50 gp	371
Returning	Rune	100 gp	374
Slick	Rune	80 gp	375
+1 weapon potency	Rune	65 gp	371
Expert light steel sturdy shield	Shield	90 gp	411
Fear gem	Trinket	11 gp	389
Wand of 2nd-level spell	Wand	72 gp	380
+1 magic weapon	Weapon	100 gp	397
Bracers of armor 2nd	Worn	95 gp	383
+1 handwraps of mighty fists	Worn	100 gp	393

5th-Level Treasure	Category	Price	Page
Spellstrike ammunition 2nd	Ammunition	16 gp	408
Ghoul hide[U]	Armor	140 gp	392
Dust of appearance	Consumable	18 gp	388
Greater antidote	Elixir	15 gp	361
Greater antiplague	Elixir	15 gp	361
Lesser bestial mutagen[U]	Elixir	20 gp	361
Lesser bullheaded mutagen[U]	Elixir	20 gp	362
Lesser cognitive mutagen[U]	Elixir	20 gp	363
Lesser juggernaut mutagen[U]	Elixir	20 gp	366
Lesser quicksilver mutagen[U]	Elixir	20 gp	367
Lesser silvertongue mutagen[U]	Elixir	20 gp	368
Divine prayer beads[U]	Held	160 gp	387
Skeleton key	Held	125 gp	407
Thurible of revelation	Held	140 gp	411
Salve of antiparalysis	Oil	15 gp	406
Salve of slipperiness	Oil	15 gp	406
Hunting spider venom	Poison	20 gp	365
Lesser potion of resistance	Potion	18 gp	402
Moderate healing potion	Potion	20 gp	394
Potion of leaping	Potion	15 gp	402
Disrupting	Rune	150 gp	373
Glamered	Rune	140 gp	373
Shadow	Rune	140 gp	374
Shifting	Rune	140 gp	374
Scroll of 3rd-level spell	Scroll	20 gp	379
Expert heavy wooden sturdy shield	Shield	140 gp	411
Lesser staff of abjuration	Staff	160 gp	408
Lesser staff of conjuration	Staff	160 gp	408
Lesser staff of divination	Staff	160 gp	408
Lesser staff of enchantment	Staff	160 gp	409
Lesser staff of evocation	Staff	160 gp	409
Lesser staff of illusion	Staff	160 gp	410
Lesser staff of necromancy	Staff	160 gp	410
Lesser staff of transmutation	Staff	160 gp	410
Verdant staff	Staff	160 gp	412
Bronze bull pendant	Trinket	18 gp	384
Onyx panther	Trinket	19 gp	400
Dagger of venom	Weapon	160 gp	386
Fighter's fork	Weapon	150 gp	390
Clandestine cloak[U]	Worn	150 gp	385
Coyote cloak	Worn	125 gp	386
Crafter's eyepiece	Worn	125 gp	386
Hat of the magi	Worn	150 gp	393
Necklace of fireballs type I	Worn	44 gp	398
Persona mask	Worn	155 gp	400
Phylactery of the occult	Worn	150 gp	400
Ring of the ram	Worn	160 gp	404
Tracker's goggles	Worn	135 gp	411
6th-Level Treasure	**Category**	**Price**	**Page**
Tree feather token	Consumable	26 gp	390
True darkvision elixir	Elixir	24 gp	364
Chime of opening[U]	Held	235 gp	384
Primeval mistletoe	Held	230 gp	403
Traveler's any-tool	Held	200 gp	412

6th-Level Treasure (cont.)	Category	Price	Page
Greater oil of weightlessness	Oil	25 gp	399
Giant scorpion venom	Poison	30 gp	365
Potion of quickness	Potion	30 gp	402
Potion of swimming	Potion	25 gp	402
Wounding	Rune	250 gp	375
Lion's shield	Shield	245 gp	396
Spellguard shield	Shield	240 gp	408
Grim trophy	Trinket	30 gp	392
Mesmerizing opal	Trinket	28 gp	398
Mummified bat	Trinket	25 gp	398
Wand of 3rd-level spell	Wand	180 gp	380
Bloodletting kukri[U]	Weapon	250 gp	383
Boots of elvenkind	Worn	235 gp	383
Choker of elocution	Worn	200 gp	385
Dancing scarf	Worn	245 gp	386
Demon mask	Worn	230 gp	387
Eyes of the eagle	Worn	250 gp	389
Goggles of night	Worn	220 gp	392
Greater hat of disguise	Worn	215 gp	393
Lesser ring of energy resistance	Worn	245 gp	404
Ring of lies	Worn	215 gp	404
Slippers of spider climbing	Worn	215 gp	407
Tourmaline sphere aeon stone[U]	Worn	250 gp	381
7th-Level Treasure	**Category**	**Price**	**Page**
Spellstrike ammunition 3rd	Ammunition	38 gp	408
+2 magic armor	Armor	360 gp	397
Horseshoes of speed	Companion	340 gp	394
Anchor feather token	Consumable	45 gp	389
Candle of revealing	Consumable	40 gp	384
Bag of holding type II	Held	300 gp	382
Bottled air	Held	320 gp	383
Giant wasp venom	Poison	45 gp	365
Malyass root paste	Poison	40 gp	366
Potion of disguise	Potion	40 gp	402
Young dragon's breath potion	Potion	45 gp	388
+2 armor potency	Rune	300 gp	371
Scroll of 4th-level spell	Scroll	45 gp	378
Expert heavy steel sturdy shield	Shield	340 gp	411
Mentalist's staff	Staff	360 gp	398
Staff of fire	Staff	360 gp	409
Lesser staff of healing	Staff	360 gp	409
Effervescent ampoule	Trinket	42 gp	388
Murderer's knot	Trinket	45 gp	398
Swift block cabochon[U]	Trinket	44 gp	411
Alchemist goggles	Worn	345 gp	381
Boots of bounding	Worn	340 gp	383
Gloves of storing[U]	Worn	340 gp	392
Healer's gloves	Worn	340 gp	393
Lesser ring of wizardry[U]	Worn	360 gp	404
Master handwraps of mighty fists	Worn	360 gp	393

7th-Level Treasure (cont.)	Category	Price	Page
Necklace of fireballs type II	Worn	115 gp	398
Phylactery of faithfulness	Worn	320 gp	400
8th-Level Treasure	**Category**	**Price**	**Page**
Explosive ammunition	Ammunition	60 gp	389
Javelin of lightning	Consumable	54 gp	396
Swan boat feather token	Consumable	54 gp	390
Elixir of life	Elixir	60 gp	364
Candle of truth[U]	Held	50 gp	384
Baleful oil	Oil	60 gp	382
Blessed oil	Oil	60 gp	383
Nettleweed residue	Poison	55 gp	366
Wyvern poison	Poison	60 gp	369
Greater healing potion	Potion	60 gp	394
Potion of flying	Potion	60 gp	402
+2 weapon potency	Rune	400 gp	371
Invisibility	Rune	500 gp	374
Wand of 4th-level spell	Wand	405 gp	380
+2 magic weapon	Weapon	500 gp	397
Bracers of armor 4th	Worn	475 gp	383
Clear spindle aeon stone[U]	Worn	425 gp	380
+2 handwraps of mighty fists	Worn	500 gp	393
Lesser spell duelist's gloves	Worn	500 gp	407
Lesser spell duelist's wand	Worn	500 gp	407
9th-Level Treasure	**Category**	**Price**	**Page**
Spellstrike ammunition 4th	Ammunition	75 gp	408
Rhino hide	Armor	640 gp	403
Collar of inconspicuousness	Companion	625 gp	385
Dust of disappearance	Consumable	88 gp	388
Whip feather token	Consumable	90 gp	390
Bestial mutagen[U]	Elixir	90 gp	361
Bullheaded mutagen[U]	Elixir	90 gp	362
Cognitive mutagen[U]	Elixir	90 gp	363
Juggernaut mutagen[U]	Elixir	90 gp	365
Quicksilver mutagen[U]	Elixir	90 gp	367
Silvertongue mutagen[U]	Elixir	90 gp	368
Horn of blasting[U]	Held	700 gp	394
Immovable rod[U]	Held	600 gp	394
Adamantine battleaxe	Nonmagical	700 gp	356
Lich dust	Poison	80 gp	366
Spider root	Poison	80 gp	369
Potion of resistance	Potion	80 gp	402
Corrosive	Rune	700 gp	372
Energy resistant	Rune	680 gp	373
Flaming	Rune	700 gp	373
Frost	Rune	700 gp	373
Shock	Rune	700 gp	375
Scroll of 5th-level spell	Scroll	90 gp	379
Dragonslayer's shield[U]	Shield	670 gp	388
Forge warden[U]	Shield	690 gp	390
Master heavy steel sturdy shield	Shield	675 gp	411
Staff of abjuration	Staff	700 gp	408
Staff of conjuration	Staff	700 gp	408
Staff of divination	Staff	700 gp	408
Staff of enchantment	Staff	700 gp	409

9th-Level Treasure (cont.)	Category	Price	Page
Staff of evocation	Staff	700 gp	409
Staff of illusion	Staff	700 gp	410
Staff of necromancy	Staff	700 gp	410
Staff of transmutation	Staff	700 gp	410
Gallows tooth	Trinket	88 gp	392
Iron medallion	Trinket	80 gp	396
Vanishing coin	Trinket	85 gp	412
Gloom blade	Weapon	700 gp	392
Armbands of athleticism	Worn	145 gp	381
Belt of the five kings[U]	Worn	650 gp	383
Cloak of the bat[U]	Worn	660 gp	385
Knapsack of halflingkind[U]	Worn	675 gp	396
Necklace of fireballs type III	Worn	300 gp	398
Ring of wizardry[U]	Worn	700 gp	404
10th-Level Treasure	**Category**	**Price**	**Page**
Penetrating ammunition	Ammunition	125 gp	400
Storm arrow	Ammunition	125 gp	411
Breastplate of command	Armor	960 gp	384
Celestial armor	Armor	1,000 gp	384
Demon armor	Armor	1,000 gp	386
Electric eelskin	Armor	950 gp	389
Elemental gem	Consumable	120 gp	389
True antidote	Elixir	110 gp	361
True antiplague	Elixir	110 gp	361
Maestro's instrument	Held	950 gp	397
Oil of keen edges[U]	Oil	125 gp	399
Shadow essence	Poison	125 gp	368
Wolfsbane	Poison	110 gp	369
Greater potion of disguise[U]	Potion	120 gp	402
Potion of tongues[U]	Potion	100 gp	403
Greater invisibility	Rune	1,000 gp	374
Master light adamantine sturdy shield[U]	Shield	1,000 gp	411
Emerald grasshopper	Trinket	115 gp	389
Flame tongue	Weapon	1,000 gp	390
Oathbow	Weapon	1,000 gp	399
Cloak of elvenkind	Worn	1,000 gp	385
Daredevil boots	Worn	900 gp	386
Druid's vestments	Worn	1,000 gp	388
Gold nodule aeon stone[U]	Worn	875 gp	380
Greater goggles of night	Worn	900 gp	392
Messenger's ring	Worn	880 gp	398
Ring of counterspells[U]	Worn	925 gp	403
Ring of energy resistance	Worn	975 gp	404
Ring of maniacal devices	Worn	975 gp	404
11th-Level Treasure	**Category**	**Price**	**Page**
Spellstrike ammunition 5th	Ammunition	150 gp	408
+3 magic armor	Armor	1,400 gp	397
Bag of holding type III	Held	1,200 gp	382
Greater divine prayer beads[U]	Held	1,400 gp	387
Oil of animation[U]	Oil	175 gp	399
Greater salve of antiparalysis	Oil	150 gp	406
Blightburn resin	Poison	160 gp	362
Anarchic	Rune	1,400 gp	371
+3 armor potency	Rune	730 gp	371

11th-Level Treasure (cont.)	Category	Price	Page
Axiomatic	Rune	1,400 gp	372
Holy	Rune	1,400 gp	374
Unholy	Rune	1,400 gp	375
Scroll of 6th-level spell	Scroll	175 gp	379
Arrow-catching shield	Shield	1,350 gp	382
Greater mentalist's staff	Staff	1,400 gp	398
Greater staff of fire	Staff	1,400 gp	409
Staff of healing	Staff	1,400 gp	409
Greater verdant staff	Staff	1,400 gp	412
Mending lattice[U]	Trinket	170 gp	397
Cape of the mountebank[U]	Worn	1,300 gp	384
Gorget of the primal roar	Worn	1,250 gp	392
Greater doubling rings	Worn	1,300 gp	387
Necklace of fireballs type IV	Worn	700 gp	398
Robe of the archmagi[U]	Worn	1,400 gp	406
12th-Level Treasure	**Category**	**Price**	**Page**
Greater explosive ammunition	Ammunition	250 gp	389
Mail of luck	Armor	1,900 gp	397
Greater elixir of life	Elixir	250 gp	364
Doctor's marvelous medicine	Held	1,800 gp	387
Master elven chain[U]	Nonmagical	2,000 gp	356
Mithril chain shirt[U]	Nonmagical	1,800 gp	356
Slumber wine	Poison	250 gp	369
Adult dragon's breath potion	Potion	250 gp	388
Major healing potion	Potion	250 gp	394
Fortification	Rune	2,000 gp	373
+3 weapon potency	Rune	1,175 gp	371
Master heavy adamantine sturdy shield[U]	Shield	1,800 gp	411
Alabaster reliquary	Trinket	250 gp	381
Dazing tremblant	Trinket	225 gp	386
Obsidian reliquary	Trinket	250 gp	399
+3 magic weapon	Weapon	2,000 gp	397
Bracers of armor 6th	Worn	1,900 gp	383
Greater ring of the ram	Worn	1,950 gp	404
Greater ring of wizardry[U]	Worn	2,000 gp	404
+3 handwraps of mighty fists	Worn	2,000 gp	393
Pink rhomboid aeon stone[U]	Worn	1,900 gp	381
Ring of climbing	Worn	1,750 gp	403
Ring of swimming	Worn	1,750 gp	404
Spell duelist's gloves	Worn	2,000 gp	407
Spell duelist's wand	Worn	2,000 gp	407
Winged boots	Worn	2,000 gp	413
13th-Level Treasure	**Category**	**Price**	**Page**
Spellstrike ammunition 6th	Ammunition	325 gp	408
Plate armor of the deep[U]	Armor	2,800 gp	400
Barding of the zephyr	Companion	2,800 gp	382
Greater bestial mutagen[U]	Elixir	400 gp	361
Greater bullheaded mutagen[U]	Elixir	400 gp	362
Greater cognitive mutagen[U]	Elixir	400 gp	363
Greater juggernaut mutagen[U]	Elixir	400 gp	366
Greater quicksilver mutagen[U]	Elixir	400 gp	367
Greater silvertongue mutagen[U]	Elixir	400 gp	368
Bag of holding type IV	Held	2,400 gp	382

13th-Level Treasure (cont.)	Category	Price	Page
Greater skeleton key	Held	2,400 gp	407
Deathcap powder	Poison	360 gp	364
Purple worm venom	Poison	400 gp	367
Greater potion of resistance	Potion	360 gp	402
Panacea[U]	Potion	350 gp	400
Greater energy resistant	Rune	2,900 gp	373
Greater slick	Rune	2,400 gp	375
Keen[U]	Rune	3,000 gp	374
Spell storing[U]	Rune	3,000 gp	375
Scroll of 7th-level spell	Scroll	400 gp	378
Floating shield[U]	Shield	2,800 gp	390
Greater staff of abjuration	Staff	3,000 gp	408
Greater staff of conjuration	Staff	3,000 gp	408
Greater staff of divination	Staff	3,000 gp	408
Greater staff of enchantment	Staff	3,000 gp	409
Greater staff of evocation	Staff	3,000 gp	409
Greater staff of illusion	Staff	3,000 gp	410
Greater staff of necromancy	Staff	3,000 gp	410
Greater staff of transmutation	Staff	3,000 gp	410
Sunstone beads	Trinket	400 gp	411
Dwarven thrower	Weapon	3,000 gp	388
Greater boots of elvenkind	Worn	2,850 gp	383
Greater choker of elocution	Worn	2,400 gp	385
Greater clandestine cloak[U]	Worn	2,900 gp	385
Greater coyote cloak	Worn	2,500 gp	386
Greater crafter's eyepiece	Worn	2,700 gp	386
Greater phylactery of faithfulness	Worn	2,800 gp	400
Greater ring of lies	Worn	2,600 gp	404
Greater tracker's goggles	Worn	2,600 gp	411
Necklace of fireballs type V	Worn	1,600 gp	399
Pale lavender ellipsoid aeon stone[U]	Worn	2,400 gp	381
14th-Level Treasure	**Category**	**Price**	**Page**
Ghost ammunition	Ammunition	550 gp	392
Stone bullet[U]	Ammunition	600 gp	410
Greater horseshoes of speed	Companion	4,250 gp	394
Greater primeval mistletoe	Held	4,250 gp	403
Greater potion of flying	Potion	600 gp	402
Truesight potion	Potion	500 gp	412
Antimagic[U]	Rune	4,400 gp	372
Dancing[U]	Rune	4,500 gp	372
Greater corrosive	Rune	4,500 gp	372
Greater flaming	Rune	4,500 gp	373
Greater frost	Rune	4,500 gp	373
Greater shadow	Rune	3,900 gp	374
Greater shock	Rune	4,500 gp	375
Viper's fang	Trinket	550 gp	412
Holy avenger[U]	Weapon	4,500 gp	394
Anklets of alacrity	Worn	4,500 gp	381
Belt of giant strength	Worn	4,500 gp	382
Belt of regeneration	Worn	4,500 gp	382
Circlet of persuasion	Worn	4,500 gp	385
Diadem of intellect	Worn	4,500 gp	387
Greater boots of bounding	Worn	4,250 gp	383

14th-Level Treasure (cont.)	Category	Price	Page
Greater cloak of the bat[U]	Worn	4,000 gp	385
Greater dancing scarf	Worn	4,450 gp	386
Greater demon mask	Worn	4,100 gp	387
Greater hat of the magi	Worn	4,200 gp	393
Greater phylactery of the occult	Worn	4,250 gp	400
Greater ring of energy resistance	Worn	4,400 gp	404
Headband of inspired wisdom	Worn	4,500 gp	393
Major ring of wizardry[U]	Worn	4,500 gp	404
15th-Level Treasure	**Category**	**Price**	**Page**
Disintegration bolt[U]	Ammunition	800 gp	387
Spellstrike ammunition 7th	Ammunition	700 gp	408
+4 magic armor	Armor	6,500 gp	397
Obfuscation oil	Oil	700 gp	399
Dragon bile	Poison	720 gp	364
Insanity mist	Poison	800 gp	365
+4 armor potency	Rune	5,100 gp	371
Greater disrupting[U]	Rune	6,200	373
Void[U]	Rune	6,500 gp	375
Scroll of 8th-level spell	Scroll	800 gp	378
Greater staff of healing	Staff	6,500 gp	409
Ghost dust	Trinket	750 gp	392
Greater healer's gloves	Worn	6,000 gp	393
Greater persona mask	Worn	6,450 gp	400
Legendary handwraps of mighty fists	Worn	6,500 gp	393
Necklace of fireballs type VI	Worn	4,200 gp	399
16th-Level Treasure	**Category**	**Price**	**Page**
True elixir of life	Elixir	1,200 gp	364
Greater thurible of revelation	Held	9,500 gp	411
Brimstone fumes	Poison	1,200 gp	362
Nightmare vapor	Poison	1,200 gp	367
True healing potion	Potion	1,200 gp	394
Speed[R]	Rune	10,000 gp	375
+4 weapon potency	Rune	8,000 gp	371
Staff of power[R]	Staff	10,000 gp	410
Greater flame tongue	Weapon	9,000 gp	390
+4 magic weapon	Weapon	10,000 gp	397
Bracers of armor 8th	Worn	9,400 gp	383
Greater alchemist goggles	Worn	10,000 gp	381
Greater spell duelist's gloves	Worn	10,000 gp	407
Greater spell duelist's wand	Worn	10,000 gp	407
+4 handwraps of mighty fists	Worn	10,000 gp	393
Orange prism aeon stone[U]	Worn	9,750 gp	381
17th-Level Treasure	**Category**	**Price**	**Page**
Spellstrike ammunition 8th	Ammunition	1,600 gp	408
True bestial mutagen[U]	Elixir	2,000 gp	361
True bullheaded mutagen[U]	Elixir	2,000 gp	362
True cognitive mutagen[U]	Elixir	2,000 gp	364
True juggernaut mutagen[U]	Elixir	2,000 gp	366
True quicksilver mutagen[U]	Elixir	2,000 gp	367
True silvertongue mutagen[U]	Elixir	2,000 gp	368
Hemlock	Poison	1,800 gp	365
Wyrm dragon's breath potion	Potion	2,000 gp	388

17th-Level Treasure (cont.)	Category	Price	Page
Ethereal[U]	Rune	13,500 gp	373
Vorpal[R]	Rune	15,000 gp	375
Scroll of 9th-level spell	Scroll	2,000 gp	
Legendary heavy steel sturdy shield	Shield	14,000 gp	411
Reflecting shield[U]	Shield	13,000 gp	403
Spell sliver	Trinket	1,900 gp	407
Greater armbands of athleticism	Worn	13,000 gp	381
Greater daredevil boots	Worn	14,000 gp	386
Greater messenger's ring	Worn	14,000 gp	398
Necklace of fireballs type VII	Worn	9,600 gp	399
Robe of eyes[U]	Worn	13,000 gp	406
Whisper of the first lie	Worn	14,000 gp	413
18th-Level Treasure	**Category**	**Price**	**Page**
Greater doctor's marvelous medicine	Held	21,000 gp	387
Possibility tome	Held	20,000 gp	402
Virtuoso's instrument	Held	23,000 gp	413
Orichalcum starknife[R]	Nonmagical	18,000 gp	356
King's sleep	Poison	3,000 gp	366
Greater fortification	Rune	24,000 gp	373
Indestructible shield[R]	Shield	23,000 gp	394
Legendary heavy adamantine sturdy shield[U]	Shield	22,500 gp	411
Greater cloak of elvenkind	Worn	24,000 gp	385
Greater ring of maniacal devices	Worn	4,250 gp	404
19th-Level Treasure	**Category**	**Price**	**Page**
Spellstrike ammunition 9th	Ammunition	4,000 gp	408
+5 magic armor	Armor	40,000 gp	397
Legendary elven chain[U]	Nonmagical	36,000 gp	356
Black lotus extract	Poison	5,000 gp	362
+5 armor potency	Rune	27,360 gp	371
Luck blade[R]	Weapon	30,000 gp	396
Mattock of the titans[U]	Weapon	40,000 gp	397
Sky hammer[R]	Weapon	40,000 gp	407
Greater robe of the archmagi[U]	Worn	40,000 gp	406
Inexplicable apparatus	Worn	32,000 gp	394
Lavender and green ellipsoid aeon stone[U]	Worn	30,000 gp	381
Third eye	Worn	40,000 gp	411
20th-Level Treasure	**Category**	**Price**	**Page**
Elixir of rejuvenation[U]	Elixir	—	365
Antimagic oil[R]	Oil	9,000 gp	381
Tears of death	Poison	9,000 gp	369
+5 weapon potency	Rune	53,860 gp	371
Philosopher's stone[U]	Tool	—	367
+5 magic weapon	Weapon	70,000 gp	397
Bracers of armor 10th	Worn	65,000 gp	383
+5 handwraps of mighty fists	Worn	70,000 gp	393
Supreme spell duelist's gloves	Worn	70,000 gp	407
Supreme spell duelist's wand	Worn	70,000 gp	407
Greater whisper of the first lie[U]	Worn	60,000 gp	413

MATERIALS

Most items are made from readily available materials—usually leather, wood, and steel—but weapons and armor can be made from more exotic materials, giving them unique properties and other advantages. Weapons made from special materials are better able to harm certain magical creatures that have powerful defenses, and armor made of these materials can provide enhanced protection from such foes.

A weapon or suit of armor can be made from no more than one special material, and it must be of at least expert quality. Some rare and exotic materials might require master or even legendary quality, as listed in the material's Requirements entry. The Price of the material depends on its scarcity, the difficulty of working with it, and the quality of the item to be produced. Items of higher quality require more refined versions of a material, even if they contain the same amount of that material; these purer materials make the items significantly more expensive.

If an item made from a special material has its quality improved, the crafter must also pay for the increased Price of the material; otherwise, the weapon no longer counts as being made of that material and gains none of that material's benefits. In this case, the original cost of the special material is lost and cannot be recovered.

Most materials are metals, meaning that most weapons and some suits of armor can be made out of them. The GM is the final arbiter of what items can be made using what material.

ARMOR BULK

Because armor's Bulk is reduced when the armor is worn, use its carried Bulk when determining its material Price.

AMMUNITION

Use the Price listed for an item of light Bulk when crafting ammunition. This Price is for 10 pieces of ammunition.

HARDNESS

The table below provides the Hardness for some types of common materials. Use the thin Hardness for shields and thin items and the regular Hardness for sturdier objects such as armor. The Hardness for doors, reinforced structures, and other durable constructions is usually twice the Hardness listed on the table. Special materials list their Hardness values, including structure Hardness. Greater skill in crafting produces objects with greater Hardness than the listed values (see page 190). Any damage dealt to an object with 0 Hardness destroys it.

Stone is a catchall for a variety of hard stones, such as granite and marble. Likewise, wood covers a variety of ordinary woods, such as oak and pine. Metal weapons and armor are assumed to be made of iron or steel unless noted otherwise.

Material	Hardness
Thin paper	0
Paper	1
Thin cloth	1
Thin glass	1
Cloth	2
Glass	2
Thin rope	2
Thin leather	2
Thin wood	3
Leather	4
Rope	4
Thin stone	4
Thin iron or steel	5
Wood	5
Stone	7
Iron or steel	9

SPECIAL MATERIALS

Materials with the special trait can be substituted for base materials. You could, for instance, make a hammer's head of adamantine instead of iron. Their Prices give the full Price of a nonmagical item made of that material. This is higher than that of a typical item because you need a supply of the expensive special material and must invest more time or money working with the material.

Crafting with Special Materials

When you Craft an item that incorporates a special material, the initial investment you make in the item must consist of that material. For instance, a master-quality adamantine item of light Bulk costs 600 gp. The 300 gp of raw materials you provide when you start to Craft the item must consist of adamantine. The raw materials you spend to complete the item don't have to consist of the special material, though the GM might rule otherwise in certain cases.

ADAMANTINE — MATERIAL

Special — **Requirements** The item is master quality or better.

Mined from rocks that fell from the heavens, adamantine is one of the hardest metals known. It has a shiny black appearance, and it is prized for its amazing resiliency and ability to hold an incredibly sharp edge. Weapons made from adamantine treat any object they hit as if it had half as much Hardness as usual unless the object's Hardness is greater than that of the adamantine weapon.

	Price	
Quality	Light Bulk	Bulk 1+
Master	600 gp	700 gp/Bulk
Legendary	13,000 gp	15,000 gp/Bulk

	Hardness	
Thickness	Master	Legendary
Thin item	10	13
Item	14	17
Structure	28	34

COLD IRON — MATERIAL

Special **Requirements** The item is expert quality or better.

Weapons made from cold iron are deadly to demons and fey alike. It looks just like normal iron, but it is mined from particularly pure sources and shaped with little or no heat. Known for their resistance to magic, weapons and armor made from cold iron can hold one fewer property rune than their iron counterparts. Weapons made from cold iron deal additional damage to creatures with weakness to cold iron, and a creature with weakness to cold iron that critically fails an unarmed attack against a creature in cold iron armor becomes sick 1 for 1 round.

	Price	
Quality	Light Bulk	Bulk 1+
Expert	50 gp	60 gp/Bulk
Master	400 gp	500 gp/Bulk
Legendary	8,500 gp	10,000 gp/Bulk

	Hardness		
Thickness	Expert	Master	Legendary
Thin item	5	7	10
Item	9	11	14
Structure	18	22	28

DARKWOOD — MATERIAL

Special **Requirements** The item is master quality or better.

Darkwood is an exceptionally light type of wood, dark as ebony but with a slight purple tint in places. Darkwood armor is easier to wear than normal wood or metal armor, reducing its check penalty by 1 (minimum 0). In addition, a darkwood item's Bulk is reduced by 1 (or to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk). The Price of this material is based on the item's normal Bulk, not its reduced Bulk for being made of darkwood, but reduce the Bulk before making any further Bulk adjustments for the size of the item.

	Price	
Quality	Light Bulk	Bulk 1+
Master	500 gp	600 gp/Bulk
Legendary	11,000 gp	12,000 gp/Bulk

	Hardness		
Thickness	Expert	Master	Legendary
Thin item	3	5	8
Item	5	7	10
Structure	10	14	20

MITHRAL — MATERIAL

Special **Requirements** The item is master quality or better.

Mithral is renowned for its lightness and durability. It has the same sheen as silver but has a slightly lighter hue. Mithral weapons and armor are treated as if they were silver for purpose of damaging creatures with weakness to silver. Mithral armor is easier to wear, reducing its check penalty by 1 (minimum 0). In addition, a metal item made of mithral is lighter than one made of iron or steel: the item's Bulk is reduced by 1 (reduced to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk). The Price of this material is based on the item's normal Bulk, not its reduced Bulk for being made of mithral, but reduce the Bulk before making any further Bulk adjustments for the size of the item.

	Price	
Quality	Light Bulk	Bulk 1+
Master	500 gp	600 gp/Bulk
Legendary	11,000 gp	12,000 gp/Bulk

	Hardness	
Thickness	Master	Legendary
Thin item	5	8
Item	9	12
Structure	18	24

ORICHALCUM — MATERIAL

Special **Requirements** The item is legendary quality.

The rarest and most valuable skymetal, orichalcum is highly sought after for its incredible magical properties related to time. It has a dull, coppery color. Orichalcum weapons can have four magic property runes instead of three. Etching the *speed* weapon property rune onto an orichalcum weapon costs half the normal Price. If you are wearing armor made of orichalcum, you gain a +1 circumstance bonus to initiative rolls, as the armor grants you insight into the future. One day after taking 1 or more Dents, an item made from orichalcum repairs itself completely.

	Price	
Quality	Light Bulk	Bulk 1+
Legendary	18,000 gp	20,000 gp/Bulk

Thickness	Hardness
Thin item	16
Item	18
Structure	35

SILVER — MATERIAL

Special **Requirements** The item is expert quality or better.

Silver weapons are a bane to creatures from devils to werewolves. Silver items are less durable than steel items. Silver weapons deal additional damage to creatures with weakness to silver, and a creature with weakness to silver that critically fails an unarmed attack against a creature in silver armor becomes sick 1 for 1 round.

	Price	
Quality	Light Bulk	Bulk 1+
Expert	50 gp	60 gp/Bulk
Master	400 gp	500 gp/Bulk
Legendary	8,500 gp	10,000 gp/Bulk

	Hardness		
Thickness	Expert	Master	Legendary
Thin item	3	5	8
Item	5	7	10
Structure	10	14	20

SPECIAL NONMAGICAL ITEMS

Adamantine slices through the toughest substances. A chain shirt made of mithral is incredibly light and supple. Though these items aren't magically enchanted, they still have great value and prestige. The following items are made of the special materials found on pages 354–355.

ADAMANTINE BATTLEAXE ITEM 7

Price 700 gp
Method of Use held, 1 hand; **Bulk** 1

This adamantine battleaxe is of master quality, giving you a +2 item bonus to attack rolls using the weapon. This axe is not magical, and it has Hardness 10. If the weapon is used to attack an object with Hardness 10 or less, that Hardness is halved before applying the damage to the object.

This axe can be made into a magic weapon and have up to two weapon property runes added to it.

Craft Requirements The raw materials must include 350 gp of adamantine.

COLD IRON WARHAMMER ITEM 2

Price 60 gp
Method of Use held, 1 hand; **Bulk** 1

This cold iron warhammer is of expert quality, giving you a +1 item bonus to attack rolls using the weapon. This warhammer is not magical, and it has Hardness 5.

This warhammer can be made into a magic weapon, but it cannot have any weapon property runes added to it (due to it being made from cold iron).

Craft Requirements The raw materials must include 30 gp of cold iron.



ELVEN CHAIN

ELVEN CHAIN ITEM 7+

Method of Use worn, armor; **Bulk** 1

Elven chain is a chain shirt made of mithral that glitters in even the faintest light. Created by elven artisans employing ancient crafting techniques, the armor is exceptionally quiet. Unlike other chain shirts, elven chain does not have the noisy trait.

Type master; **Level** 7; **Price** 2,000 gp; **Craft Requirements** The raw materials must include 900 gp of mithral.

The elven chain is master quality.

Type legendary; **Level** 15; **Price** 36,000 gp; **Craft Requirements** The raw materials must include 18,000 gp of mithral.

The elven chain is legendary quality.

MITHRAL CHAIN SHIRT ITEM 7

Price 1,800 gp
Method of Use worn, armor; **Bulk** 1

This mithral chain shirt is of master quality, and it does not impose an armor check penalty. This chain shirt is not magical, and it has Hardness 9.

This suit of armor can be made into a magic suit of armor and have up to two armor property runes added to it.

Craft Requirements The raw materials must include 900 gp of mithral.

ORICHALCUM STARKNIFE ITEM 15

Price 18,000 gp
Method of Use held, 1 hand; **Bulk** L

This orichalcum starknife is of legendary quality, giving you a +3 item bonus to attack rolls using the weapon. This starknife is not magical, and it has Hardness 16. One day after taking any Dents, this starknife completely repairs itself.

This starknife can be made into a magic weapon and have up to four weapon property runes added to it.

Craft Requirements The raw materials must include 9,000 gp of orichalcum.

SILVER DAGGER ITEM 2

Price 50 gp
Method of Use held, 1 hand; **Bulk** L

This silver dagger is of expert quality, giving you a +1 item bonus to attack rolls using the weapon. This dagger is not magical and it has Hardness 3.

This dagger can be made into a magic weapon and have up to one weapon property rune added to it.

Craft Requirements The raw materials must include 25 gp of silver.

SNARES

Snares are small annoyances and simple traps you can create using the Crafting skill if you have the Snare Crafting feat (see page 171). Creating a snare typically requires a snare kit (see page 187) and some amount of snare components. Unlike other crafted items, found snares cannot be collected or sold in their complete form. Snares always have the snare trait.

CRAFTING SNARES

A snare is built within a single 5-foot square and, once constructed, can't be moved without destroying (and often triggering) the snare.

You must have the Snare Crafting feat to create snares. You can spend 1 minute to Craft a snare at its full listed Price. If you want to Craft a snare at a discount, it still requires the usual amount of downtime indicated in the Craft activity. Some snares have additional requirements beyond those stated in the Craft activity; these snares list their requirements in a Craft Requirements entry.

DETECTING SNARES

Creatures can detect snares as they would any trap or hazard (see page 341), using the creator's Craft DC as the snare's Stealth DC. As you become more skilled in creating snares, they become harder to detect by those with lesser ability. If your proficiency rank in Crafting is expert, only creatures trained or better in Perception can find your snares and only creatures trained or better in Thievery can disarm them; if your proficiency rank in Crafting is master, only creatures that are expert or better in Perception can find your snares and only creatures that are expert or better in Thievery can disarm them; and if your proficiency rank in Crafting is legendary, only creatures that have a rank of master or better in Perception can find your snares and only creatures that have a rank of master or better in Thievery can disarm them.

If your proficiency rank is expert or better in Crafting, only creatures actively searching can find your snares.

TRIGGERING SNARES

Unless stated otherwise in a snare's description, when a Small or larger creature enters a snare's square, the snare's effect occurs and then the snare is destroyed.

DISABLING SNARES

Once you discover a snare, you can disable it much like other physical traps, using the Disable a Device use of the Thievery skill and using the Craft DC of the snare's creator as the DC. On a critical success, you gain a partial version of the snare that you can take with you. Any creature with the formula for that snare can use a partial snare in place of half the Price to Craft the same snare again elsewhere.

You can disarm a snare that you've created without setting it off by spending an Interact action while adjacent to the snare.

SNARES

The following snares are available to purchase or Craft.

ALARM SNARE 1

Auditory Consumable Mechanical Snare Trap

Price 2 gp

An alarm snare sounds when a Small or smaller creature enters the snare's square. The snare then makes a loud noise that can be heard by all creatures within 100 to 500 feet of the snare (you choose how loud the snare is and the distance at which it can be heard when you create the snare).

BITING SNARE SNARE 4

Consumable Mechanical Snare Trap

Price 10 gp

A biting snare acts as difficult terrain until a creature enters its square. That creature must then attempt a DC 18 Reflex save.

Success The target is unaffected.

Failure The target takes 1d8 piercing damage.

Critical Failure The target takes 2d8 piercing damage and is hampered 10 until it recovers at least 1 Hit Point.

CALTROP SNARE SNARE 1

Consumable Mechanical Snare Trap

Price 2 gp

This trap consists of a hidden canister of caltrops (see page 184) attached to a trip wire. When the trap is triggered, it flings the caltrops into a square adjacent to the trap. You choose which square when you set up the snare.

If the caltrops scatter into the same square as a creature, that creature must attempt the Acrobatics check immediately.

Craft Requirements caltrops

EXPLODING SNARE SNARE 8

Consumable Fire Mechanical Snare Trap

Price 50 gp

You set a trio of alchemist's fire bombs to explode in unison when a creature enters the exploding snare's square. The target must attempt a DC 22 Reflex save.

Success The target takes 1d8 fire damage.

Critical Success The target is unaffected.

Failure The target takes 3d8 fire damage and 3 persistent fire damage.

Critical Failure The target takes 6d8 fire damage and 3 persistent fire damage.

Craft Requirements three vials of alchemist's fire

FREEZING SNARE SNARE 8

Cold Consumable Mechanical Snare Trap

Price 50 gp

You set a trio of liquid ice bombs to explode in unison when a creature enters the freezing snare's square. The target must attempt a DC 22 Reflex save.

Success The target takes 1d8 cold damage.
Critical Success The target is unaffected.
Failure The target takes 3d8 cold damage and is hampered 10 until the end of its next turn.
Critical Failure The target takes 6d8 cold damage and is hampered 10 until the end of its next turn.
Craft Requirements three vials of liquid ice

HOBBLING SNARE — SNARE 4

Consumable Mechanical Snare Trap

Price 10 gp

A hobbling snare acts as difficult terrain until a creature has entered its square. That creature must then attempt a DC 18 Reflex save.

Success The target is unaffected.
Failure The target is hampered 10 for 1 minute or until it regains at least 1 Hit Point.
Critical Failure The target is hampered 20 for 1 minute or until it regains at least 1 Hit Point.

LIGHTNING SNARE — SNARE 8

Consumable Electricity Mechanical Snare Trap

Price 50 gp

You set a trio of bottled lightning bombs to explode in unison when a creature enters the lightning snare's square. The target must attempt a DC 22 Reflex save.

Success The target takes 1d6 electricity damage.
Critical Success The target is unaffected.
Failure The target takes 3d6 electricity damage and is flat-footed for 1 round.
Critical Failure The target takes 6d6 electricity damage and is flat-footed for 1 round.
Craft Requirements three vials of bottled lightning

MARKING SNARE — SNARE 1

Consumable Mechanical Snare Trap

Price 2 gp

When you create this snare, you must decide whether to make the snare a dye or a scent marker. Either type of marking grants a +2 circumstance bonus to track the creature for up to 24 hours or until dye or scent is washed off (requiring at least a gallon of water and 10 minutes of scrubbing). A creature that enters a square of the marking snare must attempt a DC 17 Reflex saving throw.

Success The target is unaffected.
Failure The snare marks the target.
Critical Failure The snare marks the target, and the target is blinded until the end of its next turn.

SIGNALING SNARE — SNARE 1

Consumable Mechanical Snare Trap

Price 2 gp

When a creature enters a square of a signaling snare, nothing happens to the creature, but instead it causes a small, easily missed disruption to the terrain that allows the snare's creator or another creature who knows what to look for to determine whether a creature of the appropriate size entered the square.

SLOWING SNARE — SNARE 1

Consumable Mechanical Snare Trap

Price 2 gp

A square with this snare becomes difficult terrain when the first creature enters it, and then it is destroyed.

STALKER BANE SNARE — SNARE 4

Consumable Mechanical Snare Trap

Price 10 gp

This snare explodes with a burst of cloying powder that can cling to a creature stepping into its square. A creature that enters a square of the stalker bane snare must attempt a DC 20 Reflex save.

Success The target is unaffected.
Failure Powder sticks to the target, causing it to leave behind telltale footprints. If the target is or becomes invisible, creatures that would otherwise be unable to see it count it as sensed without spending an action to find it.
Critical Failure Powder clumps on the target, constantly flaking away. If the target is or becomes invisible, creatures that would otherwise be unable to see it count it as concealed instead.

STRIKING SNARE — SNARE 8

Consumable Mechanical Snare Trap

Price 50 gp

You set a group of either stones or wooden stakes to strike a creature that enters the snare's square. The creature must attempt a DC 22 Reflex saving throw. If you choose stones, the snare deals bludgeoning damage; if you choose spikes, it deals piercing damage.

Success The target takes 1d8 damage.
Critical Success The target is unaffected.
Failure The target takes 3d8 damage.
Critical Failure The target takes 6d8 damage.

TRIP SNARE — SNARE 4

Consumable Mechanical Snare Trap

Price 10 gp

You set a cunning wire to trip a creature. A Medium or smaller creature that enters this snare's square must attempt a DC 18 Reflex save. If you want to create a trip snare to trip larger creatures, you must create a group of contiguous snares of a size equal to the space of that larger creature. For instance, a square-shaped group of four contiguous trip snares in a 10-foot-by-10-foot square can be used to trip a Large creature.

Success The target is unaffected.
Failure The target falls prone.
Critical Failure The target falls prone and takes 1d6 bludgeoning damage.

WARNING SNARE — SNARE 4

Auditory Consumable Mechanical Snare Trap

Price 10 gp

This snare is like an alarm snare, but its subtle sound blends into ambient noise. You can detect this sound as long as you're within 1,000 feet of the snare and aren't prevented from hearing it. Other creatures in that area who are searching might notice the sound if their Perception check result meets or exceeds your Craft DC.

ALCHEMICAL ITEMS

Alchemical items are not inherently magical but instead use the properties of volatile chemicals, exotic minerals, potent plants, and other substances, collectively referred to as alchemical reagents. As such, alchemical items don't radiate magical auras, and they can't be dispelled or dismissed. Their effects last for a set amount of time or until they are countered in some way, typically physically.

Sometimes the reactions of alchemical reagents create effects that seem magical, and at other times they straddle the line between purely reactive and the inexplicable. Some alchemical items require spending Resonance Points as part of their activation, and alchemists can use their Resonance Points to quickly craft and empower their own alchemical items. Even in these cases, alchemical items don't radiate magic auras, and they use a creature's Resonance Points as simply one additional catalyst to produce their alchemical effects.

Alchemical items are activated in various ways. Most require one or more Operate Activation actions (see pages 376–377); as with magic items, these activations require the expenditure of 1 Resonance Point unless specified otherwise. The Activation entry of each item indicates the action or actions required to activate it.

Rules for creating alchemical items are found in the Craft activity on page 148, and you must have the Alchemical Crafting skill feat to use Crafting to create alchemical items. A critical failure when Crafting alchemical items often causes a dangerous effect in addition to losing some of the materials, such as an explosion for a bomb or accidental exposure for a poison. Some alchemical items have additional requirements beyond those stated in the Craft activity; these items list their requirements in a Craft Requirements entry.

All alchemical items have the alchemical trait. Most also have the consumable trait, which means that activating the item uses it up. The bomb, elixir, and poison traits indicate special categories of alchemical items, each of which is described further below. An alchemical item without the bomb, elixir, and poison traits is referred to as an alchemical tool, which is also described on page 360.

ALCHEMICAL BOMBS

An alchemical bomb combines volatile alchemical components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage of a specified type and amount, though some produce more spectacular effects. Bombs always have the bomb trait.

Bombs are martial thrown weapons with a range of 20 feet. When you throw a bomb at a creature, you target its TAC. Strikes made to throw alchemical bombs gain the manipulate trait. Bombs don't need to be activated in the same way as other alchemical items, but drawing, preparing, and throwing a bomb takes one hand.

Most bombs also have the splash trait. When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target take the listed amount of splash damage. On a failure (but not a critical failure), the target of the attack also takes the splash damage. You don't multiply splash damage on a critical hit.

ALCHEMICAL ELIXIRS

Elixirs have the elixir trait. These potent liquids are typically consumed and grant the drinker some alchemical benefits. While all elixirs follow the same general rules, mutagens (described below) have additional rules that apply to their use.

Activating Elixirs

You can activate an elixir by drinking it using the Operate Activation action, or you activate it by using the Interact action to feed it to another creature, which requires the target to spend the Resonance Points that would have been required for the Operate Activation. You can feed an elixir only to a creature that is paralyzed, unconscious, or willing. You usually need only one hand to consume an elixir or feed it to another creature.

Many elixirs have an Onset entry. This specifies the amount of time that elapses between consuming the elixir and gaining its benefits. If this entry is absent, the elixir's effects take place immediately upon consumption.

Mutagens

These uncommon elixirs, indicated by the mutagen trait, temporary transmogrify the subject's body and alter its mind. Most reasonable creatures avoid mutagens, associating the admixtures with fleshwarping and other terrifying alchemical abominations. Numerous folk stories feature ordinary people transformed into murderous brutes by these concoctions. Typically, only alchemists have the expertise to craft mutagens, and some would say they are the only ones reckless enough to use them.

Mutagens differ from other elixirs in that each dose must be attuned to a specific individual to convey its full effects. The creator of the mutagen chooses a creature to attune the mutagen to at the time it is created; this typically involves including some bit of the attuned creature's body (such as hair, nail trimmings, saliva, and the like) as a reagent during the crafting process.

Unlike other elixirs, mutagens convey a pair of effects: a benefit and a drawback. If you consume a mutagen that is not attuned to you, you gain its drawback but not its benefit. If it's attuned to you, you gain both effects. These both occur only after the mutagen's onset time has elapsed.

Mutagens are polymorph effects, meaning you can benefit from only one at a time (see page 418 for more information about the polymorph trait). Unlike other polymorph effects, however, you can suffer the drawbacks

from multiple mutagens at one time. For instance, if you were already under the effect of a bestial mutagen and drink a quicksilver mutagen, after its onset time you would gain the benefit and drawback of the quicksilver mutagen, but you'd lose the benefit of the bestial mutagen while still retaining its drawback.

ALCHEMICAL POISONS

Alchemical poisons are particularly potent toxins that have been distilled or extracted from natural sources and made either more powerful or easier to administer than their naturally occurring base toxin. Each of the alchemical poison entries listed in this section includes the Price and features for a single dose. Poison doses are typically kept in a vial or some other type of safe and secure container.

Applying alchemical poisons uses Operate Activation actions, but these activations don't cost Resonance Points. A poison typically requires one hand to pour into food or scatter in the air, or two hands to apply to a weapon or item. The Method of Use entry for a poison describes these typical means of application, but the GM might determine that using poisons in other ways functions differently.

The full rules for how poisons work begin on page 324. A creature attempts the listed saving throw as soon as it's exposed to the poison; only on a failed save does any listed onset time elapse, after which the creature begins suffering the poison's effects.

Some poisons have the virulent trait. This means the poison is harder to remove once it has taken effect; see Virulent Afflictions on page 325.

Method of Exposure

Each alchemical poison has one of the following four traits, which define the way in which a creature can be exposed to that poison.

Contact

A contact poison activates when applied to an item or directly onto a living creature's skin. The first creature to touch the affected item must attempt a saving throw against the poison; a creature must attempt a saving throw immediately when the poison touches its skin if the poison is applied directly. Contact poisons are infeasible to apply to a creature via a weapon attack due to the logistics of delivering them without poisoning yourself. Typically, the onset time of a contact poison is 1 minute.

Ingested

And ingested poison activates when applied to food or drink to be consumed by a living creature, or when placed directly into a living creature's mouth. A creature attempts a saving throw against such a poison when it consumes the poison or the food or drink treated with the poison. The onset time of ingested poisons typically ranges anywhere from 1 minute to 1 day.

Inhaled

An inhaled poison activates when unleashed from its container. Once unleashed, the poison creates a cloud of gas filling a 10-foot cube lasting for 1 minute or until a strong wind dissipates the cloud. Every creature entering this cloud is exposed to the poison and must attempt a saving throw against it, unless that creature used the Take a Deep Breath action before entering the poison's cloud and continues holding its breath for the entire time it remains within the cloud.

Injury

An injury poison activates when applied to a weapon, and it affects the target of the first Strike made using the poisoned weapon. If that Strike is a success or a critical success and deals piercing or slashing damage, the target must attempt a saving throw against the poison. If the Strike is a failure or a critical failure, or if it fails to deal slashing or piercing damage for some other reason, the poison is spent but the target is unaffected.

ALCHEMICAL TOOLS

Alchemical tools have activated effects that affect items or are helpful in some other way. Alchemical tools are consumable items, but they usually don't require the user to spend Resonance Points when activating the item.

CATALOG OF ALCHEMICAL ITEMS

The following includes bombs, elixirs, poisons, and tools.

ACID FLASK — ITEM 1

Acid, Alchemical, Bomb, Consumable, Splash

Price 3 gp
Method of Use held, 1 hand; **Bulk** L

Flasks filled with corrosive acid deal 1d4 persistent acid damage and 1 acid splash damage.

ALCHEMIST'S FIRE — ITEM 1

Alchemical, Bomb, Consumable, Fire, Splash

Price 3 gp
Method of Use held, 1 hand; **Bulk** L

Alchemist's fire is combination of several volatile liquids that ignite when exposed to air, typically stored in a sealed flask. Alchemist's fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage. The target can end this persistent damage by spending an Interact action or by becoming submerged in water or otherwise entering an area deprived of air. A creature adjacent to the target can also end the persistent damage by spending an Interact action.

ANTIDOTE — ITEM 1+

Alchemical, Consumable, Elixir

Method of Use held, 1 hand; **Bulk** L
Activation ◆◆ Operate Activation, no cost

Antidotes come in three different types: standard, greater, and true. Upon drinking a standard antidote, you gain a +2 item bonus to Fortitude saving throws against poisons and

venoms for 6 hours. A greater antidote grants a +4 item bonus to Fortitude saves against poisons and venoms for 6 hours. A true antidote grants a +4 item bonus to Fortitude saving throws against poisons and venoms for 6 hours, and when you consume a true antidote, you can immediately attempt a saving throw against one poison or venom of 10th level or lower afflicting you; if you succeed, the poison or venom is neutralized.

Type standard; **Level** 1; **Price** 2 gp
Type greater; **Level** 5; **Price** 15 gp
Type true; **Level** 10; **Price** 110 gp

ANTIPLAGUE ITEM 1+

Alchemical Consumable Elixir

Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate activation, no cost

Antiplague comes in three different types: standard, greater, and true. Upon drinking a standard antiplague, you gain a +2 item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression. A greater antiplague grants a +4 item bonus to Fortitude saves against diseases for 24 hours. A true antiplague grants a +4 item bonus to Fortitude saving throws against diseases for 24 hours, and when you consume a true antiplague, you can immediately attempt a saving throw against one disease of 10th level or lower afflicting you; if you succeed, you are cured of the disease.

Type standard; **Level** 1; **Price** 2 gp
Type greater; **Level** 5; **Price** 15 gp
Type true; **Level** 10; **Price** 110 gp

ARSENIC ITEM 1

Alchemical Consumable Ingested Poison

Price 2 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost

You can't reduce your sick condition while affected by arsenic.

Saving Throw Fortitude DC 15; **Onset** 10 minutes; **Maximum Duration** 5 minutes; **Stage 1** 1 poison damage and sick 1 (1 minute); **Stage 2** 1d4 poison damage and sick 2 (1 minute); **Stage 3** 2d4 poison damage and sick 3 (1 minute)

BELLADONNA ITEM 2

Alchemical Consumable Ingested Poison

Price 4 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost

Saving Throw Fortitude DC 16; **Onset** 10 minutes; **Maximum Duration** 30 minutes; **Stage 1** dazzled (10 minutes); **Stage 2** 1d4 poison damage and sick 1 (10 minutes); **Stage 3** 1d4 poison damage, sick 1, and confused for 1 minute (1 minute)

BESTIAL MUTAGEN ITEM 9

Alchemical Consumable Elixir Mutagen Polymorph

Price 90 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 10 minutes after the onset of this mutagen, your features transform into something bestial and you take on muscle mass, but your lumbering form is clumsy.

Benefit You gain a +3 item bonus to Athletics checks and unarmed attack rolls. Your damage dealt by unarmed attacks increases to four damage dice, unless it would otherwise have more damage dice.

Drawback You take a –1 item penalty to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and AC.

BESTIAL MUTAGEN, GREATER ITEM 13

Alchemical Consumable Elixir Mutagen Polymorph

Price 400 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 1 hour after the onset of this mutagen, your features transform into something bestial and you take on muscle mass, but your lumbering form is clumsy.

Benefit You gain a +4 item bonus to Athletics checks and unarmed attack rolls. Your damage dealt by unarmed attacks increases to five damage dice, unless it would otherwise have more damage dice.

Drawback You take a –1 item penalty to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and AC.

BESTIAL MUTAGEN, LESSER ITEM 5

Alchemical Consumable Elixir Mutagen Polymorph

Price 20 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your features transform into something bestial and you take on muscle mass, but your lumbering form is clumsy.

Benefit You gain a +2 item bonus to Athletics checks and unarmed attack rolls. Your damage dealt by unarmed attacks increases to three damage dice, unless it would otherwise have more damage dice.

Drawback You take a –1 item penalty to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and AC.

BESTIAL MUTAGEN, TRUE ITEM 17

Alchemical Consumable Elixir Mutagen Polymorph

Price 2,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 hour after the onset of this mutagen, your features transform into something bestial and you take on muscle mass, but your lumbering form is clumsy.

Benefit You gain a +5 item bonus to Athletics checks and unarmed attack rolls. Your damage dealt by unarmed attacks increases to six damage dice, unless it would otherwise have more damage dice.

Drawback You take a –1 item penalty to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and AC.

BLACK ADDER VENOM ITEM 2

Alchemical Consumable Injury Poison

Price 5 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost

Saving Throw Fortitude DC 15; **Maximum**

Duration 3 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage (1 round); **Stage 3** 1d12 poison damage (1 round)

BLACK LOTUS EXTRACT ITEM 19

Alchemical Consumable Contact Poison Virulent

Price 5,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost
Saving Throw Fortitude DC 38; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 12d6 poison damage and drained 1 (1 round); **Stage 2** 14d6 poison damage and drained 1 (1 round); **Stage 3** 16d6 poison damage and drained 2 (1 round)

BLIGHTBURN RESIN ITEM 11

Alchemical Consumable Contact Poison

Price 160 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation, no cost
Saving Throw Fortitude DC 26; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 7d6 poison damage (1 round); **Stage 2** 8d6 poison damage (1 round); **Stage 3** 12d6 poison damage (1 round)

BOMBER'S EYE ELIXIR ITEM 3

Alchemical Consumable Elixir

Price 8 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation
For the next minute, when you throw alchemical bombs, you ignore the effects of screening (see page 314).

BOTTLED LIGHTNING ITEM 1

Alchemical Bomb Consumable Electricity Splash

Price 3 gp
Method of Use held, 1 hand; **Bulk** L
Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. Bottled lightning deals 1d6 electricity damage and 1 electricity splash damage and causes the target to be flat-footed to all creatures until the start of your next turn.

BRAVO'S BREW ITEM 3

Alchemical Consumable Elixir Mental

Price 7 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation
This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain a +1 item bonus to Will saves and a +3 item bonus to Will saves against fear.

BRIMSTONE FUMES ITEM 16

Alchemical Consumable Inhaled Poison

Price 1,200 gp
Method of Use held, 1 hand; Bulk L
Activation ◆ Operate Activation, no cost
Saving Throw Fortitude DC 33; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage (1 round); **Stage 2** 7d6 poison damage and enfeebled 1 (1 round); **Stage 3** 8d6 poison damage and enfeebled 3 (1 round)

BULLHEADED MUTAGEN ITEM 9

Alchemical Consumable Elixir Mutagen Polymorph

Price 90 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute
For 10 minutes after the onset of this mutagen, you gain more control of your mind and can steel your will against mental assaults, but you seem standoffish and off-putting.
Benefit You gain a +3 item bonus to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks. This bonus increases to +4 against mental effects.
Drawback You take a –2 item penalty to Deception, Diplomacy, Intimidation, and Performance checks, and you lose 2 RP.

BULLHEADED MUTAGEN, GREATER ITEM 13

Alchemical Consumable Elixir Mutagen Polymorph

Price 400 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute
For 1 hour after the onset of this mutagen, you gain more control of your mind and can steel your will against mental assaults, but your arrogance makes you seem standoffish and off-putting.
Benefit You gain a +4 item bonus to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks. This bonus increases to +5 against mental effects.
Drawback You take a –2 item penalty to Deception, Diplomacy, Intimidation, and Performance checks, and you lose 2 RP.

BULLHEADED MUTAGEN, LESSER ITEM 5

Alchemical Consumable Elixir Mutagen Polymorph

Price 20 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn
For 1 minute after the onset of this mutagen, you gain more control of your mind and can steel your will against mental assaults, but your arrogance makes you seem standoffish and off-putting.
Benefit You gain a +2 item bonus to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks. This bonus increases to +3 against mental effects.
Drawback You take a –1 item penalty to Deception, Diplomacy, Intimidation, and Performance checks, and you lose 1 RP.

BULLHEADED MUTAGEN, TRUE ITEM 17

Alchemical Consumable Elixir Mutagen Polymorph

Price 2,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn
For 1 hour after the onset of this mutagen, you gain more control of your mind and can steel your will against mental assaults, but your arrogance makes you seem standoffish and off-putting.
Benefit You gain a +5 item bonus to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks and resistance 15 against mental damage.



ANTIPLAGUE

BESTIAL MUTAGEN





GREATER BESTIAL MUTAGEN

BULLHEADED MUTAGEN





GREATER BULLHEADED MUTAGEN



ALCHEMIST'S FIRE



COGNITIVE MUTAGEN



GREATER COGNITIVE MUTAGEN



NIGHTMARE VAPOR



ACID FLASK

Drawback You take a –4 item penalty to Deception, Diplomacy, Intimidation, and Performance checks, and you lose 4 RP.

CAT'S EYE ELIXIR ITEM 3

Alchemical Consumable Elixir

Price 7 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

For the next minute, you treat sensed creatures within 30 feet as if they were concealed, and concealed creatures within 30 feet as if they were seen.

CHEETAH'S ELIXIR ITEM 1

Alchemical Consumable Elixir

Price 2 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

For the next minute, you are accelerated 5.

CYTILLESH OIL ITEM 3

Alchemical Consumable Injury Poison

Price 8 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost
Saving Throw Fortitude DC 16; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d10 poison damage (1 round); **Stage 3** 2d8 poison damage (1 round)

COGNITIVE MUTAGEN ITEM 9

Alchemical Consumable Elixir Mutagen Polymorph

Price 90 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 10 minutes after the onset of this mutagen, your mind becomes clear and cognition flows freely, but physical matters seem ephemeral.

Benefit You gain a +3 item bonus to Arcana, Crafting, Lore, Occultism, and Society checks and all checks to Recall Knowledge, regardless of the subject matter. You treat a critical failure on a Recall Knowledge check as a failure instead.

Drawback You take a –2 item penalty to melee attack rolls and Athletics checks, you can carry 2 less Bulk than normal before becoming encumbered, and the maximum Bulk you can carry is 4 less.

COGNITIVE MUTAGEN, GREATER ITEM 13

Alchemical Consumable Elixir Mutagen Polymorph

Price 400 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 1 minute after the onset of this mutagen, your mind becomes clear and cognition flows freely, but physical matters seem ephemeral.

Benefit You gain a +4 item bonus to Arcana, Crafting, Lore, Occultism, and Society checks and all checks to Recall Knowledge. You treat a critical failure on a Recall Knowledge check as a failure instead.

Drawback You take a –3 item penalty to melee attack rolls and Athletics checks, you can carry 3 less Bulk than normal before becoming encumbered, and the maximum Bulk you can carry is 6 less.

COGNITIVE MUTAGEN, LESSER ITEM 5

Alchemical Consumable Elixir Mutagen Polymorph

Price 20 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your

mind becomes clear and cognition flows freely, but physical matters seem ephemeral.

Benefit You gain a +2 item bonus to Arcana, Crafting, Lore, Occultism, and Society checks and all checks to Recall Knowledge. You treat a critical failure on a Recall Knowledge check as a failure instead.

Drawback You take a –1 item penalty to melee attack rolls and Athletics checks, you can carry 1 less Bulk than normal before becoming encumbered,and the maximum Bulk you can carry is 2 less.

COGNITIVE MUTAGEN, TRUE ITEM 17

Alchemical Consumable Elixir Mutagen Polymorph

Price 2,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 hour after the onset of this mutagen, your mind becomes clear and cognition flows freely, but physical matters seem ephemeral.

Benefit You gain a +5 item bonus to Arcana, Crafting, Lore, Occultism, and Society checks and all checks to Recall Knowledge. You treat a critical failure on a Recall Knowledge check as a failure instead.

Drawback You take a –4 item penalty to melee attack rolls and Athletics checks, you can carry 4 less Bulk than normal before becoming encumbered, and the maximum Bulk you can carry is 8 less.

COMPREHENSION ELIXIR ITEM 2

Alchemical Consumable Elixir Mental

Price 4 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

For the next minute after drinking this elixir, you can understand the words that you are reading so long as they are written in a common language. This elixir doesn't automatically allow you to understand codes or extremely esoteric passages.

DARKVISION ELIXIR ITEM 1+

Alchemical Consumable Elixir

Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon your drinking of this elixir, your sight becomes sharper in darkness. This elixir has three types: standard, greater, and true. Upon drinking the standard elixir, you gain darkvision for 10 minutes. The greater version grants you darkvision for 1 hour, and the true elixir grants darkvision for 8 hours.

Type standard; **Level** 1; **Price** 2 gp
Type greater; **Level** 3; **Price** 6 gp
Type true; **Level** 6; **Price** 24 gp

DEATHCAP POWDER ITEM 13

Alchemical Consumable Ingested Poison

Price 360 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation, no cost

Saving Throw Fortitude DC 30; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** 10d6 poison damage (1 minute); **Stage 2** 13d6 poison damage and sick 2 (1 minute); **Stage 3** 16d6 poison damage and sick 3 (1 minute)

DRAGON BILE ITEM 15

Alchemical Consumable Contact Poison

Price 720 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation, no cost

Saving Throw Fortitude DC 32; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and sick 2 (1 round); **Stage 2** 5d6 poison damage and sick 3 (1 round); **Stage 3** 6d6 poison damage and sick 4 (1 round)

EAGLE-EYE ELIXIR ITEM 1

Alchemical Consumable Elixir

Price 2 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

For the next hour after drinking this elixir, you gain a +1 item bonus to Perception checks. This item bonus increases to +2 for Perception checks to find secret doors and traps.

ELIXIR OF LIFE ITEM 8

Alchemical Consumable Elixir

Price 60 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this elixir, you regain 7d6 Hit Points and can attempt a new save against any one toxin of 8th level or lower currently afflicting you. If you succeed, the toxin is neutralized.

ELIXIR OF LIFE, GREATER ITEM 12

Alchemical Consumable Elixir

Price 250 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this elixir, you regain 10d6 Hit Points and can end a toxin afflicting you as long as it is not higher than 12th level.

ELIXIR OF LIFE, LESSER ITEM 4

Alchemical Consumable Elixir

Price 12 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this elixir, you regain 3d6 Hit Points. If you are at maximum Hit Points when you drink this elixir, you instead gain a +2 item bonus to Fortitude saving throws against toxins for 1 hour.

ELIXIR OF LIFE, MINOR ITEM 1

Alchemical Consumable Elixir

Price 3 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this elixir, you regain 1d6 Hit Points. If you are at maximum Hit Points when you drink this elixir, you instead gain a +1 item bonus to Fortitude saving throws for 1 hour against toxins, including diseases, poisons, and venoms.

ELIXIR OF LIFE, TRUE ITEM 16

Alchemical Consumable Elixir

Price 1,200 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this elixir, you regain 14d6 Hit Points, and you end all toxins currently afflicting you as long as those toxins are not higher than 16th level.

ELIXIR OF REJUVENATION ITEM 20

Alchemical Consumable Elixir

Price –
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

When you drink this elixir, you're restored to your maximum Hit Points and all toxins of 20th level or lower afflicting you are removed, but you lose all remaining RP.

You can instead administer this elixir to a creature that has been dead for a week or less; in this case, the Operate Activation does not require the expenditure of a Resonance Point. When you do, that creature is instantly brought back to life with 1 HP and 0 RP.

Either way, the target is treated as if it had failed a check to overspend RP.

Craft Requirements philosopher's stone; true elixir of life; you must be legendary in Crafting and have the Alchemical Crafting feat

GIANT CENTIPEDE VENOM ITEM 1

Alchemical Consumable Injury Poison

Price 3 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost
Saving Throw Fortitude DC 14; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and flat-footed (1 round); **Stage 3** 1d8 poison damage, flat-footed, and sluggish 1 (1 round)

GIANT SCORPION VENOM ITEM 6

Alchemical Consumable Injury Poison

Price 30 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost
Saving Throw Fortitude DC 19; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round); **Stage 2** 2d8 poison damage and enfeebled 1 (1 round); **Stage 3** 2d8 poison damage and enfeebled 2 (1 round)

GIANT WASP VENOM ITEM 7

Alchemical Consumable Injury Poison

Price 45 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost
Saving Throw Fortitude DC 20; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and sluggish 1 (1 round); **Stage 2** 1d12 poison damage and sluggish 2 (1 round); **Stage 3** 2d8 poison and sluggish 2 (1 round)

GRAVEROOT ITEM 3

Alchemical Consumable Injury Poison

Price 8 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost
Saving Throw Fortitude DC 16; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d10 poison damage and stupefied 1 (1 round); **Stage 3** 1d12 poison damage and stupefied 2 (1 round)

HEMLOCK ITEM 17

Alchemical Consumable Ingested Poison

Price 1,800 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost
Saving Throw Fortitude DC 35; **Onset** 30 minutes; **Maximum Duration** 60 minutes; **Stage 1** 13d6 poison damage and enfeebled 2 (10 minutes); **Stage 2** 16d6 poison damage and enfeebled 3 (10 minutes); **Stage 3** 20d6 poison damage and enfeebled 4 (10 minutes).

HUNTING SPIDER VENOM ITEM 5

Alchemical Consumable Injury Poison

Price 20 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost
Saving Throw Fortitude DC 18; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and flat-footed (1 round); **Stage 2** 1d8 poison damage, flat-footed, and sluggish 1 (1 round); **Stage 3** 1d10 poison damage, flat-footed, and sluggish 2 (1 round)

INFILTRATOR'S ELIXIR ITEM 2

Alchemical Consumable Elixir Polymorph

Price 4 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

After the onset of this elixir, you take the shape of a humanoid creature of your size (or another creature of your type, if you aren't a humanoid, at the GM's discretion), but different enough so you might be unrecognizable. The creator of the elixir decides the sex, eye color, skin tone, and hair color that you transform into when crafting the elixir, but it cannot change your form into a specific person. After the form takes hold, you retain it for the next 10 minutes.

Drinking this elixir counts as setting up a disguise for the Impersonate action of Deception. You gain a +4 item bonus to your Deception DC to avoid others seeing through your disguise.

INSANITY MIST ITEM 15

Alchemical Consumable Inhaled Poison

Price 800 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost
Saving Throw Fortitude DC 31; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** stupefied 2 (1 round); **Stage 2** confused and stupefied 3 (1 round); **Stage 3** confused and stupefied 4 (1 round)

JUGGERNAUT MUTAGEN ITEM 9

Alchemical Consumable Elixir Mutagen Polymorph

Price 90 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 10 minutes after the onset of this mutagen, your body becomes thick and sturdy and you exhibit a healthy glow, though you tend to be ponderous and unobservant.

Benefit You gain a +3 item bonus to Fortitude saves and 20 temporary Hit Points. Whenever you are at maximum Hit Points for at least 1 full minute, you regain the full 20 temporary Hit Points.

Drawback You take a –2 item penalty to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks.

JUGGERNAUT MUTAGEN, GREATER ITEM 13

Alchemical Consumable Elixir Mutagen Polymorph

Price 400 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 1 hour after the onset of this mutagen, your body becomes thick and sturdy and you exhibit a healthy glow, though you tend to be ponderous and unobservant.

Benefit You gain a +4 item bonus to Fortitude saves and 40 temporary Hit Points. Whenever you are at maximum Hit Points for at least 1 full minute, you regain the full 40 temporary Hit Points.

Drawback You take a –2 item penalty to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks.

JUGGERNAUT MUTAGEN, TRUE ITEM 17

Alchemical Consumable Elixir Mutagen Polymorph

Price 2,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 hour after the onset of this mutagen, your body becomes thick and sturdy and you exhibit a healthy glow, though you tend to be ponderous and unobservant.

Benefit You gain a +5 item bonus to Fortitude saves and 50 temporary Hit Points. Whenever you are at maximum Hit Points for at least 1 full minute, you regain the full 50 temporary Hit Points.

Drawback You take a –3 item penalty to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks.

JUGGERNAUT MUTAGEN, LESSER ITEM 5

Alchemical Consumable Elixir Mutagen Polymorph

Price 20 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your body becomes thick and sturdy and you exhibit a healthy glow, though you tend to be ponderous and unobservant.

Benefit You gain a +2 item bonus to Fortitude saves and 10 temporary Hit Points.

Drawback You take a –1 item penalty to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks.

KING'S SLEEP ITEM 18

Alchemical Consumable Ingested Poison Virulent

Price 3,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost

King's sleep is an insidious long-term poison that might seem like a disease or even a death from natural causes if used on a venerable target. The drained condition from king's sleep stacks with each failed save and can't be removed until the target is cured of the poison.

Saving Throw Fortitude DC 36; **Onset** 1 day; **Stage 1** drained 1 (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day)

LEAPER'S ELIXIR ITEM 1

Alchemical Consumable Elixir

Price 2 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

For 1 minute after drinking this elixir, you can attempt High Jumps and Long Jumps with a single Leap action, rather than as a two-action activity requiring a Stride and a Leap.

LICH DUST ITEM 9

Alchemical Consumable Ingested Poison

Price 80 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost

Saving Throw Fortitude DC 23; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** fatigued (1 minute); **Stage 2** 4d6 poison damage and fatigued (1 minute); **Stage 3** 4d6 poison damage, fatigued, and paralyzed (1 minute)

LIQUID ICE ITEM 1

Alchemical Bomb Cold Consumable Splash

Price 3 gp
Method of Use held, 1 hand; **Bulk** L

The liquid reagents in this vial create a freezing effect when exposed to air. Liquid ice deals 1d4 cold damage, deals 1 cold splash damage, and causes the target to be hampered 10 until the end of its next turn.

MALYASS ROOT PASTE ITEM 7

Alchemical Consumable Contact Poison

Price 40 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost

Saving Throw Fortitude DC 21; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** hampered 10 and sluggish 1 (1 minute); **Stage 2** hampered 20 and sluggish 2 (1 minute); **Stage 3** flat-footed, hampered 30, and sluggish 3 (1 minute)

MISTFORM ELIXIR ITEM 3

Alchemical Consumable Elixir Illusion Visual

Price 8 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this elixir, your form appears blurry, making you concealed for 1 minute.

NETTLEWEED RESIDUE ITEM 8

Alchemical Consumable Contact Poison

Price 55 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation, no cost

Saving Throw Fortitude DC 22; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** 6d6 poison damage (1 minute); **Stage 2** 8d6 poison damage (1 minute); **Stage 3** 10d6 poison damage (1 minute)

NIGHTMARE VAPOR — ITEM 16

Alchemical Consumable Inhaled Poison

Price 1,200 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost
Saving Throw Fortitude DC 33; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** confused (1 round); **Stage 2** confused and flat-footed (1 round); **Stage 3** confused, flat-footed, and stupefied 2 (1 round)

PHILOSOPHER'S STONE — ITEM 20

Alchemical Consumable

Price –
Method of Use held, 2 hands; **Bulk** 2
Activation ◆ Operate Activation or 1 or more days; see below

An alchemist with the Craft Philosopher's Stone feat can create a philosopher's stone once per month using the advanced alchemy class feature. This is the only way to create a philosopher's stone.

At a glance, a philosopher's stone appears to be an ordinary, sooty piece of natural rock. Breaking the rock open with a Break Open action (DC 25) reveals a cavity at the stone's heart. The cavity is lined with a rare type of quicksilver that can transmute base metals into precious metals or create an elixir of rejuvenation (see page 365).

To use the stone's quicksilver, you must be Legendary in Crafting and you must have the Alchemical Crafting feat. You can then apply the stone's quicksilver for one of two effects:

- You can apply the stone's quicksilver to an infused true elixir of life using an Operate Activation action to create an infused elixir of rejuvenation. This is instantaneous and does not require any crafting time or additional materials.
- You can spend up to a month of downtime applying the quicksilver either to iron to create silver or to lead to create gold. Treat this as a 20th-level task for Crafting as a trade, except you don't need any setup, you create 5,000 sp or 500 gp per day on a success, and you create 7,500 sp or 750 gp per day on a critical success.

PURPLE WORM VENOM — ITEM 13

Alchemical Consumable Injury Poison

Price 400 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost
Saving Throw Fortitude DC 29; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and enfeebled 2 (1 round); **Stage 2** 4d6 poison damage and enfeebled 2 (1 round); **Stage 3** 6d6 poison and enfeebled 2 (1 round)

QUICKSILVER MUTAGEN — ITEM 9

Alchemical Consumable Elixir Mutagen Polymorph

Price 90 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 10 minutes after the onset of this mutagen, your features become thin and angular and you become swifter and nimbler, but your body also becomes fragile.

Benefit You gain a +3 item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and ranged attack rolls, and you become accelerated 15.

Drawback You take a –2 item penalty to Fortitude saves and take 20 damage. You can't recover Hit Points lost in this way by any means while the mutagen lasts.

QUICKSILVER MUTAGEN, GREATER — ITEM 13

Alchemical Consumable Elixir Mutagen Polymorph

Price 400 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 1 hour after the onset of this mutagen, your features become thin and angular and you become swifter and nimbler, but your body also becomes fragile.

Benefit You gain a +4 item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and ranged attack rolls, and you become accelerated 20.

Drawback You take a –2 item penalty to Fortitude saves and take 40 damage. You can't recover Hit Points lost in this way by any means while the mutagen lasts.

QUICKSILVER MUTAGEN, LESSER — ITEM 5

Alchemical Consumable Elixir Mutagen Polymorph

Price 20 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your features become thin and angular and you become swifter and nimbler, but your body also becomes fragile.

Benefit You gain a +2 item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and ranged attack rolls, and you become accelerated 10.

Drawback You take a –1 item penalty to Fortitude saves and take 10 damage. You can't recover Hit Points lost in this way by any means while the mutagen lasts.

QUICKSILVER MUTAGEN, TRUE — ITEM 17

Alchemical Consumable Elixir Mutagen Polymorph

Price 2,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 hour after the onset of this mutagen, your features become thin and angular and you become swifter and nimbler, but your body also becomes fragile.

Benefit You gain a +5 item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and ranged attack rolls, and you become accelerated 25.

Drawback You take a –3 item penalty to Fortitude saves and take 50 damage. You can't recover Hit Points lost in this way by any means while the mutagen lasts.

SALAMANDER ELIXIR — ITEM 2

Alchemical Consumable Elixir

Price 4 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 24 hours after the onset of this elixir, you are protected from the effects of severe heat (see page 341).

SEA TOUCH ELIXIR ITEM 4

Alchemical Consumable Elixir Polymorph

Price 10 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

After the onset of this elixir, the spaces between your fingers and toes become webbed, granting you a swim Speed of 20 feet for the next 10 minutes.

SHADOW ESSENCE ITEM 10

Alchemical Consumable Injury Negative Poison

Price 125 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost

The enfeebled condition from shadow essence lasts for 24 hours.

Saving Throw Fortitude DC 24; **Maximum Duration** 6 rounds; **Stage 1** 2d6 negative damage and 2d6 poison damage (1 round); **Stage 2** 2d6 negative damage, 2d6 poison damage, and enfeebled 1 (1 round); **Stage 3** 2d6 negative damage, 2d6 poison damage, and enfeebled 2 (1 round)

SILVERSHEEN ITEM 1

Alchemical Consumable

Price 2 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation, no cost

You can slather this silvery paste onto a melee or thrown weapon or a bundle of ammunition. For the next hour, any physical damage the weapon or ammunition deals is silver. Applying silversheen to a weapon or ammunition temporarily replaces any damage type from its special materials (such as cold iron). One vial coats one melee weapon, one thrown weapon, or 10 pieces of ammunition.

SILVERTONGUE MUTAGEN ITEM 9

Alchemical Consumable Elixir Mutagen Polymorph

Price 90 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 10 minutes after the onset of this mutagen, your features become fair and your voice becomes musical and commanding, though facts and figures become hazy for you and your reason takes a back seat to your emotions.

Benefit You gain a +3 item bonus to Deception, Diplomacy, Intimidation, and Performance checks, and you treat all critical failures with those skills as failures.

Drawback You take a –2 item penalty to Arcana, Crafting, Lore, Occultism, and Society checks, as well as all skill checks in which you are trained or expert other than your signature skills. You treat all failures on checks made to Recall Knowledge as critical failures.

SILVERTONGUE MUTAGEN, GREATER ITEM 13

Alchemical Consumable Elixir Mutagen Polymorph

Price 400 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 1 hour after the onset of this mutagen, your features become fair and your voice musical and commanding, though facts and figures become hazy and your reason takes a backseat to your emotions.

Benefit You gain a +4 item bonus to Deception, Diplomacy, Intimidation, and Performance checks, and you treat all critical failures with those skills as failures.

Drawback You take a –3 item penalty to Arcana, Crafting, Lore, Occultism, and Society checks, as well as all skill checks in which you are trained or expert other than your signature skills. You treat all failures on checks made to Recall Knowledge as critical failures.

SILVERTONGUE MUTAGEN, LESSER ITEM 5

Alchemical Consumable Elixir Mutagen Polymorph

Price 20 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your features become fair and your voice musical and commanding, though facts and figures become hazy and your reason takes a backseat to your emotions.

Benefit You gain a +2 item bonus to Deception, Diplomacy, Intimidation, and Performance checks, and you treat all critical failures with those skills as failures.

Drawback You take a –1 item penalty to Arcana, Crafting, Lore, Occultism, and Society checks, as well as all skill checks in which you are trained or expert other than your signature skills. You treat all failures on checks made to Recall Knowledge as critical failures.

SILVERTONGUE MUTAGEN, TRUE ITEM 17

Alchemical Consumable Elixir Mutagen Polymorph

Price 2,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 hour after the onset of this mutagen, your features become fair and your voice musical and commanding, though facts and figures become hazy and your reason takes a backseat to your emotions.

Benefit You gain a +5 item bonus to Deception, Diplomacy, Intimidation, and Performance checks, and you treat all critical failures with those skills as failures.

Drawback You take a –4 item penalty to Arcana, Crafting, Lore, Occultism, and Society checks, all checks made to Recall Knowledge, as well as all skill checks in which you are trained or expert other than your signature skills. You treat all failures on checks made to Recall Knowledge as critical failures.

SLEEP POISON ITEM 2

Alchemical Consumable Injury Poison

Price 5 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost

Saving Throw Fortitude DC 13; **Maximum Duration** 4 hours; **Stage 1** slowed 1 (1 round); **Stage 2** asleep with no Perception check to wake up (1 round) **Stage 3** asleep with no Perception check to wake up (1d4 hours)

SLUMBER WINE — ITEM 12

Alchemical Consumable Ingested Poison

Price 250 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost

Characters asleep from slumber wine can't wake up by any means while the poison lasts, don't need to eat or drink while asleep in this way, and appear to be recently dead unless an examiner succeeds at a DC 33 Medicine check.

Saving Throw Fortitude DC 26; **Onset** 1 hour; **Maximum Duration** 7 days; **Stage 1** asleep (1 day); **Stage 2** asleep (2 days); **Stage 3** asleep (3 days).

SMOKESTICK — ITEM 1

Alchemical Consumable

Price 2 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation, no cost

With a sharp twist of this item, you instantly create a screen of thick, opaque smoke in a 5-foot-radius burst centered on one corner of your space. All creatures within that area are concealed (see page 302). The smoke lasts for 1 minute or until dispersed by a strong wind.

SPIDER ROOT — ITEM 9

Alchemical Consumable Contact Poison

Price 80 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation, no cost

Saving Throw Fortitude DC 23; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** 5d6 poison damage and sluggish 1 (1 minute); **Stage 2** 6d6 poison damage and sluggish 2 (1 minute); **Stage 3** 7d6 poison damage and sluggish 3 (1 minute)

STONE FIST ELIXIR — ITEM 2

Alchemical Consumable Elixir Polymorph

Price 5 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

After the onset of this elixir, your fists become as hard as stone. For 1 hour, your fists deal 1d6 bludgeoning damage.

SUNROD — ITEM 1

Alchemical Consumable Light

Price 2 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. It sheds normal light in a 20-foot radius for 6 hours.

TANGLEFOOT BAG — ITEM 1

Alchemical Bomb Consumable

Price 3 gp
Method of Use held, 1 hand; **Bulk** L

A tanglefoot bag is filled with sticky substances. When you hit a creature with a tanglefoot bag, that creature becomes entangled for 1 minute. Tanglefoot bags are not effective when used on a creature that is in water. The target or a creature adjacent to the target can end the entangled condition by spending 3 Interact actions. These actions need not be consecutive.

TEARS OF DEATH — ITEM 20

Alchemical Consumable Contact Poison Virulent

Price 9,000 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation, no cost

Saving Throw Fortitude DC 40; **Onset** 1 minute; **Maximum Duration** 10 minutes; **Stage 1** 15d6 poison damage and paralyzed (1 round); **Stage 2** 20d6 poison damage and paralyzed (1 minute); **Stage 3** 25d6 poison damage and paralyzed (1 minute)

THUNDERSTONE — ITEM 1

Alchemical Bomb Consumable Sonic Splash

Price 3 gp
Method of Use held, 1 hand; **Bulk** L

When this stone hits a hard surface or creature, it explodes with a deafening bang. A thunderstone deals 1d4 sonic damage and 1 sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a DC 15 Fortitude saving throw or be deafened until the end of its next turn.

TINDERTWIG — ITEM 1

Alchemical Consumable Fire

Price 2 sp
Method of Use held, 1 hand; **Bulk** –
Activation ◆ Operate Activation, no cost

An alchemical substance on one end of this tiny wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with a flint and steel; as part of the activate action, you can touch the tindertwig to a flammable object to set it on fire.

WINTER WOLF ELIXIR — ITEM 2

Alchemical Consumable Elixir

Price 4 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation; **Onset** 1 minute

For 24 hours after the onset of this elixir, you become protected from the effects of severe cold (see page 341).

WOLFSBANE — ITEM 10

Alchemical Consumable Ingested Poison

Price 110 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation, no cost

Saving Throw Fortitude DC 25; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** 9d6 poison damage (1 minute); **Stage 2** 12d6 poison damage (1 minute); **Stage 3** 15d6 poison damage (1 minute)

Additional Effect If you survive the damage from stage 3 of wolfsbane and you are afflicted with lycanthropy, you're immediately cured.

WYVERN POISON — ITEM 8

Alchemical Consumable Injury Poison

Price 60 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆◆ Operate Activation, no cost

Saving Throw Fortitude DC 21; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage (1 round); **Stage 2** 5d6 poison damage (1 round); **Stage 3** 6d6 poison damage (1 round)

RUNES

Some magic weapons and armor gain their enhancements from potent eldritch runes etched into them. These runes allow for in-depth customization of items.

Runes must be physically engraved on items through a special process to convey their benefits. They take two forms: potency runes and property runes. A potency rune enhances the effectiveness of an armor or weapon, increasing its overall protective or destructive potency. Property runes, by contrast, grant more varied effects, typically powers that are constant while the armor is worn or take effect each time the weapon is used.

A suit of armor or weapon of expert quality or better can be etched with runes. The quality of the armor or weapon determines the maximum power of its potency rune and the number of property runes it can have.

Quality	Max Potency	Max Properties
Standard	None	None
Expert	+2	1
Master	+4	2
Legendary	+5	3

If you want to add a potency or property rune to an item of insufficient quality, you must first increase the quality of the item, as described on page 190.

An item with runes etched on it is typically referred to by the value of its potency rune, followed by its quality (if that quality is higher than the minimum required for its potency), its properties, and finally its item type; for example, a *+1 longsword*, *+4 legendary fire-resistant chain mail*, or an *expert flaming kukri*.

Magical armor and weapons have the same Bulk and general characteristics as the nonmagical version of the same quality unless noted otherwise.

The level of an item with runes etched on it is equal to the highest level among the base item and all runes etched on it; therefore, a *+1 mace* (4th level) with a *disrupting rune* (5th level) would be a 5th-level item.

THE ETCHING PROCESS

Etching a rune on an item follows the same process as using the Craft activity to make an item. You must have the formula for the rune, and the item you're adding the rune to must be in your possession throughout the etching process. The rune has no effect until you complete the Craft activity. You can etch one rune at a time, and you can add or replace runes at a later time.

Rune Formulas

Like items, runes have formulas. The rune for each potency and property has a discrete formula. Its Price is the same as an item formula of its level and can be attained in the same way as an item formula (see page 188).

SPECIFIC ARMOR AND WEAPONS

Unlike armor and weapons enhanced through the rune-etching process, specific armor and weapons (such as *ghoul hide* or a *holy avenger*) are themed to a specific purpose and can work quite differently from any other item of their type. Specific magic armor and weapons can't gain property runes. However, you can add or improve their potency runes, and you can also improve their quality (as described on page 190).

Transferring Runes

You can transfer runes between one item and another by using the Craft activity. The DC of the Crafting check is determined by the item level of the rune being transferred (or the higher of the two, in the case of a swap), and the Price of the transfer is 10% of that rune's Price. The base downtime to complete the transfer is 1 day, and you can continue to work over additional days to get a discount, as usual with Craft. Runes being transferred become inert as soon as you begin the activity, and their benefits resume only upon completion of the activity.

When you transfer runes, you can move one rune from one item to another or swap runes of the same type (potency or property) between two different items. For example, you could transfer a *+2 weapon potency* rune from a *+2 greatsword* to an expert-quality longsword, resulting in a *+2 longsword* and a nonmagical expert-quality greatsword. You could swap the *weapon potency* runes from a *+1 longsword* and a *+2 greatsword*, resulting in a *+2 longsword* and a *+1 greatsword*. However, you couldn't swap a *+1 weapon potency* rune from one weapon with a *flaming* property rune from another weapon, as the two runes aren't of the same type. You can also transfer runes to or from *runestones* (see page 406).

If an item can have two or more property runes, you choose which slot to fill when transferring a rune. For example, a master-quality item can hold two property runes. If you transferred a *flaming rune* from a *+2 flaming rapier* to a *+3 frost warhammer*, you would decide whether you wanted to end up with a *+2 rapier* and a *+3 flaming frost warhammer*, or a *+2 frost rapier* and a *+3 flaming warhammer*.

If you attempt to transfer a rune to an item that can't accept it, such as transferring a *+3 weapon potency* rune to an expert-quality weapon, you get an automatic critical failure on your Crafting check.

POTENCY RUNES

Potency runes are the most common runes an adventurer might etch or have etched on their weapons and armor. A suit of armor or a weapon can have only one potency rune, though etching a stronger potency rune can upgrade an existing rune to the more powerful version. A potency rune etched into armor increases its protective power by

CHECK PENALTY

In addition to the magical bonuses to AC, TAC, and saving throws, magic armor has sufficient quality to lower its check penalty. This information appears in the rules for item quality on page 190 and is repeated here for convenience.

Quality	Check Penalty Reduction
Expert	1
Master	2
Legendary	3

magically strengthening the armor's material and adding subtle wards against attacks. A potency rune etched on a weapon increases both the accuracy and the amount of damage the weapon can deal.

ARMOR POTENCY — RUNE 3+

Abjuration Magical

Method of Use etched, armor

You can etch an *armor potency* rune on a suit of armor of the quality listed under the individual entry for the type of rune. Runes of *+2 armor potency* or stronger require the armor to already have the listed weaker rune, and etching the new rune increases the existing potency rune to the new value.

An *armor potency* rune grants two defensive benefits. First, it increases the armor's item bonuses to AC and TAC by the value of the potency rune. For instance, a master-quality breastplate with a *+3 armor potency* rune would grant an AC bonus of +7 and a TAC bonus +5, instead of +4 and +2.

Second, the rune adds an item bonus equal to the potency rune's value to the wearer's saving throws. So the wearer of the *+3 breastplate* described above would also gain a +3 item bonus to Fortitude, Reflex, and Will saves.

Type *+1 light or medium armor potency*; **Level** 3; **Price** 25 gp

This rune can be etched only on light or medium armor of expert or better quality.

Type *+1 heavy armor potency*; **Level** 4; **Price** 50 gp

This rune can be etched only on heavy armor of expert or better quality.

Type *+2 armor potency*; **Level** 7; **Price** 300 gp

This rune can be etched only on armor of expert or better quality that already has a *+1 armor potency* rune. It increases the armor's potency rune to +2.

Type *+3 armor potency*; **Level** 11; **Price** 730 gp

This rune can be etched only on armor of master or better quality that already has a *+2 armor potency* rune. It increases the armor's potency rune to +3.

Type *+4 armor potency*; **Level** 15; **Price** 5,100 gp

This rune can be etched only on armor of master or better quality that already has a *+3 armor potency* rune. It increases the armor's potency rune to +4.

Type *+5 armor potency*; **Level** 19; **Price** 27,360 gp

This rune can be etched only on armor of legendary quality that already has a *+4 armor potency* rune. It increases the armor's potency rune to +5.

WEAPON POTENCY — RUNE 4+

Evocation Magical

Method of Use etched, weapon

You can etch a *weapon potency* rune on a weapon of the quality listed under the individual entry for the type of rune. Runes of *+2 weapon potency* or stronger require the weapon to already have the listed weaker rune, and etching the new rune increases the existing potency rune to the new value.

A *weapon potency* rune grants two offensive benefits. The weapon's wielder gains an item bonus to attack rolls with the weapon equal to the potency value. For instance, an expert dagger with a *+2 weapon potency* rune would grant a +2 item bonus to attack rolls with the dagger.

Second, on a successful attack roll, the weapon deals an additional number of weapon damage dice equal to the potency value. For example, a hit with the *+2 dagger* described above would deal 3d4 damage instead of 1d4 damage.

Type *+1 weapon potency*; **Level** 4; **Price** 65 gp

This rune can be etched only on a weapon of expert or better quality.

Type *+2 weapon potency*; **Level** 8; **Price** 400 gp

This rune can be etched only on a weapon of expert or better quality that already has a *+1 weapon potency* rune. It increases the weapon's potency rune to +2.

Type *+3 weapon potency*; **Level** 12; **Price** 1,175 gp

This rune can be etched only on a weapon of master or better quality that already has a *+2 weapon potency* rune. It increases the weapon's potency rune to +3.

Type *+4 weapon potency*; **Level** 16; **Price** 8,000 gp

This rune can be etched only on a weapon of master or better quality that already has a *+3 weapon potency* rune. It increases the weapon's potency rune to +4.

Type *+5 weapon potency*; **Level** 20; **Price** 53,860 gp

This rune can be etched only on a weapon of legendary quality that already has a *+4 weapon potency* rune. It increases the weapon's potency rune to +5.

PROPERTY RUNES

Property runes add special abilities to armor or a weapon in addition to any potency rune the item has. If a suit of armor or a weapon has multiple runes of the same type, only the highest-level rune applies. For instance, a weapon with a *standard corrosive* rune and a *greater corrosive* rune applies only the *greater corrosive* rune's effects.

While most properties are constant abilities, some have special abilities that must be activated. These follow the rules for activating magic items on page 376.

ANARCHIC — RUNE 11

Chaotic Evocation Magical

Price 1,400 gp

Method of Use etched, weapon without an *axiomatic* rune

A weapon with this rune deals 1d6 additional chaotic damage against lawful targets. If you are lawful, you are enfeebled 2 while carrying or wielding this weapon.

When you critically succeed at an attack roll with this weapon against a lawful creature, add one extra weapon damage die

UPGRADING POTENCY

You'll often want to upgrade the potency of a *magic weapon* or *magic armor* you already have. This requires etching a higher-level potency rune, and in some cases also requires you to upgrade the quality of the item first (as described on page 190). The following tables summarize the Price of each step, with a number in parentheses indicating the item's level for the Craft activity.

TABLE 11–3: ARMOR UPGRADE PRICES

Starting Armor	Improved Armor	Price and Process
Expert armor	*+1 expert armor*	25 gp to etch *+1 light or medium armor potency* (level 3), or 50 gp to etch *+1 heavy armor potency* (level 4)
+1 expert armor	*+2 expert armor*	300 gp to etch *+2 armor potency* (level 7)
+2 expert armor	*+3 master armor*	325 gp to upgrade quality of light or medium armor, or 310 gp to upgrade quality of heavy armor (level 7); then 730 gp to etch *+3 armor potency* (level 11)
+2 master armor	*+3 master armor*	730 gp to etch *+3 armor potency* (level 11)
+3 master armor	*+4 master armor*	5,100 gp to etch *+4 armor potency* (level 15)
+4 master armor	*+5 legendary armor*	6,140 gp to upgrade quality (level 15), then 27,360 gp to etch *+5 armor potency* (level 19)
+4 legendary armor	*+5 legendary armor*	27,360 gp to etch *+5 armor potency* (level 19)

TABLE 11–4: WEAPON UPGRADE PRICES

Starting Weapon	Improved Weapon	Price and Process
Expert weapon	*+1 expert weapon*	65 gp to etch *+1 weapon potency* (level 4)
+1 expert weapon	*+2 expert weapon*	400 gp to etch *+2 weapon potency* (level 8)
+2 expert weapon	*+3 master weapon*	325 gp to upgrade quality (level 8), then 1,175 gp to etch *+3 weapon potency* (level 12)
+2 master weapon	*+3 master weapon*	1,175 gp to etch *+3 weapon potency* (level 12)
+3 master weapon	*+4 master weapon*	8,000 gp to etch *+4 weapon potency* (level 16)
+4 master weapon	*+5 legendary weapon*	6,140 gp to upgrade quality (level 16), then 53,860 gp to etch *+5 weapon potency* (level 20)
+4 legendary weapon	*+5 legendary weapon*	53,860 gp to etch *+5 weapon potency* (level 20)

(after doubling for the critical hit), and all your weapon damage dice are treated as the maximum result on an even roll and treated as a 1 on an odd roll. For example, if your attack with a *+1 anarchic greatsword* is a critical hit and you rolled a 2, 8, 9, 3, and 6, the 2, 8, and 6 would each be treated as a 10, and the 9 and 3 would each be treated as a 1, for a total of 32 damage.

Craft Requirements You must be chaotic.

ANTIMAGIC — RUNE 14

Abjuration Magical

Price 4,400 gp

Method of Use etched, armor

Activation ◆ Command Activation; **Trigger** Someone casts a spell that targets you or includes you in its area.

Armor with this rune displaces spell energy, granting you a +1 conditional bonus to saving throws against magical effects. When activated, the armor attempts to dispel the triggering spell with the effect of a 6th-level *dispel magic* spell and a spell roll of +20.

Craft Requirements You must supply a casting of *dispel magic*.

AXIOMATIC — RUNE 11

Evocation Lawful Magical

Price 1,400 gp

Method of Use etched, weapon without an *anarchic* rune

A weapon with this rune deals 1d6 additional lawful damage against chaotic targets. When you critically succeed at an attack roll with this weapon against a chaotic creature, instead of rolling, count each weapon damage die as average damage rounded up (3 for d4, 4 for d6, 5 for d8, 6 for d10, 7 for d12).

If you are chaotic, you become enfeebled 2 while carrying or wielding this weapon.

Craft Requirements You must be lawful.

CORROSIVE — RUNE 9+

Acid Conjuration Magical

Method of Use etched, weapon

The deadly surfaces of this weapon sizzle with acid. When your attack roll is a hit or a critical hit, add 1d6 acid damage to the damage dealt. In addition, on a critical hit, the target's armor (if any) becomes dented; if the target has a shield raised, the shield becomes dented instead.

Type standard; **Level** 9; **Price** 700 gp

Type greater; **Level** 14; **Price** 4,500 gp

The acid damage dealt by this weapon ignores the target's acid resistance, and on a critical hit, the target's armor or shield is broken instead of dented.

DANCING — RUNE 14

Evocation Magical

Price 4,500 gp

Method of Use etched, melee weapon

Activation ◆ Command Activation, ◆ Operate Activation

You can activate a *dancing* weapon by speaking a command word and releasing the weapon into the air. The weapon then dances through the air, fighting on its own against the last enemy you attacked, or the nearest enemy to it if your target has been defeated.

While it's activated, at the end of your turn each round, the weapon can Fly up to its fly Speed of 40 feet, and then can either Fly again or Strike one creature within its reach. While the weapon is considered to have a space of 5 feet, it does not block or impede enemies attempting to move though that space, it doesn't benefit from or provide flanking, and enemies can block its passage through their spaces. The weapon can't use reactions, and its Fly actions don't trigger reactions.

While it's activated, a *dancing* weapon makes Strikes with an attack modifier of +24 plus its item bonus to attack rolls from its potency rune, if any. It uses the weapon's normal damage but has a +0 Strength modifier. The weapon's abilities that automatically trigger on a hit or critical hit still function, but the weapon can't use its activated abilities or any of your abilities while dancing.

Each round, when the weapon is finished using its actions, attempt a DC 7 flat check. If you fail the check, the activation ends and the weapon falls to the ground.

DISRUPTING RUNE 5+

Magical Necromancy

Method of Use etched, melee weapon

A *disrupting* weapon deals extra damage to undead. Undead hit by an attack with a *disrupting* weapon takes extra positive damage and additional effects on critical hit.

Type standard; **Level** 5; **Price** 150 gp

The weapon deals 1d6 extra positive damage. On a critical hit, the undead is enfeebled 1 until the end of your next turn.

Type greater; **Level** 15 (Uncommon), **Price** 6,200 gp

The weapon deals 2d6 extra positive damage. On a critical hit, the undead creature must attempt a DC 32 Fortitude save with the following effects.

Success The target is enfeebled 2 until the end of your next turn.

Critical Success The target is enfeebled 1 until the end of your next turn.

Failure The target is enfeebled 3 until the end of your next turn.

Critical Failure The target is destroyed.

ENERGY RESISTANT RUNE 9+

Abjuration Magical

Method of Use etched, armor

You gain resistance to acid, cold, electricity, or fire in the listed amount. The crafter chooses the type of resistance when the rune is etched into the armor. Multiple *energy resistant* runes can be etched onto a single suit of armor; rather than using only the highest-level effect, each must provide resistance to a different type of damage.

Type standard; **Level** 9; **Price** 680 gp; **Resistance** 5

Type greater; **Level** 13; **Price** 2,900 gp; **Resistance** 10

ETHEREAL RUNE 17

Conjuration Magical

Price 13,500 gp

Method of Use etched, armor

Activation ◆ Command Activation

This armor provides full defense against attacks by incorporeal creatures; their attacks target your AC instead of your TAC.

Once per day, you can activate this armor to gain the effects of an *ethereal jaunt* spell. This doesn't require concentration and lasts for 1 hour or until you choose to return to material form as a free action at either the start or end of your turn.

Craft Requirements You must supply a casting of *ethereal jaunt* (9th level).

FLAMING RUNE 9+

Conjuration Fire Magical

Method of Use etched, weapon

This weapon is empowered by flickering flame. The weapon deals 1d6 additional fire damage on a hit and additional effects on a critical hit.

Type standard; **Level** 9; **Price** 700 gp

On a critical hit, the target also takes 1d10 persistent fire damage.

Type greater; **Level** 14; **Price** 4,500 gp

On a critical hit, the target also takes 2d10 persistent fire damage. Fire damage dealt by this weapon (including the persistent fire damage) ignores the target's fire resistance.

FORTIFICATION RUNE 12+

Abjuration Magical

Method of Use etched, medium or heavy armor

Each time you're hit by a critical hit while wearing *fortification* armor, attempt a flat check with the listed DC. If you succeed, that critical hit becomes a normal hit. This property thickens the armor, increasing its Bulk by 1.

Type standard; **Level** 12; **Price** 2,000 gp; **DC** 17

Type greater; **Level** 18; **Price** 24,000 gp; **DC** 14

FROST RUNE 9+

Cold Conjuration Magical

Method of Use etched, weapon

This weapon is empowered with freezing ice. It deals 1d6 additional cold damage each time it hits. On a critical hit, the target is also slowed 1 until the end of your next turn.

Type standard; **Level** 9; **Price** 700 gp

Type greater; **Level** 14; **Price** 4,500 gp

Creatures slowed by a critical hit from this weapon can't spend reactions. Cold damage dealt by this weapon ignores the target's cold resistance.

GHOST TOUCH RUNE 4

Magical Transmutation

Price 100 gp

Method of Use etched, melee weapon

A *ghost touch* weapon is particularly effective against incorporeal creatures, which almost always have a specific weakness to *ghost touch* weapons. Unlike with most physical objects, incorporeal creatures can touch, hold, and wield *ghost touch* weapons.

GLAMERED RUNE 5

Illusion Magical

Price 140 gp

Method of Use etched, armor

Activation ◆ Focus Activation

With a mere thought, you can change the shape and appearance



of this armor to appear as ordinary or fine clothes. The armor's statistics do not change. Only a creature that is benefiting from *true seeing* or a similar effect can attempt to disbelieve this illusion.

HOLY — RUNE 11

Evocation Good Magical

Price 1,400 gp
Method of Use etched, weapon without an *unholy* rune

Activation ◆ Command Activation; **Trigger** Your attack roll with this weapon is a success or a critical success against an evil creature.

A weapon with this rune deals 1d6 additional good damage against evil targets. If you are evil, you become enfeebled 2 while wielding or carrying this weapon.

When you activate the weapon, you regain Hit Points equal to twice the level of the evil creature.

Craft Requirements You must be good-aligned.

INVISIBILITY — RUNE 8+

Illusion Magical

Method of Use etched, light armor
Activation ◆◆ Command Activation

Once per day, you can whisper the command word to become invisible for 1 minute, gaining the effects of a 2nd-level *invisibility* spell.

Type standard; **Level** 8; **Price** 500 gp
Type greater; **Level** 10; **Price** 1,000 gp

You can activate the armor up to 3 times per day.

Craft Requirements You must supply a casting of *invisibility*.

KEEN — RUNE 13

Magical Transmutation

Price 3,000 gp
Method of Use etched, melee weapon that deals piercing or slashing damage

Attacks with this weapon are a critical hit on a 19 or 20 on the die as long as that result would otherwise be a success. This property doesn't make a 19 on the die an automatic success.

RETURNING — RUNE 4

Evocation Magical

Price 100 gp
Method of Use etched, thrown weapon

When you attempt a thrown Strike with this weapon, it flies back to your hand after the Strike action is completed. If your hands are full when the weapon returns, it falls to the ground in your space.

SHADOW — RUNE 5+

Magical Transmutation

Method of Use etched, light or medium nonmetallic armor

Armor with this rune becomes hazy black, as if made with tangible shadow. You gain an item bonus to Stealth checks while wearing the armor.

Type standard; **Level** 5; **Price** 140 gp; **Bonus** +2
Type greater; **Level** 14; **Price** 3,900 gp; **Bonus** +4

SHIFTING — RUNE 5

Magical Transmutation

Price 140 gp
Method of Use etched, melee weapon
Activation ◆◆ Operate Activation

With a moment of manipulation, you can shift this weapon into a different weapon with a similar form. When you activate this weapon, it takes the shape of another melee weapon that requires the same number of hands to wield. The weapon's potency, any special material, and properties now apply to the weapon's new shape. Any property runes that can't apply to the new form are suppressed until the item takes a shape to which they can be applied.

SHOCK RUNE 9+

Electricity Evocation Magical

Method of Use etched, weapon

Electric arcs crisscross this weapon each time it hits, dealing 1d6 additional electricity damage on a successful attack. On a critical hit, electricity arcs out to damage to up to two other creatures of your choice within 10 feet of the initial target.

Type standard; **Level** 9; **Price** 700 gp

On a critical hit, the weapon deals 1d6 electricity damage to each additional creature.

Type greater; **Level** 14; **Price** 4,500 gp

The weapon also deals 2d6 persistent electricity damage to the initial target, and the electricity damage from this weapon ignores the initial target's electricity resistance. On a critical hit, the weapon deals 2d6 electricity damage to the additional creature.

SLICK RUNE 4+

Magical Transmutation

Method of Use etched, armor

This property makes armor slippery, as though it were coated with a thin film of oil. You gain an item bonus to Acrobatics checks to Escape or Squeeze, depending on the version of the rune.

Type standard; **Level** 4; **Price** 80 gp; **Bonus** +2

Type greater; **Level** 13; **Price** 2,400 gp; **Bonus** +4

SPEED RUNE 16

Magical Transmutation

Price 10,000 gp

Method of Use etched, weapon

While wielding a *speed* weapon, you gain the quick condition, but you can use the additional action granted only to make a Strike with the etched weapon.

SPELL STORING RUNE 13

Magical

Price 3,000 gp

Method of Use etched, melee weapon

Activation ◆ Command Activation; **Requirements** On your previous action this turn, you hit and damaged a creature with the weapon.

A spellcaster can spend 1 minute to cast a 3rd-level or lower spell into the weapon, storing it for later. The spell must be able to target a creature other than the caster. When you wield a *spell storing* weapon, you immediately know the name and level of the spell stored in the weapon.

When you activate the rune, you unleash the stored spell, treating the target of the triggering attack as the target of the spell, using a spell roll modifier of +20 (DC 30) if necessary. This empties the spell from the weapon and allows a spell to be cast into it again. You can harmlessly expend the stored spell with a Focus Activation action without spending any RP.

A *spell storing* weapon found as treasure has a 50% chance of having a spell of the GM's choice stored in it.

UNHOLY RUNE 11

Evil Evocation Magical

Price 1,400 gp

Method of Use etched, weapon without a *holy* rune

Activation ◆ Command Activation; **Trigger** You critically succeed at an attack roll on a good-aligned creature with the weapon.

A weapon with this rune deals 1d6 additional evil damage when it hits a good target. If you are good, you become enfeebled 2 while carrying or wielding this weapon.

When you activate the weapon, the target of your critical hit takes 1d4 persistent bleed damage, plus 1d4 additional persistent bleed damage for each point of the weapon's item bonus to attack rolls from its potency rune, if any.

Craft Requirements You must be evil.

VOID RUNE 15

Magical Necromancy

Price 6,500 gp

Method of Use etched, melee or thrown weapon

Activation ◆ Command Activation

Attacks with the etched weapon deal 1d6 additional negative damage on a hit. When you activate the weapon, it transforms into darkness and negative energy, allowing attacks with the weapon to pass through armor easily for 1 round.

When you attack a creature wearing armor while the etched weapon is activated, you compare the attack roll result to the target's TAC instead of AC. The activated weapon passes harmlessly through nonliving matter, and consequently it can't damage constructs, objects, or undead.

VORPAL RUNE 17

Evocation Magical

Price 15,000 gp

Method of Use etched, melee weapon that deals slashing damage

Activation ◆ Focus Activation; **Trigger** You roll a natural 20 and critically succeed at a Strike with the weapon targeting a creature with at least one head.

When you activate a *vorpal* weapon, the triggering creature must succeed at a DC 35 Fortitude save, or it is decapitated. This kills any creature except ones that don't require a head to live (such as constructs, oozes, and some aberrations and undead). For creatures with multiple heads (such as ettins or hydras), this usually kills the creature only if you sever its last head.

WOUNDING RUNE 6

Magical Necromancy

Price 250 gp

Method of Use etched, melee weapon that deals either piercing or slashing damage

When you hit a creature with a *wounding* weapon, the target takes 1d4 persistent bleed damage. On a critical hit, it instead takes 1d8 persistent bleed damage.

MAGIC ITEMS

Wondrous items of magical make can give characters a hero's edge when facing slavering monsters, cunning socialites, and other tests of their mettle. The following section presents the magic items available to characters in Pathfinder. It begins with the rules for how to use magic items during gameplay, then reviews the different types of magic items available in the game: ammunition, armor and weapons, oils and potions, scrolls, shields, staves, and trinkets. Finally, the Catalog of Items contains descriptions of the magic items available in the game. Each magic item includes a stat block, as described on page 344.

USING MAGIC ITEMS

Harnessing the magic within a *belt of regeneration* to heal your wounds or triggering your *celestial armor* to sprout glowing wings requires more than a simple command word. Your own willpower is what allows you to access the magic in your items. Once you've exhausted your internal reserves, you can push yourself only so far before magic items become beyond your ability to use.

Resonance Points

Your innate ability to use magic items is represented by a pool of Resonance Points (RP). Your maximum number of Resonance Points is equal to your level plus your Charisma modifier. These points refresh during your daily preparations.

Most magic items must be either activated with Resonance Points when you want to use the item (see Activating Magic Items below) or invested with Resonance Points beforehand to unlock their ongoing effects (see Investing Magic Items on page 377). Typically, you activate items you hold and invest items you wear, though some held items need to be invested to give their full benefit and some worn items also have activated powers.

Constant Abilities

Some magic items have abilities that always function, even without the expenditure of Resonance Points. An *everburning torch* always sheds light, and a *flaming* weapon causes fire damage every time it deals damage. Such an item has neither an activation entry nor the invested trait.

Activating Magic Items

Activated magic items produce effects only upon activation. The Activate an Item activity allows you to spend Resonance Points for this purpose. You need to use special actions for this activity: Command Activation, Focus Activation, and Operate Activation. Some items require you to have previously invested them before their activated abilities can be used (see Investing Magic Items on page 377).

ACTIVATE AN ITEM

Requirement You can Activate an Item you're wearing only if you have invested it.

Cost 1 Resonance Point, spent when you start taking activate actions for this activity

You activate an item's magical ability. Activating an Item is an activity that takes a variable number of actions, depending on the item. The activate actions required are listed in the stat block. You can spend those actions in any order you wish, provided you do so consecutively on a single turn. As soon as all activate actions are complete, the item's effect occurs. If an item has multiple abilities that can be activated, you must choose which one to use each time you Activate the Item.

Some items allow you to use an activate action as a reaction or free action. In this case, you Activate the Item as a reaction or free action instead of as an activity. Such cases are noted in the item's stat block (for example, "◇ Focus Activation reaction").

Unless specified otherwise, activating a magic item costs 1 Resonance Point. You spend the Resonance Point when you start an Activate an Item activity. If an item's activation doesn't require you to spend Resonance Points, this is noted in its Activation entry (for example, "Command Activation, no cost").

An item's activated abilities happen instantly unless the item's description indicates a duration. If a magic item's ability lasts until it is deactivated, anyone wielding or wearing the item can deactivate the item by performing its item activation requirements, though deactivating an item doesn't require spending any Resonance Points.

Some items, such as potions, are activated by being imbibed or otherwise consumed with an Operate Activation action. These types of consumables can also be fed or applied to you when you're unconscious or unwilling, which requires the administering character to instead use an Interact action. In this case, the item still activates as if you had used Operate Activation, and it spends your Resonance Points.

Activate Actions

The actions you take to Activate an Item all have the activate trait. As noted in Activate an Item, some items let you turn activate actions into reactions or free actions.

◆ COMMAND ACTIVATION

Activate · Auditory · Concentrate

You speak a word of power to activate a magical power of a magic item you wield or wear.

◆ FOCUS ACTIVATION

Activate · Concentrate

You think a specific thought to activate a magical power of a magic item you wield or wear.

◆ OPERATE ACTIVATION

Activate · Manipulate

Requirement You must be wielding a held item or touching any other item with a free hand.

You take physical actions necessary to activate a magic item you wield or wear, such as drinking a potion, striking a chime, touching a jewel, or twisting a knob.

Disrupting Activations

If you take damage from a reaction triggered by an activate action, reaction, or free action, the entire activation may be disrupted. If the damage is equal to or greater than your level, you fail to Activate the Item and lose the Resonance Point spent as well as the triggering action, reaction, and free action. If the item can be activated only a certain number of times per day, the failed activation still counts against that limit. If an item requires you to use activate actions to continue its activating effect and that activation is disrupted, the item's effect is dismissed.

Investing Magic Items

Most magic items that are worn, as well as some held items, must be invested with Resonance Points during the Invest Item activity in order to gain their benefits. These items have the invested trait. Investing an item costs 1 Resonance Point, which you spend when you complete the Invest Item activity.

Many invested items have constant abilities that function all the time or that always trigger when you use the item. These fail to function if the item is not invested by you.

INVEST AN ITEM

Concentrate Manipulate

Cost 1 Resonance Point

You invest your energy in an item with the invested trait as you don or hold it. This process requires Interact actions for at least 1 minute, with the exact time determined by the GM depending on the item. You benefit from the item's constant abilities as long as you meet its other requirements (for most invested items, the only other requirement is that you must be wearing the item). This investiture lasts until your next daily preparations or until someone else invests the item.

If an invested item has activated powers, you might still have to spend Resonance Points to Activate the Item, and you can't use those powers if you haven't Invested the Item.

Overspending Resonance

It's possible to activate or invest items, even when you're out of Resonance Points. Each time you try to Activate an Item or Invest an Item when you have 0 RP remaining, you must attempt a flat check with a DC equal to 10 plus the number of points you've overspent, including any spent for that attempted activation. Your check can have the results below.

Success: You activate or invest the item normally.

Failure: You fail to activate or invest the item, and you can't attempt to activate or invest the same item again until the next time you undergo your daily preparations. You can still attempt to activate or invest other items of the same type, but not the specific item you failed to use. If you had already invested the item, you lose that investiture.

Critical Failure: You fail to activate or invest the item, and you can't attempt to activate or invest any magic items until the next time you undergo your daily preparations. Any other items you already invested still function, as do items with constant abilities that don't require investiture.

Limited Activations

Some magic items can be activated only a limited number of times per day, as described in the item. This limit is independent of any Resonance Point costs for activating the item; if such an item has reached its daily limit, you can't activate it again that day even if you have Resonance Point remaining. The limit resets during your daily preparations. The limit is inherent to the item, so if an ability that can be used only once per day is used, it doesn't refresh if another creature later invests or tries to activate the item.

TYPES OF MAGIC ITEMS

Each of the following types of magic items in Pathfinder are associated with specific rules and requirements.

Ammunition

Some magic items are ammunition for ranged weapons. Their stat blocks include an ammunition entry that lists which type of ammunition it is, or "any" if it's not limited to any particular type. All stat blocks for ammunition omit the Method of Use and Bulk entries; use the standard rules in Chapter 6: Equipment for reloading and Bulk.

When using magic ammunition, use your ranged weapon's potency rune (see page 370), if any, to determine the bonus to your attack roll and the amount of damage you deal with the magic ammunition. However, don't add your weapon's property runes unless the ammunition states otherwise. The ammunition creates its own effects.

Regardless of whether a character's attack with magic ammunition hits or misses, launching the ammunition consumes its magic.

Activated Ammunition

Many pieces of magic ammunition must be activated before being fired. Once you activate this type of ammunition, you must shoot the ammunition before the end of your turn. Otherwise, it deactivates (though it isn't consumed) and you must activate it again before you can use it. If you use this type of ammunition without activating it, it functions as nonmagical ammunition of the same type and is still consumed.

The action required to activate the ammunition doesn't alter how many actions it takes to reload. For example, you could activate a *beacon shot* arrow with an Operate Activation by touching it, then draw and shoot it as part of a Strike as normal. For a *beacon shot* bolt, you could activate it, load it into a crossbow, then shoot it, or load it into the crossbow, then activate it, and then shoot it.

Armor and Weapons

Many magic armors and weapons are created by etching

DAILY PREPARATIONS

During your daily preparations, it's a good idea to invest items you intend to wear and carry that day. This is part of the normal hour of preparation and lets you avoid having to spend time to invest the items later or being caught without your item's abilities when you need them.

runes onto them. Specially constructed specific suits of armor and weapons have abilities far different from those of rune-etched versions. They have their own listings among the other magic items in the Catalog of Items. A specific magic suit of armor or magic weapon always lists the potency rune it has. You can upgrade or transfer its potency rune as normal, though you can't etch property runes onto it. More information can be found beginning on page 370.

Oils and Potions

Oils and potions are magical gels, liquids, ointments, pastes, or salves that are consumed when applied (in the case of oils), or drunk (in the case of potions). Oils have the oil trait and potions have the potion trait, and specific oils and potions available in the game are described in the Catalog of Items.

Activating Oils

You can activate an oil by applying it to its target, which is usually an object. This usually takes two hands, as indicated in an oil's stat block: one to hold the jar containing the oil, and another to extract the oil and apply it. An item or creature you apply the oil to must be within your reach. Because the process is so thorough, it is usually impossible to apply an oil to an unwilling target or an item in the possession of an unwilling target unless that target is paralyzed, petrified, or unconscious.

Activating Potions

You can activate a potion either by drinking it (which usually requires an Operate Activation action) or by feeding it to another creature (which instead requires an Interact action). Either method usually takes one hand, as indicated in a potion's stat block. You can feed a potion to another creature only if that creature is paralyzed, unconscious, or willing. Either way, the creature drinking the potion must spend any required Resonance Points to use the potion. If it can't, such as if it fails the flat check when overspending Resonance Points, the potion is wasted.

Potent

When you invest an item that has the potent trait, it improves one of your ability scores, either increasing it by 2 or increasing it to a total of 18, whichever grants the higher score. This gives you the benefits of the new ability score: increasing Intelligence lets you become trained in an additional skill, increasing Charisma adds to your Resonance Points, increasing Constitution gives you more Hit Points, and so on. These benefits go away once the investiture runs out.

A potent item grants this benefit only the first time it's invested within a 24-hour period, and you can benefit from only one potent item at a time. If you attempt to invest a potent item when you already have one invested, you don't gain the ability score increase, though you do gain any other effects of investing the item.

Scrolls

A scroll contains a single spell, which you can cast without having to expend a spell slot. Scrolls are always consumable magic items with the scroll trait. The spell on a scroll can be cast only once, after which the scroll is destroyed. The spell on the scroll is cast at a particular spell level, as determined by the scroll. For instance, a *scroll of magic missile* (level 1) could be used to cast the 1st-level version of *magic missile*, but not a *magic missile* heightened to 2nd level. If no level is listed, the scroll is for the spell's lowest level.

If you find a scroll, you can spend 1 minute trying to figure out what spell is on the scroll. If the spell is on your spell list, you automatically learn what the spell is after this time. If not, you must Identify a Magic Item (see pages 154 and 156) as normal.

Casting a Spell from a Scroll

Casting a spell from a scroll requires holding the scroll in one hand and performing a Cast a Spell activity using the normal spellcasting actions for the spell. You activate the scroll as part of the first spellcasting action you use, and you must spend 1 Resonance Point at this time.

To cast a spell from a scroll, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC, up to a maximum depending on the scroll's level (see Table 11–5: Scroll Statistics). The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal).

Any physical material components and cost were already provided when the scroll was crafted, but you must spend a Somatic Casting action in place of each Material Casting action required to cast the spell. If the spell requires a focus, you must still have that focus to cast the spell from a scroll.

Scroll Statistics

Most of a scroll's statistics are determined by the spell it can be used to cast.

Level: The scroll's item level depends on the spell level of the spell it holds, as shown on Table 11–5: Scroll Statistics. Cantrips and powers can't be put on scrolls.

Traits: A scroll has the consumable, magical, and scroll traits, plus the traits of the spell stored in it.

Rarity: The scroll's rarity is the same as the spell's rarity.

Spell Roll Cap: This is the scroll's maximum spell roll.

Its maximum spell DC is 10 + its maximum spell roll. You use these statistics or your own when casting a spell from a scroll, whichever is lower.

Price: The Price of a scroll is determined by the spell's level, as shown on the table. Add the spell's cost, if any.

Physical Characteristics: Unless noted otherwise, scrolls are light Bulk and require one hand.

TABLE 11-5: SCROLL STATISTICS

Spell Level	Item Level	Spell Roll Cap	Scroll Price
1	1	+8	3 gp
2	3	+10	8 gp
3	5	+12	20 gp
4	7	+14	45 gp
5	9	+17	90 gp
6	11	+20	175 gp
7	13	+23	400 gp
8	15	+26	800 gp
9	17	+29	2,000 gp

Shields

Unlike magic armor, magic shields can't be etched with runes granting potency or properties. All magic shields are specific items with a wide variety of protective effects, as described in their entries.

Staves

Each magical staff is infused with a spellcaster's personal spell energy and harnessed to cast a variety of spells. These items all have the staff trait. The spells that can be cast from a staff are listed in bullet points under each version of the staff, with the level of each spell in parentheses. Many staves have more powerful versions that contain more spells and can hold more charges—such a staff always contains the spells of all lower-level versions in addition to the spells in its own entry.

Investing a Staff

To cast any of a staff's spells or benefit from its other abilities, you must first invest the staff. Investing a new staff takes 1 hour, but you can invest a staff as part of your daily preparation without adding any additional time to the preparations. When invested during preparation (but not if invested at other times), the staff gains a number of charges equal to your highest-level spell slot, though it can never exceed its maximum charges. Once you have charged the staff in this way, no one else can invest the same staff to add charges to it for 24 hours. Charges remain in a staff indefinitely until used.

You can invest only one staff at a time. If you invest another staff when you have another one currently invested, you must expend a number of charges equal to your highest-level spell slot, as transferring your personal spell energy is taxing. These charges can be divided in any way you choose between the two staves. If the two staves don't have that many charges between them, you fail to invest the new staff. Once you invest the new staff, you lose your investiture in the old staff.

If you didn't invest a staff during preparations, you can still invest a staff later during the day. The first staff you invest in a day neither gains nor loses charges, but any later staves you invest require expending charges as above.

A staff has no charges in it when first crafted. When a staff is found as treasure, the number of charges it has can be determined randomly or otherwise chosen by the GM.

Casting Spells from a Staff

Casting a spell from a staff requires holding the staff in one or both hands, as indicated in the staff's stat block, and performing a Cast a Spell activity using the normal spellcasting actions for the staff. You activate the staff as part of the first spellcasting action you use, and you must spend 1 Resonance Point at this time. At the same time, you must also either expend a number of charges from the staff equal to the spell level of the spell you're casting or else sacrifice one of your spell slots of the same level or a higher level than the spell you're casting.

To cast a spell from a staff, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC for any spell you cast from a staff. The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal). You must provide any material components, cost, or focus required by the spell or you fail to cast it.

If a staff contains a cantrip, you can cast that cantrip using the staff without expending a spell slot, and activating the staff to cast the cantrip doesn't cost any Resonance Points. The spell's level is heightened to the same level as cantrips you normally cast. You cannot heighten other spells cast from a staff, although some staves contain spells that have already been heightened by 1 or more higher levels, which you can cast normally.

While holding a staff, you can use Somatic Casting actions even without a hand free by gesturing with the staff instead of your hand, regardless of whether you're casting spells from the staff or any of your other spells.

Attacking with a Staff

Staves are also expert-quality staff weapons (see page 190), and this is included in their Price. They can be etched with runes as normal.

Trinkets

An item with the trinket trait is a magical charm, gem, stone, or other small object affixed to armor, a shield, or a weapon (called the affixed item). Each trinket holds a sliver of combat knowledge or magical energy that can be unleashed for a momentary boost of power or enhanced ability. Many trinkets can be activated as a free action when you use a particular type of action or activity.

You must be wielding or wearing an item to activate a

trinket attached to it. Once activated, a trinket burns out permanently, usually crumbling into a fine dust.

Affixing a Trinket

Each trinket's stat block indicates the type of item to which it can be affixed. Affixing and removing a trinket are both specialized uses of the Repair activity (see page 147). On a success, instead of repairing 1 Dent, you affix or remove the trinket from the item. A single trinket can be affixed to only one item at a time, and affixing a new trinket burns out any trinket already on the affixed item.

Wands

Short, slender items typically made of wood, wands let you cast a specific spell. They can be used only a certain number of times before burning out. Each wand holds a specific spell of a certain level, determined when the wand is created. The spell can't be heightened.

Casting Spells from a Wand

Casting a spell from a wand requires holding the wand in one hand and performing a Cast a Spell activity using the normal spellcasting actions for the spell. You activate the wand as part of the first spellcasting action you use, and you must spend 1 Resonance Point at this time. At the same time, you expend one of the wand's charges.

To cast a spell from a wand, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC, up to a maximum depending on the wand's level (see Table 11–6: Wand Statistics). The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal).

Any physical material components and cost were provided when the wand was crafted, but you must spend a Somatic Casting action in place of each Material Casting action required to cast the spell. If the spell requires a focus, you must still have that focus to cast the spell. In many cases, this focus is built into the wand (increasing the wand's price by the focus's price).

While holding a wand, you can use Somatic Casting actions even without a hand free by gesturing with the wand instead of your hand, regardless of whether you're casting spells from the wand or any of your other spells.

Wand Statistics

Most of a wand's statistics are determined by the spell it can be used to cast. Wands can contain spells up to 4th level, and each wand casts its spell at only one specific spell level.

Level: A wand's item level depends on the spell level of the spell it holds, as shown in Table 11–6: Wand Statistics. Cantrips and powers can't be put in wands.

Traits: A wand has the magical and wand traits, plus the traits of the spell stored in it.

Rarity: The wand's rarity is the same as the spell's rarity.

Spell Roll Cap: This is the wand's maximum spell roll. Its maximum spell DC is 10 + its maximum spell roll. You use this or your own statistic when casting a spell from the wand, whichever is lower.

Price: The Price of a wand is determined by the spell's level, as shown on the table. A wand with fewer than its maximum charges might cost less, as determined by the GM. If a wand contains a spell with a cost, add 10 times that cost to the wand's Price.

Charges: A wand is similar to a consumable item, but unlike consumables it isn't destroyed when first used. Instead, it has 10 charges when first crafted, one of which is expended each time a spell is cast from the wand. Once the charges are depleted, the wand becomes nonmagical. The number of charges in a wand you find might be determined randomly or otherwise decided by the GM.

TABLE 11–6: WAND STATISTICS

Spell Level	Item Level	Spell Roll Cap	Wand Price
1	2	+8	27 gp
2	4	+10	72 gp
3	6	+12	180 gp
4	8	+14	405 gp

CATALOG OF ITEMS

These magic items are organized alphabetically. If you're looking for items of a certain level or category, go to the treasure tables on pages 349–353.

AEON STONE ITEM 1+

Invested Magical Transmutation

Method of Use worn; **Bulk** –

Over millennia, these mysterious, intricately cut gemstones have been hoarded by mystics and fanatics hoping to discover their secrets. When you invest one of these precisely shaped crystals, the stone orbits your head and conveys its effects to you. You can stow an *aeon stone* with an Interact action, and an orbiting stone can be snatched out of the air with a successful Disarm action against you.

There are various types of *aeon stones*, each with a different effect. Each *aeon stone* also gains a resonant power when slotted into a *wayfinder* (see page 413).

Type clear spindle; **Level** 8; **Price** 425 gp

You don't need to eat or drink while you have a *clear spindle aeon stone* invested. This *aeon stone* doesn't function until it has been worn continuously for a week and invested each day therein. Removing it resets this attunement period.

The resonant power allows you to cast *air bubble* as an innate primal spell once per day at a cost of 1 Resonance Point.

Type dull gray; **Level** 1; **Price** 5 gp

A *dull gray aeon stone* has lost its special magical properties, sometimes as a result of overusing a *tourmaline sphere* or *ellipsoid aeon stone*. It still orbits your head like any other *aeon stone* and can thus serve as a stylish hands-free option for various spells that target an object, like *continual flame*.

Dull gray aeon stones have no resonant power.

Type gold nodule; **Level** 10; **Price** 875 gp

When a *gold nodule aeon stone* is created, its creator chooses a language she knows to store in it. When you invest the stone, you gain the ability to understand, speak, and write that language. You can have only one *gold nodule aeon stone* invested at a time.

The resonant power allows you to cast *comprehend language* as an innate occult spell once per day.

Type lavender and green ellipsoid; **Level** 19; **Price** 30,000 gp

This functions as a *pale lavender ellipsoid*, but replicates the effect of an 8th-level *dispel magic* spell with a spell roll of +28.

The resonant power allows you to cast *detect magic* and *read aura* as innate arcane spells.

Type orange prism; **Level** 16; **Price** 9,750 gp

Just before your first spellcasting action to Cast a Spell, you can activate this *aeon stone* with a Focus Activation action. If you do, treat that spell as 1 level higher (maximum 10th level) for the purpose of dispelling and being dispelled.

The resonant power grants a +3 item bonus to Arcana, Nature, Occultism, or Religion checks—whichever corresponds to the tradition of the last spell you enhanced with this *aeon stone*.

Type pale lavender ellipsoid; **Level** 13; **Price** 2,400 gp

You can use a Focus Activation reaction to activate this stone when a spell targets you. This replicates the effect of a 6th-level *dispel magic* spell with a spell roll of +20 in an attempt to dispel the triggering spell. This can't be used on spells that target an area, unless they also specifically target you. Every time you activate this *aeon stone*, attempt a DC 5 flat check. On a failure, the stone turns dull gray and loses its magical properties forever.

The resonant power allows you to cast *read aura* as an innate arcane spell.

Type pink rhomboid; **Level** 12; **Price** 1,900 gp

When you invest this stone, you gain 15 temporary Hit Points. If the stone is deactivated, you lose any of the temporary HP remaining until it's reactivated. The temporary Hit Points refresh during your daily preparations; they do not refresh if you reinvest the stone, or another *pink rhomboid aeon stone*, before then.

The resonant power allows you to cast *stabilize* as an innate divine cantrip.

Type tourmaline sphere; **Level** 6; **Price** 250 gp

When you would die from the dying condition (typically at dying 4) but have at least 1 Resonance Point, this *aeon stone* automatically activates (costing 1 RP) and reduces your dying value to 1 less than it takes to kill you (typically to dying 3), after which the stone turns dull gray and loses its magical properties forever. You can benefit from this ability only once per day, even if you have multiple such stones.

The resonant power allows you to cast 1st-level *heal* as an innate divine spell once per day with a cost of 1 Resonance Point.

ALABASTER RELIQUARY ITEM 12

Consumable Divine Good Healing Necromancy Trinket

Price 250 gp
Method of Use affixed, shield; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You use Shield Block with the affixed shield against a critically successful weapon or unarmed attack.

This tiny stone box holds some minor relic to a good deity. When you activate the reliquary, the effect depends on your alignment on the good–evil axis.

- **Good** Recover 4d8 Hit Points and reduce your frightened condition by 3.
- **Neutral** Recover 2d8 Hit Points.
- **Evil** Become sick 2.

Craft Requirements You must be good.

ALCHEMIST GOGGLES ITEM 7+

Invested Magical Transmutation

Method of Use worn, eyepiece; **Bulk** –

These brass goggles are engraved with flame patterns like scorch marks around thick glass lenses. While worn, they give you an item bonus to Crafting checks to craft alchemical items. In addition, whenever you throw an alchemical bomb, you ignore any penalty for screening.

Type standard; **Level** 7; **Price** 345 gp

The goggles provide a +2 bonus.

Type greater; **Level** 16; **Price** 10,000 gp

The goggles provide a +4 item bonus to Crafting checks to craft alchemical items and a +2 item bonus to attack rolls when you throw alchemical bombs.

ANKLETS OF ALACRITY ITEM 14

Invested Magical Potent Transmutation

Price 4,500 gp
Method of Use worn; **Bulk** –
Activation ◆◆ Operate Activation

These golden anklets are studded with gems. They give you a +4 item bonus to Acrobatics checks. When you invest the anklets, you either increase your Dexterity score by 2 or increase it to 18, whichever would give you a higher score.

You can activate the anklets by clinking them together, gaining accelerated 20 and *water walk* for the next 10 minutes.

ANTIMAGIC OIL ITEM 20

Abjuration Consumable Magical Oil

Price 9,000 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆ Operate Activation

When you apply this oil to armor, the creature wearing the armor becomes immune to all spells, effects of magic items (her own and those of others), and most effects with the magical trait for 1 minute, though the oil affects neither the magic of the armor itself nor the potency of magical weapons. Magical effects from a source of level 20 or higher, such as a deity, still function on the armor's wearer.

ARMBANDS OF ATHLETICISM ITEM 9+

Invested Magical Transmutation

Method of Use worn; **Bulk** L

Skilled awl work has imprinted images of a muscled weightlifter into these tiered leather bands, which grant enhanced stamina and skill when performing athletic exercises. While fastened to your upper arms, the bracers give you an item bonus to Athletics checks. In addition, whenever you spend an action to Climb or Swim and you succeed at the Athletics check, add a 5-foot item bonus to the distance you move.

Type standard; **Level** 9; **Price** 145 gp; **Bonus** +3

Type greater; **Level** 17; **Price** 13,000 gp; **Bonus** +5

ARROW-CATCHING SHIELD ITEM 11

Abjuration Magical

Price 1,350 gp
Method of Use held, 1 hand; **Bulk** 1
Activation ◇ Operate Activation; **Trigger** A ranged weapon Strike targets a creature within 15 feet of you when you have this shield raised.

This master-quality heavy wooden shield (Hardness 6) is hand-carved with images of overlapping fletched arrows. You must activate the shield before the triggering attacker rolls their attack. When you do, the triggering attacker's Strike targets you instead. If the attack hits, you gain the effects of the Shield Block reaction.

BAG OF HOLDING ITEM 4+

Conjuration Extradimensional Magical

Method of Use held, 2 hands; **Bulk** 1
Activation ◆ Operate Activation

Though it appears to be a simple cloth sack, often decorated with panels of richly colored silk or stylish embroidery, a *bag of holding* opens into an extradimensional space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the *bag of holding* itself. The amount of Bulk the bag's extradimensional space can hold depends on its type. Though the bag can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside.

If the bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the bag must be put right before it can be used again. A living creature placed inside the bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 12. An item inside the bag provides no benefits unless it's retrieved first. An item in the bag can't be detected by magic that detects only things on the same plane.

Type I; **Level** 4; **Price** 80 gp; **Capacity** 25 Bulk
Type II; **Level** 7; **Price** 300 gp; **Capacity** 50 Bulk
Type III; **Level** 11; **Price** 1,200 gp; **Capacity** 100 Bulk
Type IV; **Level** 13; **Price** 2,400 gp; **Capacity** 150 Bulk

BALEFUL OIL ITEM 8

Consumable Divine Evil Evocation Oil

Price 60 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

A non-good weapon anointed with this oil functions as a weapon with an *unholy* property rune for 1 minute.

BARDING OF THE ZEPHYR ITEM 13

Invested Primal Transmutation

Price 2,800 gp
Method of Use worn, barding; **Bulk** L
Activation ◆◆ Operate Activation

This master-quality light barding is covered in stylized wind motifs. When you invest the barding while suiting up your animal companion, the barding adjusts to fit your animal companion regardless of its shape. While it's invested, if your companion falls, a wind picks it up from below—*feather fall* is cast on it.

You can activate the barding by tracing the wind motifs on the barding, granting your companion wearing the barding a fly Speed of 30 feet for 1 minute. Even if the companion doesn't have the mount trait, it can still Fly while being ridden.

BARKSKIN POTION ITEM 3

Consumable Potion Primal Transmutation

Price 8 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

After you drink this bitter draft, your skin takes on the consistency of tree bark. You gain the benefits of a 2nd-level *barkskin* spell for 1 minute.

BEACON SHOT ITEM 3

Consumable Evocation Magical

Price 7 gp
Ammunition arrow, bolt
Activation ◆ Operate Activation

When an activated *beacon shot* hits a creature, it embeds itself into the target and spews out sparks for 1 minute. If the target is invisible, this allows creatures who would otherwise be unable to see it to automatically sense it. The sparks also negate concealment if the target is otherwise concealed. A creature can remove the arrow or bolt by using an Interact basic action and succeeding at a DC 17 Athletics check.

BELT OF GIANT STRENGTH ITEM 14

Invested Magical Potent Transmutation

Price 4,500 gp
Method of Use worn, belt; **Bulk** L
Activation ◇ Operate Activation; **Trigger** You are targeted by a thrown rock attack or a rock would fall on you.

This thick leather belt is decorated with a buckle carved from glittering quartz in the shape of a mighty fist. You gain a +4 item bonus to Athletics checks and a +2 circumstance bonus to Athletics checks to lift a heavy object, Break a Grapple, or Break an Object. When you invest the belt, you either increase your Strength score by 2 or increase it to 18, whichever would give you a higher score.

When you activate the belt, attempt an Athletics check to grab the triggering rock, against the Athletics DC of the creature throwing the rock, the DC of the hazard or other effect, or DC 33 if no other DC is applicable. You must have a free hand to catch the rock, but you can release anything you're holding in a hand as part of this reaction.

Success You safely catch the rock, take no damage, and are now holding the rock.
Failure You take half damage.
Critical Failure You take full damage.

BELT OF REGENERATION ITEM 14

Invested Magical Necromancy Potent

Price 4,500 gp
Method of Use worn, belt; **Bulk** L
Activation ◆ Operate Activation

This belt is crafted from rubbery, barely tanned troll hide that's mottled green and orange in color. You gain 14 temporary Hit Points the first time you invest the belt in a day. When you invest the belt, you either increase your Constitution

score by 2 or increase it to 18, whichever would give you a higher score.

You can activate the belt by tightening it one notch to gain a regeneration effect. For 1d4 rounds, at the start of your turn each round, you recover 15 Hit Points unless you took acid or fire damage since the start of your previous turn.

BELT OF THE FIVE KINGS ITEM 9

Enchantment Invested Magical

Price 650 gp
Method of Use worn, belt; **Bulk** L
Activation ◆◆ Operate Activation

Made from interlocking plates of silver and gold, this heavy belt bears stylized miniature images of five kingly dwarves. You receive a +1 circumstance bonus to Diplomacy checks to Make an Impression with dwarves or make a Request from dwarves, and a +1 circumstance bonus to Intimidation checks against giants and orcs.

The belt grants you darkvision and full understanding of the Dwarven language. If you are a dwarf, you can activate the belt to gain temporary Hit Points equal to your level and to grant allies within 20 feet of you darkvision; these effects both last for 10 minutes.

BLESSED OIL ITEM 8

Consumable Divine Evocation Good Oil

Price 60 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆ Operate Activation

A non-evil weapon anointed with this oil functions as a weapon with a *holy* property rune for 1 minute.

BLOODLETTING KUKRI ITEM 6

Magical Necromancy

Price 250 gp
Method of Use held, 1 hand; **Bulk** L

This *+1 kukri* has a crimson blade that shimmers eerily in bright light, almost as if it wept blood. On a critical hit, the kukri deals 1d4 persistent bleed damage. If the target didn't already have persistent bleed damage when your critical hit, you also gain 1d4 temporary Hit Points.

BLOODSEEKER BEAK ITEM 2

Consumable Magical Necromancy Trinket

Price 5 gp
Method of Use affixed, weapon; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You deal sneak attack damage with the affixed weapon.

This enchanted, long, hollow proboscis is harvested from the notorious bloodseeker beast and drips a trickle of blood. When you activate the beak, you add 1d4 persistent bleed damage as an enhancement to the attack.

BOOTS OF BOUNDING ITEM 7+

Invested Magical Transmutation

Method of Use worn, shoes; **Bulk** L

These boots give you an item bonus to your land Speed and an item bonus to Athletics checks to High Jump and Long Jump. In addition, when you use the Leap action, you can move 5 feet further if jumping horizontally or 3 feet higher if jumping vertically.

Type standard; **Level** 7; **Price** 340 gp

The boots increase your Speed by 5 feet and grant a +2 item bonus to jump.

Type greater; **Level** 14; **Price** 4,250 gp

The boots increase your Speed by 10 feet and grant +4 item bonus to jump.

BOOTS OF ELVENKIND ITEM 6+

Invested Magical Transmutation

Method of Use worn, shoes; **Bulk** L
Activation ◇ Focus Activation; **Trigger** You use a move action.

These tall, pointed boots are made from soft, supple black or verdant leather and are decorated with trim and buckles of gold. When worn, the boots allow you to move more nimbly, giving you an item bonus to Acrobatics checks. When you activate the boots, you can ignore difficult terrain until the end of your turn.

Type standard; **Level** 6; **Price** 235 gp

The boots grant a +2 bonus.

Type greater; **Level** 13; **Price** 2,850 gp

The boots grant a +4 bonus. If you're also wearing a *greater cloak of elvenkind*, *greater boots of elvenkind* constantly grant the effects of *pass without trace* (DC 30) in forest environments.

BOTTLED AIR ITEM 7

Air Conjuration Magical

Price 320 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆◆ Operate Activation

Appearing to be an ordinary corked glass bottle, this item contains a limitless supply of fresh air. You can activate the bottle when you uncork it, allowing anyone to breathe from it. Anyone holding the uncorked bottle can use an Interact action to draw a breath of air from the bottle in airless or toxic environments. After 1 hour, the bottle magically reseals itself until activated again. Air doesn't escape the mouth of the bottle on its own, so leaving the open bottle in an airless environment doesn't change the environment around it.

BRACERS OF ARMOR ITEM 2+

Abjuration Invested Magical

Method of Use worn, bracers; **Bulk** L

These simple armguards made of stiff leather grant you the benefits of *mage armor* at the spell level corresponding to their type as long as you wear them. You can affix trinkets to *bracers of armor* as though they were light armor.

Type 1st; **Level** 2; **Price** 35 gp
Type 2nd; **Level** 4; **Price** 95 gp
Type 4th; **Level** 8; **Price** 475 gp
Type 6th; **Level** 12; **Price** 1,900 gp
Type 8th; **Level** 16; **Price** 9,400 gp
Type 10th; **Level** 20; **Price** 65,000 gp

BRACERS OF MISSILE DEFLECTION ITEM 3

Abjuration Invested Magical

Price 60 gp
Method of Use worn, bracers; **Bulk** L
Activation ◆◇ Operate Activation; **Trigger** A

ranged weapon Strike targets you and you aren't flat-footed against that attack.

These bracers are made from plates of durable mithral and gleam like the summer sun. When you activate the bracers as a reaction, you gain a +2 circumstance bonus to AC against the triggering attack. Once you activate the bracers, you can't do so again for 10 minutes.

BREASTPLATE OF COMMAND ITEM 10

Enchantment Invested Magical

Price 960 gp
Method of Use worn, armor; **Bulk** 2
Activation ◆◆ Command Activation

This *+2 master breastplate* is made from shining bronze overlaid with reinforcing golden panels in the shape of lion's heads. Wearing this breastplate grants you a commanding aura. You gain a +2 item bonus to Diplomacy checks, but you take a –2 item penalty to checks to Hide with Stealth or Impersonate with Deception.

Once per day, you can activate the armor to grant allies within 100 feet a +2 conditional bonus to saves against fear effects for 1 minute. When you activate this ability, each affected ally who's frightened reduces their frightened value by 1.

BRONZE BULL PENDANT ITEM 5

Consumable Evocation Magical Trinket

Price 18 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt to Shove a target, but haven't rolled yet.

Requirements You are an expert in Athletics.

This pendant is forged from grainy steel and depicts a snorting bull's face. The pendant must be attached to the breast area or on a shoulder guard. When you activate the pendant, you gain a +2 conditional bonus to the Athletics check to Shove, and if you critically fail the check, treat it as a failure instead.

BROOCH OF SHIELDING ITEM 2

Abjuration Invested Magical

Price 33 gp
Method of Use worn; **Bulk** –

This piece of silver or gold jewelry is adorned with miniature images of kite shields and can be used to fasten a cloak or cape. The brooch automatically absorbs *magic missiles* targeting you. A *brooch of shielding* can absorb 30 individual *magic missiles* before it melts and becomes useless. Sometimes when found, these items have already absorbed a number of *magic missiles*.

CANDLE OF REVEALING ITEM 7

Consumable Divination Magical

Price 40 gp
Method of Use held, 1 hand; **Bulk** –
Activation ◆◆ Operate Activation

You can light this deep blue candle to reveal the presence of invisible creatures within a 10-foot radius around the candle. Such creatures are concealed instead of invisible while within this radius. Once lit, the candle burns for 1 minute, at which time the effect ends. If extinguished prematurely, the candle cannot be relit.

CANDLE OF TRUTH ITEM 8

Consumable Enchantment Magical Mental

Price 50 gp
Method of Use held, 1 hand; **Bulk** –
Activation ◆◆ Operate Activation

This tapered candle has a golden wick that burns with white fire when lit. You activate the item by lighting the candle, which causes creatures within 10 feet of the candle to find it difficult to tell falsehoods. Creatures in the area receive a –4 conditional penalty to Lie.

In addition, when first entering the affected area, creatures (including you), must succeed at a DC 22 Will save or be unable to tell any deliberate and intentional lies while within 10 feet of the lit candle. Once lit, the candle burns for 10 minutes, and it cannot be extinguished.

CAPE OF THE MOUNTEBANK ITEM 11

Conjuration Invested Magical

Price 1,300 gp
Method of Use worn, cloak; **Bulk** L
Activation ◆◆◆ Operate Activation

This bright red-and-gold cape is often interlaced with glittery threads, and serves as a distraction. While wearing the cape, you gain a +3 item bonus to Deception checks.

Once per day, you can activate the cape to cast *dimension door*. The space you leave and the one you appear in are filled with puffs of smoke that make anyone within concealed until they leave the smoke or the end of your next turn, at which point the smoke dissipates. Strong winds immediately disperse the smoke.

CELESTIAL ARMOR ITEM 10

Divine Good Invested Transmutation

Price 1,000 gp
Method of Use worn, armor; **Bulk** 1
Activation ◆◆ Command Activation

This suit of *+2 chain mail* is made of fine white links, and the sleeves and skirt are fashioned into smaller trails that resemble feathers. Unlike normal chain mail, *celestial armor* has no Speed reduction, its armor check penalty is 0, and its Bulk is 1. You appear beautiful and radiant while you wear the armor, giving you a +3 item bonus to Diplomacy checks against non-fiends.

You gain a +1 circumstance bonus to AC and saving throws against fiends. Once per day, you can activate the armor to cause it to sprout glowing wings. These grant you a fly Speed of 30 feet and shed bright light in a 40-foot radius. The wings fade away after 1 minute.

If you are not good, you are drained 2 while wearing *celestial armor*. You can't recover from this condition while wearing the armor.

Craft Requirements You must be good.

CHIME OF OPENING ITEM 6

Evocation Magical

Price 235 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆◆ Operate Activation

This hollow mithral tube is about a foot long. You activate this item by striking the chime and aiming it at a container, door, or

lock you want to open. The chime sends out magical vibrations that replicate a 3rd-level *knock* spell against the target, except that instead of allowing you to attempt a Thievery check, the chime attempts this check with a Thievery bonus of +13. This targets only one lock or binding at a time, so you might need to activate the chime multiple times to open a target with several forms of protection. The chime can be activated 10 times before it cracks and becomes useless.

CHOKER OF ELOCUTION ITEM 6+

Enchantment Invested Magical

Method of Use worn, collar; **Bulk** L
Activation ◆ Command Activation

This platinum choker bears characters from a particular language's alphabet, and fills you with knowledge of that language and the associated culture's customs. You gain an item bonus to Society checks and the ability to read, speak, and understand the chosen language. Your excellent elocution reduces the flat check to perform an auditory action while deafened from 5 to 3.

Type standard; **Level** 6; **Price** 200 gp

The choker grants a +2 item bonus.

Type greater; **Level** 13; **Price** 2,400 gp

The choker grants a +4 item bonus. It bears characters from three languages and grants fluency in all three.

Craft Requirements You must know the language or languages the choker grants.

CIRCLET OF PERSUASION ITEM 14

Enchantment Invested Magical Potent

Price 4,500 gp
Method of Use worn, circlet; **Bulk** –
Activation ◆◆ Focus Activation

This elegant silver band often resembles curling fig leaves and fits around your brow. You gain a +3 item bonus to Deception and Diplomacy checks. When you invest the circlet, you either increase your Charisma score by 2 or increase it to 18, whichever would give you a higher score.

You can activate the circlet to cast a 4th-level *charm* spell (DC 31).

CLANDESTINE CLOAK ITEM 5+

Illusion Invested Magical

Method of Use worn, cloak; **Bulk** L
Activation ◆ Focus Activation, ◆ Operate Activation

When you pull up the hood of this gray cloak (an Interact action), you become drab and uninteresting, gaining an item bonus to Stealth checks and to Deception checks to Impersonate a forgettable background character such as a servant, but also taking a –2 item penalty to Diplomacy and Intimidation checks.

Once per day, you can activate the cloak to pull the hood up and gain the benefits of *nondetection* for the listed duration or until you pull the hood back down, whichever comes first.

Type standard; **Level** 5; **Price** 150 gp

The cloak grants a +2 bonus. *Nondetection* is 3rd level and lasts for 10 minutes.

Type greater; **Level** 13; **Price** 2,900 gp

The cloak grants a +4 bonus. *Nondetection* is 7th level and lasts for 1 hour.

CLIMBING BOLT ITEM 4

Conjuration Consumable Magical

Price 9 gp
Ammunition bolt

The shaft of this bolt is wrapped with fine twine. When the bolt strikes a solid surface, the twine unwinds and enlarges into a 50-foot-long hemp rope, securely fastened to the surface the bolt struck. The rope can be pulled free with an Interact basic action and a successful DC 20 Athletics check.

CLOAK OF ELVENKIND ITEM 10+

Illusion Invested Magical

Method of Use worn, cloak; **Bulk** L
Activation ◆ Focus Activation, ◆ Operate Activation

This cloak is deep green with a voluminous hood, and is embroidered with gold trim and symbols of significance to the elves. The cloak allows you to cast the *ghost sound* cantrip as an innate arcane spell. When you draw the hood up over your head (an Interact action), the cloak transforms to match the environment around you and muffles your sounds, giving you an item bonus to Stealth checks. If you activate the cloak, you pull the hood up and are affected by *invisibility* for 1 minute or until you pull the hood back down, whichever comes first.

Type standard; **Level** 10; **Price** 1,000 gp

The cloak grants a +3 bonus.

Type greater; **Level** 18; **Price** 24,000 gp

The cloak grants a +5 bonus, and *invisibility* is 4th level. If you're also wearing *greater boots of elvenkind*, the *greater cloak of elvenkind* allows you to Sneak in forest environments even when creatures are currently observing you.

CLOAK OF THE BAT ITEM 9+

Invested Magical Transmutation

Method of Use worn, cloak; **Bulk** L
Activation ◆ Command Activation, ◆ Operate Activation

Sewn from several long strips of luxurious brown and black silk, this cloak grants you an item bonus to Stealth checks as well as to Acrobatics checks to Maneuver in Flight. You can also hang from any surface that can support your weight using only your feet, without any check, though you still must attempt the appropriate Athletics check to Climb in order to move around while inverted.

You can activate the cloak to transform it into bat-like wings that grant you a fly Speed of 30 feet for 1 minute, or to cast a 4th-level *pest form* spell to transform yourself into a Tiny bat.

Type standard; **Level** 9; **Price** 660 gp

The cloak grants a +2 bonus, and you can activate the cloak once per day.

Type greater; **Level** 14; **Price** 4,000 gp

The cloak grants a +4 bonus, and you can activate the cloak any number of times per day.

COLLAR OF INCONSPICUOUSNESS ITEM 9

Invested Primal Transmutation

Price 625 gp
Method of Use worn, collar; **Bulk** 1
Activation ◆ Focus Activation

This leather collar's worn and almost threadbare look defies its magical nature. When you invest the collar and attach it to your

animal companion's neck, it grants you the ability to change your ferocious animal companion into a more inconspicuous form. While touching your animal companion, you can activate the collar to transform your companion into a nonthreatening Tiny creature of the same or a similar species (for instance, a house cat instead of a tiger or a puppy instead of a wolf). This has the effects of *pest form* (2nd level, or 4th level if your animal companion can fly). The effect lasts until you dismiss it with another Focus Activation action that doesn't cost RP.

COYOTE CLOAK ITEM 5+

Divination Invested Magical

Method of Use worn, cloak; **Bulk** –

This dusty coat is made of mangy, brown-and-gray coyote fur. While you are wearing this cloak, you gain an item bonus to Survival checks to Cover Tracks or Survive in the Wild. If you critically succeed at your Survival check to Survive in the Wild, you can feed three additional people instead of just one.

Type standard; **Level** 5; **Price** 125 gp

The cloak grants a +2 bonus.

Type greater; **Level** 13; **Price** 2,500 gp

The cloak grants a +4 bonus, and if you critically succeed at Surviving in the Wild, you can feed five additional people instead of just one.

CRAFTER'S EYEPIECE ITEM 5+

Invested Magical Transmutation

Method of Use worn, eyepiece; **Bulk** –

This rugged metal eyepiece etched with square patterns, is designed to be worn over a single eye. Twisting the lens reveals a faint three-dimensional outline of an item you plan to build, with helpful labels on the component parts. While worn, this eyepiece gives you an item bonus to Crafting checks to Craft.

Type standard; **Level** 5; **Price** 125 gp

The eyepiece grants a +2 bonus.

Type greater; **Level** 13; **Price** 2,700 gp **Activation** 1 minute (Operate Activation)

The eyepiece grants a +4 bonus. Once per day, you can activate the eyepiece by twisting it for 1 minute to have the eyepiece cast a 5th-level *creation* spell over the course of the minute to construct a temporary item.

DAGGER OF VENOM ITEM 5

Magical Necromancy Poison

Price 160 gp

Method of Use held, 1 hand; **Bulk** L

Activation ◆ Operate Activation

The serrated blade of this *+1 dagger* has a greenish tinge, and the pommel is sculpted to look like the head of a serpent about to strike. When you critically succeed at your attack roll with the *dagger of venom*, the target becomes sick 1 unless it succeeds at a DC 19 Fortitude save. This is a poison effect.

Once per day, after you hit a creature with the *dagger of venom*, you can spend your next action to activate the dagger and poison the creature you hit.

Dagger Venom (poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 4 rounds. **Stage 1** 1d4 poison damage and enfeebled 1.

DANCING SCARF ITEM 6+

Illusion Invested Magical Visual

Method of Use worn, belt; **Bulk**–

Activation ◆ Operate Activation

This long and billowing scarf is typically woven of silk or another sheer fabric and adorned with bells or other jangling bits of shiny metal. It grants an item bonus to Performance checks to dance; additionally, after spending a Perform action to dance, you can activate the scarf to grant yourself concealment until the end of your next turn.

Type standard; **Level** 6; **Price** 245 gp

The scarf grants a +2 bonus.

Type greater; **Level** 14; **Price** 4,450 gp

The scarf grants a +4 bonus. When you activate the scarf, the squares adjacent to you are considered your space for the purpose of determining whether your enemy's attacks are screened.

DAREDEVIL BOOTS ITEM 10+

Abjuration Invested Magical

Method of Use worn, shoes; **Bulk** L

These brightly colored boots motivate you to perform risky stunts and grant you the agility to succeed. The boots grant you an item bonus to Acrobatics check and a circumstance bonus to checks to Tumble Through an enemy's space.

The boots can grip solid surfaces and help you avoid a fall, allowing you to use the Grab Edge reaction even if your hands aren't free. You treat falls as 10 feet shorter or, if you have the Cat Fall feat, treat your proficiency rank in Acrobatics as one rank better to determine the benefits of that feat. If you have Cat Fall and are already legendary in Acrobatics, you can choose the speed of your fall, from 60 feet per round up to normal falling speed.

Type standard; **Level** 10; **Price** 900 gp

The boots grant a +3 bonus to Acrobatics checks and a +1 bonus to Tumble Through.

Type greater; **Level** 17; **Price** 14,000 gp; **Activation** ◆ Focus Activation, ◆ Operate Activation

The boots grant a +5 bonus to Acrobatics checks and a +2 bonus to Tumble Through. You can activate the boots to cast *freedom of movement* on yourself.

DAZING TREMBLANT ITEM 12

Consumable Enchantment Magical Trinket

Price 225 gp

Method of Use affixed, weapon; **Bulk** –

Activation ◇ Focus Activation; **Trigger** You deal sneak attack damage with the affixed weapon.

A dazing tremblant reverberates every time its affixed weapon deals damage. When you activate the tremblant, the damaged creature must succeed at a DC 28 Will save or become slow 1 until the end of your next turn. If it critically fails its saving throw, it instead becomes stunned until the end of your next turn.

DEMON ARMOR ITEM 10

Divine Evil Invested Necromancy

Price 1,000 gp

Method of Use worn, armor; **Bulk** 4

Activation ◆◆ Command Activation

Crafted from black iron, this crude suit of *+2 full plate* is designed to make you look like a horned demon, with your face peering out of the screaming maw of the beast.

While wearing the armor, you can attack with the helmet's horns. They are a *+1 martial weapon* that have a d8 damage die, deal piercing damage, and have the deadly trait. On a critical hit with the horns, the victim must attempt a DC 25 Fortitude save or contract the *Abyssal plague* disease (see *Abyssal plague* on page 203).

Once per day, you can activate the armor to cast *dimension door*.

If you are not evil, you are drained 2 while wearing *demon armor*. You can't recover from this condition while wearing the armor.

Craft Requirements You must be evil and supply a casting of *dimension door*.

DEMON MASK ITEM 6+

Enchantment Invested Magical

Method of Use worn, mask; **Bulk** L

Activation ◆◆ Operate Activation

This terrifying mask is crafted in the visage of a leering demon and grants an item bonus to Intimidation checks. You can activate the mask once per day to have the mask cast a *fear* spell that implants images of demonic horror.

Type standard; **Level** 6; **Price** 230 gp

This blood-red mask grants a +2 bonus. It casts 1st-level *fear* with a DC of 20.

Type greater; **Level** 14; **Price** 4,100 gp

This grotesque green mask grants a +4 bonus. It casts 3rd-level *fear* with a DC of 31.

DIADEM OF INTELLECT ITEM 14

Divination Invested Magical Potent

Price 4,500

Method of Use worn, circlet; **Bulk** L

Activation ◆ Focus Activation

This elegant, colorful gem is cut into a complex geometric patter and slotted into a narrow metal band that fits around your brow. You gain a +3 item bonus to checks to Recall Knowledge, regardless of the skill. When you invest the headband, you either increase your Intelligence score by 2 or increase it to 18, whichever would give you a higher score.

You can activate the diadem to gain the effect of *hypercognition*.

DISINTEGRATION BOLT ITEM 15

Consumable Evocation Magical

Price 800 gp

Ammunition bolt

Activation ◆ Operate Activation

The shaft of this bolt is utterly scorched and blackened, and handling it leaves a fine black powder coating your fingers. When an activated *disintegration bolt* hits a creature, in addition to the normal damage, the target is subject to a *disintegrate* spell requiring a DC 32 Fortitude saving throw. As with the spell, a critical hit on the attack roll causes the target's saving throw outcome to be one degree worse.

Craft Requirements Supply a casting of *disintegrate*.

DIVINE PRAYER BEADS ITEM 5+

Divine Healing Necromancy Positive

Method of Use held, 1 hand; **Bulk** –

Activation Cast a Spell (1 RP)

This strand of ordinary-looking prayer beads glows with a soft light and becomes warm to the touch the first time you cast a divine spell while holding them. When you do, the prayer beads become attuned to your deity, changing their form and iconography to prominently incorporate your deity's holy symbol.

Whenever you cast a divine spell from your own spell slots (not a cantrip, an innate spell, a power, or any spell cast through other means) and you use the prayer beads as your holy symbol, you recover 1 Hit Point; this is a positive healing effect. If the spell you cast was a healing spell, you can give this additional healing effect to one of the spell's targets instead of yourself.

Additionally, you can activate the beads to cast *bless* and *heal* each once per day.

Greater divine prayer beads cause you to recover 1d4 HP instead of 1 HP when casting divine spells, and activating them allows you to cast *bless*, *divine wrath* (matching one component of your deity's alignment), *heal, neutralize poison*, and *remove disease*, all as 4th-level spells, each once per day.

Type standard; **Level** 5; **Price** 160 gp

Type greater; **Level** 11; **Price** 1,400 gp

Craft Requirements You must be a divine spellcaster.

DOCTOR'S MARVELOUS MEDICINE ITEM 12+

Magical Necromancy

Method of Use held, 2 hands; **Bulk** 1

Activation ◆ Treat Poison or 8 hours (Treat Disease)

This set of master healer's tools contains a seemingly endless supply of bandages, herbs, and other healing items, granting you an item bonus to Medicine checks. You can activate the tools when you use them to Treat Poison to gain the effects of *neutralize poison*, or when you Treat Disease to gain the effects of *remove disease*.

Type standard; **Level** 12; **Price** 1,800 gp

The tools grant a +3 item bonus and cast 3rd-level spells.

Type greater; **Level** 18; **Price** 21,000 gp

The tools grant a +5 item bonus and cast 6th-level spells.

DOUBLING RINGS ITEM 3+

Evocation Invested Magical

Method of Use worn; **Bulk** –

This item consists of two magically linked rings: an ornate golden ring with a square-cut ruby, and a thick, plain iron ring. When you wield a melee weapon in the hand that wears the golden ring, it replicates the power of its potency rune onto a melee weapon you wield in the hand wearing the iron ring. Any potency rune on the weapon in the iron-ringed hand is suppressed. This functions only if you wear both rings, and only if the weapon in the iron-ringed hand is of sufficient quality to receive the runes. (For instance, it would need to be master quality or better to accept a *+3 magic weapon* potency rune.)

The replication ceases as soon as you cease wielding a weapon in one of your hands. Consequently, the benefit doesn't apply to thrown attacks or if you're holding a weapon but not wielding it (such as holding a weapon that requires two hands to wield).

Type standard; **Level** 3; **Price** 50 gp

Type greater; **Level** 11; **Price** 1,300 gp

The rings also replicate weapon property runes from the weapon in the gold-ringed hand, if the weapon has sufficient quality to accept them. The weapon in the iron-ringed hand gains the benefits of those runes and its own runes (if any) are suppressed. When you invest the rings, you can elect for the

rings to transfer only potency runes, in which case they function as standard *doubling rings*.

DRAGON'S BREATH POTION ITEM 7+

Consumable Evocation Magical Potion

Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

This liquid contains blood from a certain breed of dragon. For 1 hour after you imbibe the acrid concoction, you can unleash a breath weapon used by that breed of dragon. The potion's level and Price, as well as the amount of damage and the DC of the saving throw, all depend on the age of the dragon whose blood you used. This item has the trait matching the damage type of the breath weapon.

You can spend another Operate Activation action with no RP cost immediately after drinking the potion to exhale dragon breath. At any point during the potion's duration, you can use the breath weapon by spending 1 RP and 2 Operate Activation actions (one to inhale the necessary air and the other to breathe out). After you use the breath weapon, you can't do so again for 1d4 rounds.

Each creature in the area of the breath weapon attempts a save against your breath weapon.

Success Half damage.
Critical Success No damage.
Failure full damage.
Critical Failure double damage.

Type young; **Level** 7; **Price** 45 gp; **Damage** 4d6; **DC** 21
Type adult; **Level** 12; **Price** 250 gp; **Damage** 7d6; **DC** 28
Type wyrm; **Level** 17; **Price** 2,000 gp; **Damage** 10d6; **DC** 35

Dragon	Breath Weapon (Save)
Black or copper	30-foot line of acid (Reflex)
Blue or bronze	30-foot line of electricity (Reflex)
Brass	30-foot line of fire (Reflex)
Green	15-foot cone of poison (Fortitude)
Gold or red	15-foot cone of fire (Reflex)
Silver or white	15-foot cone of cold (Reflex)

DRAGONSLAYER'S SHIELD ITEM 9

Abjuration Magical

Price 670 gp
Method of Use held, 1 hand; **Bulk** 1

While raised, this master-quality heavy steel shield (Hardness 8) grants its circumstance bonus to Reflex saves against area effects (as well as to AC and TAC as normal).

While you hold the shield, it also grants you a +1 circumstance bonus to Will saves against a dragon's frightful presence ability. Each *dragonslayer's shield* is covered with scales from a dragon. The shield has resistance 5 against the damage type corresponding to that dragon's breath weapon: acid for black or copper; cold for silver or white; electricity for blue or bronze; fire for brass, gold, or red; or poison for green. You can use Shield Block against attacks that deal damage of that type.

DRUID'S VESTMENTS ITEM 10

Invested Primal Transmutation

Price 1,000 gp
Method of Use worn, garment; **Bulk** L
Activation ◆ Command Activation

This brown-and-green tunic is embroidered with patterns that resemble interlocking elk antlers. When you transform into a battle form using your Wild Shape pool, you can activate the vestments to retain your own attack bonus, skill bonuses, and AC instead of using those listed in the spell.

Craft Requirements You must have the Wild Shape class feat.

DUST OF APPEARANCE ITEM 5

Consumable Divination Magical

Price 18 gp
Method of Use held, 1 hand; **Bulk** –
Activation ◆ Operate Activation

Stored in a small wooden tube or reed, this powder looks like a fine metallic dust. When flung in the air, this dust coats all creatures in a 10-foot burst centered on the corner of any space within 5 feet of you. For 1 minute, the coated creatures can't be concealed or invisible, nor can they benefit from *mirror image* or similar abilities that create illusory duplicates. Any illusions in the area of 3rd level or lower are revealed as such, although this does not end their effect.

DUST OF DISAPPEARANCE ITEM 9

Consumable Illusion Magical

Price 88 gp
Method of Use held, 1 hand; **Bulk** –
Activation ◆ Operate Activation

This powder shimmers like a thousand tiny motes of light. Activating the dust by sprinkling it on yourself or a creature within reach casts a 4th-level *invisibility* spell with a duration of 1 minute. This invisibility can't be negated or seen through by any spell of 3rd level or lower, but it can be foiled by *dust of appearance*.

DWARVEN THROWER ITEM 13

Evocation Magical

Price 3,000 gp
Method of Use held, 1 hand; **Bulk** 1

This *+2 master warhammer* is inlaid with precious metals and decorated in a dwarven style. If you're a dwarf, a *dwarven thrower* functions for you as a master-quality *+3 returning warhammer* with the thrown 30 feet trait, and your attacks with the hammer deal an additional 1d8 damage against giants.

EFFERVESCENT AMPOULE ITEM 7

Consumable Magical Transmutation Trinket

Price 42 gp
Method of Use affixed, armor; **Bulk** –
Activation ◆ Operate Activation
Requirements You are an expert in Acrobatics.

Light spring water fizzes and bubbles within this small glass globe. When you activate the trinket, you decant the spring water onto the affixed armor. Until the end of your turn, the armor lets you move across water and other liquids as if they were solid ground. If you Stride or Step over a weight-sensitive pressure plate, you don't cause the plate to depress, which prevents you from triggering any device or hazard attached to the pressure plate.

When the ampoule's effect ends, you sink, fall, break through flimsy ground, or land on pressure plates as normal for your current location.

ELECTRIC EELSKIN ITEM 10

Invested Magical Transmutation

Price 950 gp
Method of Use worn, armor; **Bulk** 1
Activation ◆ Command Activation, ◆ Operate Activation

Shining, slippery eelskin makes up the plates of this *+2 master slick leather* armor. The armor gives you the ability to breathe water and grants you a +3 item bonus to Athletics checks to Swim and Stealth checks. In addition, you can activate the armor to cast *shocking grasp* (2nd level).

Craft Requirements Supply a casting of *shocking grasp*.

ELEMENTAL GEM ITEM 10

Conjuration Consumable Magical

Price 120 gp
Method of Use held, 1 hand; **Bulk** –
Activation ◆ Command Activation, ◆ Operate Activation

You shout the name of an Elemental Lord and dash this glassy gem against a hard surface to activate it. It cracks open, casting a 5th-level *summon monster* spell to summon forth a lesser elemental that's under your control as long as you spend an action each round to Concentrate on a Spell.

This gem comes in four varieties: transparent for an air elemental, light brown for an earth elemental, reddish orange for a fire elemental, and blue-green for a water elemental.

EMERALD GRASSHOPPER ITEM 10

Consumable Magical Transmutation Trinket

Price 115 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt a High Jump, but haven't rolled yet.

Requirements You are a master in Athletics.

This small emerald grasshopper is usually clasped to the legs of a suit of armor. When you activate the grasshopper, if you succeed at the Athletics check, you leap up to 50 feet vertically and up to 10 feet horizontally. If you critically succeed, you can leap up to 75 feet vertically and 20 feet horizontally. If you don't end your jump on solid ground, you flutter in the air until the end of your turn and then fall harmlessly at a rate of 60 feet per round.

EVERBURNING TORCH ITEM 2

Evocation Light Magical

Price 25 gp
Method of Use held, 1 hands; **Bulk** L

This torch sheds light constantly, requiring no oxygen and generating no heat. The flame can be covered or hidden, but not smothered or quenched.

EXPLOSIVE AMMUNITION ITEM 8+

Consumable Evocation Fire Magical

Ammunition any
Activation ◆ Operate Activation

This piece of ammunition is coated in gritty black soot. When activated *explosive ammunition* hits a creature, the missile explodes in a 10-foot burst that deals an amount of fire damage depending on the ammunition's type. Each creature in the area must attempt a Reflex save.

Success Half damage.
Critical Success No damage.
Failure Full damage.
Critical Failure Double damage.

Type standard; **Level** 8; **Price** 60 gp; **Damage** 6d6; **DC** 22
Type greater; **Level** 12; **Price** 250 gp; **Damage** 10d6; **DC** 28

EYES OF THE EAGLE ITEM 6

Invested Magical Transmutation

Price 250 gp
Method of Use worn, eyepiece; **Bulk** –

These lenses of amber crystal fit over your eyes. They grant you low-light vision and a +2 item bonus to Perception checks that involve sight.

FEAR GEM ITEM 4

Consumable Enchantment Fear Magical Mental Trinket

Price 11 gp
Method of Use affixed, weapon; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You use Intimidating Strike, but haven't rolled for the attack yet.

Dark smoke seems to writhe within this obsidian gem. When you activate the gem, if your Intimidating Strike hits, the target is frightened 2 and flat-footed against your attacks until the end of your next turn. If the attack roll is a critical success, the target is flat-footed against your attacks for 1 minute.

FEATHER STEP STONE ITEM 3

Consumable Magical Transmutation Trinket

Price 6 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You take a Stride or Step action.

Requirement You are an expert in Acrobatics.

This stone, usually set in a cameo, is a small chunk of yellow or blue amber with a bit of feather or a flying insect caught within it. When you activate the stone, you ignore the effects of difficult terrain on the ground while performing the triggering action.

FEATHER TOKEN ITEM 1+

Conjuration Consumable Magical

Method of Use held, 1 hand; **Bulk** –
Activation ◆ Operate Activation

Each *feather token* appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune. Activating a feather token causes the feather to transform into another object, which then can be used as normal. Each feather can be activated only once, with most of them permanently becoming the item in their description.

Type anchor; **Level** 7; **Price** 45 gp

This feather can be activated only on a boat. When used, this feather turns into a massive anchor that causes the boat to immediately stop. After 1 day, the anchor vanishes and the boat can move as normal. The anchor is attached to the boat by a magical chain of force, but it can be removed by *dispel magic* or a similar effect.

Type bird; **Level** 1; **Price** 2 gp

When used, this token transforms into a small sparrow that waits on your finger for you to relay a message up to 1 minute in duration, along with the name and rough location of a recipient.

The recipient must be someone you have met, and the location must be somewhere you have visited. After receiving the message, the bird flies off to deliver it, traveling at 30 miles per hour and then searching for the target in the location you provided. If the bird finds the target, it moves adjacent to them, your words emanate from the bird, then the bird flies off and vanishes. The bird also vanishes if it fails to find your target after 10 hours of searching the location you specified.

Type chest; **Level** 3; **Price** 7 gp

When you use this token, a small wooden chest appears and immediately opens. This chest can hold up to 10 Bulk worth of items. Once the chest is closed, it transforms again—this time into a key—taking all of the stored items with it. You can activate this key by spending an Interact action to turn it in an imaginary lock, which causes it to transform back into a chest with all of the items still inside. Once it has turned into a chest a second time, it will forever remain a wooden chest.

Type fan; **Level** 4; **Price** 12 gp

Activating this feather requires you to fan it in a given direction. If this direction is toward the sail of a boat, the boat is accelerated 10 for up to 8 hours. If fanned in any other direction, it instead casts *gust of wind* (DC 17).

Type holly bush; **Level** 2; **Price** 5 gp

When this feather is activated, it immediately transforms into a living holly bush, filling a single square. This bush can provide cover. In addition, the bush has 2d4 bright red berries. While holly berries are usually poisonous, these berries are infused with beneficial magic. You can eat a berry as an Interact action to recover 1 Hit Point. Once plucked from the bush, a berry becomes nonmagical after a few seconds, so it doesn't heal you if you don't eat it within the span of your Interact action.

If activated on soil, the plant continues to grow and thrive (although it will not produce any more healing berries). If activated elsewhere, it withers and dies within 1d4 days.

Type ladder; **Level** 1; **Price** 2 gp

When activated, this token transforms into a 20-foot-long wooden ladder.

Type swan boat; **Level** 8; **Price** 54 gp

This feather can be activated only when tossed into a large body of water, such as a lake or broad river. It transforms into a swan-shaped boat capable of carrying up to 32 Medium creatures or 8 Large creatures. The boat moves on the water at a Speed of 60 feet, and it lasts for 1 day.

Type tree; **Level** 6; **Price** 26 gp

This token can be used only on an unoccupied patch of earth or soil. When activated, this token transforms into an oak tree, 60 feet tall with a 5-foot-wide trunk. The tree continues to live and grow if conditions are favorable.

Type whip; **Level** 9; **Price** 90 gp

This feather transforms into a *+1 dancing whip*. The whip immediately jumps from your grasp and continues to attack your enemies until 1 minute has passed or it fails its flat check for *dancing*, at which point it vanishes. If the whip's target isn't prone, it uses its actions to attempt to Trip that creature. Its attack bonus is +18 instead of the normal bonus for a *dancing* weapon, and it uses the same bonus for its Trip attempts.

FIGHTER'S FORK ITEM 5

Magical Transmutation

Price 150 gp

Method of Use held, 1 or 2 hands; **Bulk** 1

You can manipulate this *+1 trident* with an Interact action to extend or shorten the haft. When extended, the trident requires two hands to wield and gains the reach trait, but loses the trident's normal thrown trait.

FLAME TONGUE ITEM 10+

Evocation Fire Magical

Method of Use held, 1 hand; **Bulk** 1

This longsword has an ornate brass hilt and a pommel and blade shaped like stylized flames. When wielded, the blade reflects shimmering firelight, emitting dim light in a 10-foot radius. While wielding the sword, you can cast the *produce flame* cantrip as an innate arcane spell.

Type standard; **Level** 10; **Price** 1,000 gp

This is a *+2 master flaming longsword*. When casting *produce flame*, you treat your spellcasting ability modifier as +6.

Type greater; **Level** 16; **Price** 9,000 gp; **Activation** ◆◆ Command

This is a *+3 master greater flaming longsword*. When casting *produce flame*, you treat your spellcasting ability modifier as +6. Once per day while wielding the sword, you can activate it to create a 10-foot aura of flame that lasts 1 minute. Your attacks, as well as the attacks of allies who are within the aura, gain the *flaming* property.

FLOATING SHIELD ITEM 13

Magical

Price 2,800 gp

Method of Use held, 1 hand; **Bulk** L

Activation ◆◆ Operate Activation

This master-quality light wooden shield (Hardness 6) protects you without requiring you to spend actions each round. When you activate this shield, you can release it from your grip as a part of that action. The shield floats in the air next to you, granting you its bonus automatically, as if you Raised the Shield. Because you're not wielding the shield, you can't use reactions such as Shield Block with the shield.

After 1 minute, the shield drops to the ground, ending its floating effect. While the shield is adjacent to you, you can grasp it with an Interact action, ending its floating effect.

FORGE WARDEN ITEM 9

Abjuration Magical

Price 690 gp

Method of Use held, 1 hand; **Bulk** 1

Activation ◇ Command Activation; **Trigger** You use the *forge warden* for Shield Block and the shield takes 1 Dent.

The holy symbol of the forge god Torag—an ornate hammer of fine dwarven construction—adorns the face of this expert-quality heavy steel shield (Hardness 6). While you're wielding this shield, you count as having a religious symbol of Torag in your hand.

You and any adjacent allies have fire resistance 5 while the shield is raised. When used for a Shield Block, the *forge warden* rings out like the hammer strike of a blacksmith, and the symbol glows as if lit by the fires of a furnace; if the *forge warden* takes a Dent and the attacking creature is adjacent to you, you can activate the shield to deal the attacking creature 4d6 fire damage.

BELT OF THE FIVE KINGS



IRON MEDALLION



BROOCH OF SHIELDING





RING OF THE RAM

ROBE OF EYES





POSSIBILITY TOME



GALLOWS TOOTH

MARKETS FOR MAGIC

Magic, like any commodity, functions under the rules of supply and demand. When the players demand items, it is up to the GM to supply them.

During downtime, consider providing markets that specialize in magic items. Such markets can come in a variety of forms, from a wandering stranger with a few potions and maybe a silver dagger, to a large trading house or auction in the heart of a major city selling items from around the world and even beyond. Markets can be represented as simply as a list given during downtime, or a rarity and level limit based on the size of the settlement, but they're most memorable when they have character.

For instance, Captain Coltan Menedrid's magic market is his ship. He buys, trades, and sells items at one port and moves on to the next. While he specializes in nautical items and trinkets, he often has a surprisingly eclectic selection of magic items, though the supplies are limited.

GALLOWS TOOTH ITEM 9

Consumable Divination Magical Trinket

Price 88 gp
Method of Use affixed, weapon; **Bulk** –
Activation ◇ Operate Activation; **Trigger** You start your turn adjacent to at least one creature.
Requirements You have the deny advantage class feature.

This grisly molar hangs from a cord threaded through a tiny hole just above its dried, exposed root. When you break this trinket, creatures that are currently adjacent to you are flat-footed to you until the end of your turn.

GHOST AMMUNITION ITEM 14

Magical Transmutation

Ammunition any
Price 550 gp

This ammunition gains the effects of the *ghost touch* property and can fly through any obstacle except those that can block incorporeal creatures or effects. You still must have sensed your target (or be able to see it with x-ray vision or a similar ability) in order to target it. Though the ammunition penetrates barriers and ignores cover, the target still benefits from the flat check from being concealed or sensed and the attack is against AC, not TAC.

After it is fired, the ammunition vanishes into mist. However, in the dead of the night 1d4 days later, it reappears in the last quiver or other container it was taken from. *Ghost ammunition* can be only a basic piece of ammunition; it can never be ammunition made of a special material or with any other special traits or qualities.

GHOST DUST ITEM 15

Consumable Illusion Occult Trinket

Price 750 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt a Stealth check to Hide, but haven't rolled yet.
Requirements You are legendary in Stealth.

This small vial is filled with a grayish-green dust rendered from dried ectoplasm. When you activate the dust, it casts an 8th-level *invisibility* spell on you with a duration of 1 minute.

GHOUL HIDE ITEM 5

Invested Magical Necromancy

Price 140 gp
Method of Use worn, armor; **Bulk** 2

Stitched together from pieces of ghoul skin, this suit of *+1 hide* grants you a +1 item bonus to saving throws against disease and paralysis, and it makes you immune to the paralysis of ghouls, ghasts, and lacedons. *Ghoul hide* reviles the touch of elves. When worn by an elf or a half-elf, it gains the clumsy trait.

GLOOM BLADE ITEM 9

Evocation Magical

Price 700 gp
Method of Use held, 1 hand; **Bulk** L

As black as coal, this master-quality shortsword grows more potent in the darkness. While in bright light, it functions as a master-quality weapon and doesn't appear to radiate a magic aura to *detect magic* or similar spells unless they're 4th level or higher. In dim light or darkness, the gloom blade becomes a *+2 master shortsword*. Whenever you use your *gloom blade* to attack a creature you're unseen by, you deal 1d6 extra precision damage.

GLOVES OF STORING ITEM 7

Extradimensional Invested Magical Transmutation

Price 340 gp
Method of Use worn, gloves; **Bulk** –
Activation ◆ Operate Activation

When you activate these supple leather gloves, you cause any one item you're holding with a Bulk of 1 or less to vanish, appearing as a simple, stitched pattern on the back of each glove. If you have a free hand, you can make that item appear in that hand as a free action triggered when your turn begins or when you complete an action.

GOGGLES OF NIGHT ITEM 6+

Invested Magical Transmutation

Method of Use worn, eyepiece; **Bulk** –
Activation ◆ Operate Activation

The opaque crystal lenses of these sleek goggles do not obscure vision, but rather enhance it. While wearing the goggles, you gain an item bonus to Perception checks involving sight. Activating these goggles by rotating the lenses 90 degrees allows you to see with darkvision.

Type standard; **Level** 6; **Price** 220 gp

The goggles grant a +2 bonus, and the darkvision lasts for 10 minutes.

Type greater; **Level** 10; **Price** 900 gp

The goggles grant a +3 bonus. The darkvision lasts until you rotate the lenses back or the item is no longer invested by you, whichever comes first.

GORGET OF THE PRIMAL ROAR ITEM 11

Enchantment Invested Primal

Price 1,250 gp
Method of Use worn, collar; **Bulk** L
Activation ◆ Command Activation

This simple darkwood gorget seems to vibrate with ferocity, granting you a +3 item bonus to Intimidation checks. When you're in a non-humanoid form via a polymorph effect, you can activate the gorget to unleash a bestial roar, attempting a single Intimidation check compared to the Will DCs of enemies within 30 feet to impose the effects below. You can do this only once per polymorph. You can provide this Command Activation without the need for language.

Success The target is frightened 1.
Critical Success The target is frightened 2 and fleeing for 1 round.
Failure No effect.

GRIM TROPHY ITEM 6

Consumable Enchantment Magical Trinket

Price 30 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt an Intimidation check to Coerce or Demoralize, but haven't rolled yet.
Requirements You are an expert in Intimidation.

This trinket comes in many forms, but it is nearly always a severed piece of a humanoid creature displayed in some gruesome manner. When you activate the trophy, select two targets and compare your Intimidation check result to both of their DCs. If you are Coercing, the second target must have been present for the minute of conversation.

HAND OF THE MAGE ITEM 2

Evocation Invested Magical

Price 30 gp
Method of Use worn; **Bulk** L

This mummified elf hand hangs on a golden chain, its gnarled fingers locked in a peculiar pattern. It allows you to cast *mage hand* as an innate arcane cantrip.

HANDWRAPS OF MIGHTY FISTS ITEM 2+

Invested Magical Transmutation

Method of Use worn, gloves; **Bulk** –

When you invest these simple sheets of cloth, you must meditate and slowly wrap them around your hands. The handwraps can have weapon runes placed into them to give your unarmed attacks the benefits of those runes, making your unarmed attacks work like *magic weapons*. For example, *+2 handwraps of mighty fists* would give you a +2 item bonus to attack rolls and grant two additional weapon damage dice on your unarmed attacks. Normally this means you would deal 3d4 damage instead of 1d4 with your fists, but if your fists have a different weapon damage die or you have other unarmed attacks, use their weapon damage dice instead.

When determining which property runes handwraps can gain, treat them as melee weapons of the brawling group with light Bulk. Property runes apply only if they would be appropriate for the type of attack you're using. For example, a property that must be applied to a slashing weapon wouldn't function when you attacked with a fist, but it would work if you attacked with claws or some other slashing unarmed attack.

The entries below list both the base handwraps of differing quality with no potency runes, as well as entries for each handwrap with only a potency rune and no property runes. As with magic weapons, these assume the minimum quality level, so the *+2 handwraps* are of expert quality, for instance. You can upgrade their quality and add or transfer runes just like you could with weapons.

Type expert; **Level** 2; **Price** 35 gp
Type +1; **Level** 4; **Price** 100 gp
Type master; **Level** 7; **Price** 360 gp
Type +2; **Level** 8; **Price** 500 gp
Type +3; **Level** 12; **Price** 2,000 gp
Type legendary; **Level** 15; **Price** 6,500 gp
Type +4; **Level** 16; **Price** 10,000 gp
Type +5; **Level** 20; **Price** 70,000 gp

HAT OF DISGUISE ITEM 2+

Illusion Invested Magical

Method of Use worn, headwear; **Bulk** –
Activation 1 minute (Operate Activation)

This ordinary-looking hat can be activated to cast a 1st-level *illusory disguise* spell on yourself. While setting up the disguise, you can also alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

Type standard; **Level** 2; **Price** 30 gp
Type greater; **Level** 6; **Price** 215 gp; **Activation** ◆◆◆ Operate Activation

Once per day, you can spend 2 Operate Activation actions on the hat to cast 2nd-level *illusory disguise* on yourself to create a superior disguise.

HAT OF THE MAGI ITEM 5+

Arcane Conjuration Invested

Method of Use worn, headwear; **Bulk** –

This hat comes in a variety of forms, such as a colorful, ornate turban or a pointy hat with a brim, sometimes covered with astrological symbols or arcane runes. It grants you an item bonus to Arcana checks, and allows you to cast the *prestidigitation* cantrip as an innate arcane spell.

Type standard; **Level** 5; **Price** 150 gp

The hat grants a +2 bonus.

Type greater; **Level** 14; **Price** 4,200 gp; **Activation** spellcasting actions of the chosen spell, 1 Resonance Point

The hat grants a +4 bonus, and it can be activated once per day to cast a 6th-level *summon monster* arcane spell.

HEADBAND OF INSPIRED WISDOM ITEM 14

Abjuration Invested Magical Potent

Price 4,500 gp
Method of Use worn, circlet; **Bulk** –
Activation ◆ Focus Activation or ◆ Focus Activation; **Trigger** You fail a saving throw against an effect that makes you confused, fascinated, or stupefied.

This simple cloth headband remains pristine and clean at all times no matter the circumstances. When you invest the headband, you either increase your Wisdom score by 2 or increase it to 18, whichever would give you a higher score.

When you are considering a course of action, you can activate the *headband of inspired wisdom* as an action to get a gut feeling about whether it's a good idea. You gain the effects of an *augury* spell, except that you receive the result from your own instincts rather than an external source.

When you activate the *headband of inspired wisdom* as a reaction, it clears your mind. You can reroll the saving throw and use the second result. This is a fortune effect.

HEALER'S GLOVES ITEM 7+

Invested Magical Necromancy

Method of Use worn, gloves; **Bulk** L
Activation ◆ Operate Activation

These clean, white gloves never show signs of blood, even when used to stitch up wounds or treat other ailments. They give you an item bonus to Medicine checks. In addition, once per day you can activate the item to soothe a willing, adjacent creature's wounds, restoring a certain number of HP to that creature. You can't harm undead with this healing.

Type standard; **Level** 7; **Price** 340 gp

The gloves provide a +2 bonus and restore 3d8+3 HP.

Type greater; **Level** 15; **Price** 6,000 gp

The gloves provide a +4 bonus and restore 11d8+5 HP.

HEALING POTION ITEM 1+

Consumable Healing Magical Necromancy Potion

Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

When you drink a *healing potion*, you regain the listed number of Hit Points.

Type minor; **Level** 1; **Price** 3 gp

The potion restores 1d8 Hit Points.

Type lesser; **Level** 3; **Price** 8 gp

The potion restores 2d8+4 Hit Points.

Type moderate; **Level** 5; **Price** 20 gp
The potion restores 3d8+8 Hit Points.
Type greater; **Level** 8; **Price** 60 gp
The potion restores 5d8+12 Hit Points.
Type major; **Level** 12; **Price** 250 gp
The potion restores 7d8+20 Hit Points.
Type true; **Level** 16; **Price** 1,200 gp
The potion restores 9d8+30 Hit Points.

HOLY AVENGER ITEM 14

Divine Evocation Good

Price 4,500 gp
Method of Use held, 1 hand; **Bulk** 1
Activation ◆ Command Activation

The gleaming *holy avenger* is the iconic weapon of powerful paladins. The crossbar and hilt of this *+3 cold iron longsword* are styled to look like angel wings. Tradition holds that those who see their reflection in a *holy avenger's* highly polished blade have their faults laid bare.

When you activate the sword, you can use a separate Interact action to point it at a creature you can see. You learn if that creature is evil; this is a 2nd-level divination and detection spell.

A non-good creature attempting to wield a *holy avenger* is enfeebled 2. This condition can't be removed in any way until the creature removes the weapon from its person.

If you're a paladin, you also gain the following two benefits.

- When you critically hit an evil creature with the *holy avenger*, the creature is slowed 1 and enfeebled 2 for 1 round.
- After you hit a creature with the *holy avenger*, you can spend your next action to activate the sword to cast *dispel magic* at the same level as your champion powers. This *dispel magic* can target either an illusion the creature created or a mental effect the creature cast on you or one of your allies. You must be within 120 feet of the illusion or ally to dispel the effect. Once per day, you can use this *dispel magic* to instead target a spell affecting the creature you hit or an item that creature wears or carries.

Craft Requirements You must be a lawful good paladin and supply *detect alignment* and *dispel magic*. The initial raw materials must include 250 gp of cold iron.

HOLY WATER ITEM 1

Consumable Divine Good Splash

Price 2 gp
Method of Use held, 1 hand; **Bulk** L

This vial contains water blessed by a good deity. You activate a vial of holy water by throwing it as a Strike with a range of 20 feet; this doesn't require an expenditure of Resonance Points. Holy water deals 1d6 good damage and 1 good splash damage. Holy water damages only creatures that have a weakness to good damage, as well as all fiends and undead.

HORN OF BLASTING ITEM 9

Evocation Sonic

Price 700 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation or ◆◆ Operate Activation

A *horn of blasting* looks like a master-quality brass trumpet, and you can use it as such for Performance as normal. When you activate the horn by blowing into it with destructive intent, you create a blast note targeting one creature or object within 30 feet. The target takes 4d6 sonic damage, and can attempt a DC 23 Fortitude save for half damage (no damage on a critical success).

Once per day, you can blow even louder, spending 2 Operate Activation actions to instead create an intense blast wave that deals 8d6 sonic damage to creatures in a 30-foot cone and causes them to be deafened for 2d6 rounds. A target can attempt a DC 23 Fortitude saving throw; on a success it takes half damage (or no damage on a critical success) and negates the deafened condition.

HORSESHOES OF SPEED ITEM 7+

Invested Primal Transmutation

Method of Use worn, horseshoes; **Bulk** 1

When you invest these four simple iron horseshoes and affix them to the hooves of an ordinary horse or a quadrupedal animal companion, that creature gains an item bonus to its land Speed and to Athletics checks to High Jump or Long Jump. In addition, when it Leaps, it can move 5 feet further if jumping horizontally or 3 feet higher if jumping vertically.

Type standard; **Level** 7; **Price** 340 gp
The bonus to Speed is +5 feet and the bonus to checks is +2.
Type greater; **Level** 14; **Price** 4,250 gp
The bonus to Speed is +10 feet and the bonus to checks is +4.

IMMOVABLE ROD ITEM 9

Magical Transmutation

Price 600 gp
Method of Use held, 1 hand; **Bulk** 1
Activation ◆ Operate Activation

This flat iron bar has a small button that you push when you wish to activate the rod's magic. The rod is then anchored in place, defying gravity if need be. If the button is pushed again with an Interact basic action, the rod deactivates, ending the anchoring magic. While anchored, the rod can be moved only if 8,000 pounds of pressure are applied to it or if a creature attempting to force the rod out of place critically succeeds at a DC 30 Athletics check (though most intelligent creatures can just push the button to release the rod).

INDESTRUCTIBLE SHIELD ITEM 18

Abjuration Magical

Price 23,000 gp
Method of Use held, 1 hand; **Bulk** 1

An *indestructible shield* is a legendary heavy adamantine shield (Hardness 13) that can't be dented or broken. It can be destroyed only by a *disintegrate* spell dealing at least 90 damage to it, or by an artifact tied to destruction, such as a *sphere of annihilation*.

INEXPLICABLE APPARATUS ITEM 19

Invested Magical Transmutation

Price 32,000 gp
Method of Use worn, garment; **Bulk** 2

This strange and intricate harness fits snuggly to the torso. Once you invest the apparatus, numerous artificial limbs with various tools, clamps, and lenses whirl into action, following your mental commands effortlessly.

When using this apparatus, you gain a +5 item bonus to Crafting checks to Craft or Repair and you reduce the minimum number of days to Craft an item by 1 day (minimum 1 day). If you spend more downtime to continue work on the item after

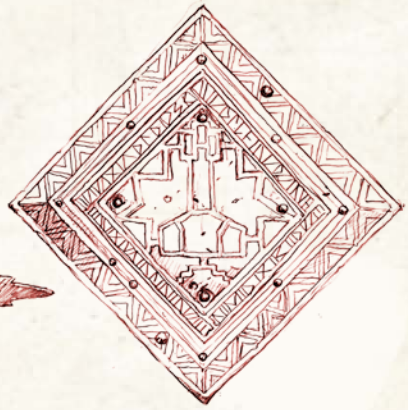

FLAME TONGUE


DAGGER OF VENOM


GLOOM BLADE


HOLY AVENGER


SKY HAMMER


FORGE WARDEN


LION'S SHIELD


STAFF OF CONJURATION


STAFF OF POWER


STAFF OF HEALING


STAFF OF EVOCATION


WAND OF MAGIC MISSILE


WAND OF HEAL

COVETED OBJECTS

Adventurers hear rumors of magnificent items of ages past, crafters seek out rare formulas to add to their collections, and combatants gaze in envy at the magic items their adversaries wield. Crafters can make items the group desires when they reach the right level, but you can excite your players by giving items out at earlier levels in treasure hoards and as rewards for quests the adventurers undertake.

Many items are staples of the game, and players seek them out for their characters at the earliest opportunity. These include the best magic weapons and magic armor they can afford. (Characters who can't wear armor pick up *bracers of armor* instead, while monks and other unarmed combatants often choose *handwraps of mighty fists* rather than weapons.) Items to improve their important skills are also desirable.

As they approach level 14, they'll start looking for the potent items that increase their ability scores: *anklets of alacrity* (Dex), *belt of giant strength* (Str), *belt of regeneration* (Con), *circlet of persuasion* (Cha), *diadem of intellect* (Int), and *headband of inspired wisdom* (Wis). These are excellent items to give out a bit early, and can be chosen to suit the group's adversaries. If a 12th-level group defeats a canny mastermind, they might find he was wearing a *diadem of intellect*. No wonder he was such trouble!

the minimum number of days, on a success, each day you spend reduces the remaining raw materials cost as though your level were 1 higher; on a critical success, each day you spend reduces the remaining raw material cost as through your level were 2 higher. If you are 20th level, on a critical success your progress is 500 sp, 1,000 sp, 2,000 sp, or 3,000 sp for trained, expert, master, or legendary rank, respectively.

INVISIBILITY POTION ITEM 3

Consumable Illusion Magical Potion

Price 8 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this potion, you're affected by a 2nd-level *invisibility* spell.

IRON MEDALLION ITEM 9

Abjuration Consumable Magical Trinket

Price 80 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt a Will save against a fear effect, but haven't rolled yet.
Requirements You have the bravery class feature.

This small medallion is usually shaped like a shield or some other symbol of protection. When you activate the medallion, treat a critical failure on the save as a failure, and treat a failure on the save as a success. Regardless of the result, you gain a +2 circumstance bonus to saves against fear for 1 minute.

JADE CAT ITEM 1

Abjuration Consumable Magical Trinket

Price 2 gp
Method of Use affixed, armor; **Bulk** –
Activation ◆ Command Activation
Requirements You are trained in Acrobatics.

A *jade cat* is typically worn as a pendant upon a suit of armor. When you activate the cat, for the next minute, you are not flat-footed when you Balance.

JAVELIN OF LIGHTNING ITEM 8

Consumable Electricity Evocation Magical

Price 54 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆◆ Operate Activation

This item functions as an expert-quality javelin. However, when you activate the javelin by throwing it, the javelin shatters immediately after leaving your hand and unleashes its magic as a 4th-level *lightning bolt* originating from your space. The bolt deals 5d12 electricity damage and has a Reflex save DC of 22.

Craft Requirements Supply a casting of *lightning bolt* (4th level).

KNAPSACK OF HALFLINGKIND ITEM 9

Conjuration Extradimensional Healing Invested Magical

Price 675 gp
Method of Use worn, backpack; **Bulk** L
Activation ◆ Operate Activation

This sturdy leather satchel contains three compartments fastened with large buttons. The first compartment is lined in blue satin and contains an extradimensional space equivalent to a *type II bag of holding*. Using it requires two hands, just like using a *bag of holding*.

The second compartment has no lining. You can pull forth master-quality cookware and cooking utensils from it. Once they have been used to prepare a meal, the items transform into master-quality plates and silverware, and they evaporate once the meal has been eaten, taking any leftovers with them. The compartment provides only kitchenware, not any food.

The third compartment is lined with plush purple velvet, and contains small objects wrapped in parchment paper. Removing and unwrapping one with an Interact action reveals a small berry tart, which the creature that unwrapped it can immediately eat with an Operate Activation action to recover 2d8+4 Hit Points. The knapsack produces four tarts per day, which appear at breakfast time. Any tarts not eaten by the end of the day evaporate.

LIGHT AMMUNITION ITEM 1

Consumable Evocation Light Magical

Price 2 gp
Ammunition any

When shot, this ammunition sheds light in a 20-foot radius for 10 minutes. If it hits a creature, it sticks to them, causing them to shed light in the same radius instead. A creature can remove the ammunition with an Interact action; it continues to glow for the rest of its duration.

LION'S SHIELD ITEM 6

Conjuration Magical

Price 245 gp
Method of Use held, 1 hand; **Bulk** 1
Activation ◇ Operate Activation; **Trigger** You Raise your Shield.

This expert-quality heavy steel shield (Hardness 6) is forged into the shape of a roaring lion's head, and it can be dented three times, rather than twice, before it becomes broken.

When Raising the Shield, you can activate it to animate the lion's head and immediately make a melee Strike with the shield as part of the Raise a Shield action. When activated in this way, the shield's biting maw becomes a martial melee weapon that deals 2d6 piercing damage and has the deadly 1d6 trait; it can't be enhanced to gain potency. Until the end of your turn, you can Strike to attack with the shield again. These subsequent Strikes don't cost Resonance Points.

LUCK BLADE ITEM 19

Divination Fortune Magical

Price 30,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◇ Focus Activation; **Trigger** You attack with the *luck blade*.

Luck and good fortune bless the wielder of this *+4 legendary shortsword*. Once per day when you dislike the result of your attack roll with the *luck blade*, you can activate the blade to reroll the attack roll. You must then use the second roll.

Furthermore, a *luck blade* contains one *wish* when crafted. You can cast this spell as an innate arcane spell while wielding the luck blade, expending the spell. A spellcaster who can cast *wish* can put another *wish* into the blade by spending 10,000 gp and 4 days of downtime. A *luck blade* can hold no more than one *wish* at a time.

Craft Requirements Supply a casting of *wish*.

MAESTRO'S INSTRUMENT ITEM 10

Enchantment Invested Magical

Price 950 gp
Method of Use held, 2 hands; **Bulk** 1
Activation ◆◆ Operate Activation

These master-quality instruments take the form of all varieties of handheld musical instruments. A *maestro's instrument* grants you a +3 item bonus to Performance checks while playing music with the instrument. Once per day, you can activate the instrument by playing it to produce the effects of a 4th-level *charm* spell.

MAGIC ARMOR ITEM 3+

Abjuration Invested Magical

Method of Use worn, armor

A suit of magic armor is simply a suit of armor with a potency rune and no property runes (for more about runes, see page 370). The armor's item bonus to AC and TAC increases by the potency value, and you also gain an item bonus to saving throws equal to the potency value.

The Prices given here are for an item of the listed quality (the lowest option) and not made of any special materials. For an item of higher than the minimum quality or that's created from special materials, add the difference between the base item's Price and the Price for a higher-quality version of the base item, or the Price for special material. For example, *+1 master full plate* would have a Price 310 gp higher than the expert-quality *+1 magic heavy armor* listed below, since expert-quality full plate costs 50 gp and master-quality full plate costs 360 gp.

Type *+1 magic light or medium armor*; **Level** 3; **Price** 60 gp
This expert light or medium armor has a *+1 armor potency* rune.
Type *+1 magic heavy armor*; **Level** 4; **Price** 100 gp
This expert heavy armor has a *+1 armor potency* rune.
Type *+2 magic armor*; **Level** 7; **Price** 360 gp
This expert armor has a *+2 armor potency* rune.
Type *+3 magic armor*; **Level** 11; **Price** 1,400 gp
This master armor has a *+3 armor potency* rune.
Type *+4 magic armor*; **Level** 15; **Price** 6,500 gp
This master armor has a *+4 armor potency* rune.
Type *+5 magic armor*; **Level** 19; **Price** 40,000 gp
This legendary armor has a *+5 armor potency* rune.

MAGIC WEAPON ITEM 4+

Evocation Magical

A magic weapon is simply a weapon with a potency rune and no property runes. (For more about runes, see page 370.) You gain an item bonus to attack rolls with the weapon equal to the value of the potency rune, and you add that number of weapon damage dice to damage rolls with the weapon. For instance, a *+1 dagger* would give you a +1 item bonus to attack with it and would deal 2d4 damage on a hit instead of 1d4. A *+2 greataxe* would give you a +2 item bonus to hit and would deal 3d12 damage.

The Prices given here are for an item of the listed quality (the lowest option) and not made of any special materials. For an item of higher than the minimum quality or that's created from special materials, add the difference between the base item's Price and the Price for a higher-quality version of the base item, or the Price for special material. For example, a *+1 master dagger* would have a Price 325 gp higher than the Price listed below, since a dagger with an item quality of expert costs 35 gp and a dagger with an item quality of master costs 360 gp.

Type *+1 magic weapon*; **Level** 4; **Price** 100 gp
This expert weapon has a *+1 weapon potency* rune.
Type *+2 magic weapon*; **Level** 8; **Price** 500 gp
This expert weapon has a *+2 weapon potency* rune.
Type *+3 magic weapon*; **Level** 12; **Price** 2,000 gp
This expert weapon has a *+3 weapon potency* rune.
Type *+4 magic weapon*; **Level** 16; **Price** 10,000 gp
This master weapon has a *+4 weapon potency* rune.
Type *+5 magic weapon*; **Level** 20; **Price** 70,000 gp
This legendary weapon has a *+5 weapon potency* rune.

MAIL OF LUCK ITEM 12

Divination Invested Magical

Price 1,900 gp
Method of Use worn, armor; **Bulk** 3
Activation ◇ Focus Activation; **Trigger** You are hit or critically hit with an attack, but damage hasn't been rolled yet.

This suit of *+2 master splint mail* has a large green gemstone inset in a prominent location. You can activate the armor once per day to force the attacker to reroll the attack roll and use the new result. This effect has the fortune trait.

Activating the armor causes the gemstone to turn gray and become inert. Its green color returns after 1 week, or when an enemy critically succeeds at an attack roll targeting you; even if the armor's power returns before a week has elapsed, it can't be activated more than once per day.

MATTOCK OF THE TITANS ITEM 19

Evocation Magical

Price 40,000 gp
Method of Use held, 2 hands; **Bulk** 16
Activation ◆◆ Operate Activation

This 15-foot-long adamantine digging tool is far too big for you to wield unless you are wearing a *belt of giant strength*, in which case you can wield it as though it were appropriately sized for you and had 2 Bulk. When used as a weapon, the *mattock of the titans* has the statistics of a master-quality *+4 adamantine keen great pick*.

While you're wielding the *mattock of the titans*, your item bonus to Athletics checks increases to +5. You can use it to loosen or push soft earth at a rate of 1 minute per 5-foot cube, or to smash solid stone at the rate of 5 minutes per 5-foot-cube.

Once per day, you can activate the mattock and dig furiously to nonmagically replicate the effects of an *earthquake* spell.

Craft Requirements You must be a titan, and the initial raw materials must include 11,200 gp of adamantine.

MENDING LATTICE ITEM 11

Abjuration Consumable Magical Trinket

Price 170 gp
Method of Use affixed, shield or weapon; **Bulk** –
Activation ◇ Command Activation; **Trigger** The affixed item would become broken or destroyed.
Requirements You are a master in Crafting.

This lattice is formed of reinforced iron shaped into a perfect octagon. When you activate the lattice, it instantly and completely repairs the affixed item.

MENTALIST'S STAFF ITEM 3+

Divination Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

This polished wooden staff bears a swirling motif suggestive of the folds of a brain. You gain a +2 circumstance bonus to checks to identify mental magic.

Type lesser; **Level** 3; **Price** 60 gp; **Maximum Charges** 1
- *daze* (cantrip)
- *mindlink* (level 1)
- *phantom pain* (level 1)

Type standard; **Level** 7; **Price** 360 gp; **Maximum Charges** 4
- *paranoia* (level 2)
- *hypercognition* (level 3)
- *phantom pain* (level 3)

Type greater; **Level** 11; **Price** 1,400 gp; **Maximum Charges** 7
- *modify memory* (level 4)
- *telepathy* (level 4)
- *phantom pain* (level 5)
- *synaptic pulse* (level 5)
- *synesthesia* (level 5)

Craft Requirements Supply one casting of each listed spell.

MESMERIZING OPAL ITEM 6

Consumable Enchantment Magical Trinket

Price 28 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt a Deception check to Feint, but you haven't rolled yet.
Requirements You are an expert in Deception.

This silver-bound opal pendant is afire with iridescent patterns. When you activate the opal, you treat a critical failure on the Deception check as a failure and a success as a critical success.

MESSENGER'S RING ITEM 10+

Enchantment Invested Magical

Method of Use worn, shoes; **Bulk** L
Activation 10 minutes (Focus Activation)

This silver signet ring changes to match the insignia of the lord or organization you serve. It grants you an item bonus to Diplomacy checks and lets you cast *message* as an innate arcane spell at will. You can spend 10 minutes using Focus Activations on a message in order to cast *dream message* to deliver it to someone's dreams.

Type standard; **Level** 10; **Price** 880 gp

The ring grants a +3 item bonus.

Type greater; **Level** 17; **Price** 14,000 gp; **Activation** 10 minutes (Focus Activation) or ◇◇◇ Command

The ring grants a +5 item bonus. You can also spend 3 Command Activation actions to cast *sending* to deliver a message to any target.

MONKEY PIN ITEM 3

Consumable Transmutation Magical Trinket

Price 6 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt an Athletics check to Climb, but you haven't rolled yet.
Requirements You are an expert in Athletics.

This small brass pin is in the shape of a monkey climbing a tree. When you activate this trinket, treat a success on the Athletics check as a critical success and a critical failure as a failure. If you critically succeed at the Athletics check, you can move your full Speed during that Climb action.

MUMMIFIED BAT ITEM 6

Consumable Divination Magical Trinket

Price 25 gp
Method of Use affixed, weapon; **Bulk** –
Activation ◇◇ Command Activation
Requirements You have the Blind-Fight class feat.

These trinkets are magically treated corpses of tiny bats bound in papyrus. When you activate the bat, you treat any adjacent unseen creature as concealed and any adjacent sensed or concealed creature as seen until the start of your next turn or until the creature moves away, whichever comes first.

MURDERER'S KNOT ITEM 7

Consumable Evocation Magical Trinket

Price 45 gp
Method of Use affixed, weapon; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You use the Twist the Knife class feat with the affixed weapon.

This black strand of leather is tied so as to make it look like a peace knot when a weapon is in its scabbard or otherwise stowed, but it does not hamper drawing the weapon in any way. When you activate the knot, Twist the Knife deals persistent bleed damage equal to the full sneak attack damage dealt by the required Strike, rather than reduced damage.

NECKLACE OF FIREBALLS ITEM 5+

Evocation Invested Magical

Method of Use worn; **Bulk** –
Activation ◇◇ Operate Activation; see text

This string of beads can be worn as a necklace or carried in a hand. (Either way, you must invest the item to be able to activate it.) When tied together as a necklace, it appears to be a hemp string with lustrous red beads of various sizes hanging from it. When held in the hand, it appears in its true form: a golden chain with golden spheres attached by fine threads.

You can spend an Operate Activation action to detach a sphere from the necklace. You must spend a second Operate Activation action to hurl the sphere up to 70 feet. (This second Operate Activation action has the ranged trait.) Where the sphere lands, it detonates as a *fireball* (see page 224).

Numerous varieties of the *necklace of fireballs* exist, each with a different Reflex save DC and a combination of spheres that deal different amounts of damage, as listed below. When all the beads are gone, the necklace can no longer be activated.

Type I; **Level** 5; **Price** 44 gp
One 6d6, two 4d6 (DC 19)

Type II; **Level** 7; **Price** 115 gp
One 8d6, one 6d6, two 4d6 (DC 21)

Type III; **Level** 9; **Price** 300 gp
One 10d6, two 8d6, two 6d6 (DC 23)

Type IV; **Level** 11; **Price** 700 gp
One 12d6, two 10d6, three 8d6 (DC 26)

Type V; **Level** 13; **Price** 1,600 gp
One 14d6, two 12d6, four 10d6 (DC 30)
Type VI; **Level** 15; **Price** 4,200 gp
One 16d6, three 14d6, four 12d6 (DC 32)
Type VII; **Level** 17; **Price** 9,600 gp
One 18d6, three 16d6, five 14d6 (DC 35)

NECTAR OF PURIFICATION ITEM 1

Consumable Magical Necromancy Oil

Price 2 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

This oil casts a 1st-level *purify food and drink* spell over any food or drink onto which it's poured. The nectar evaporates as it takes effect, leaving the taste and texture of the food or drink unaltered.

OATHBOW ITEM 10

Divination Magical

Price 1,000 gp
Method of Use held, 1 hand; **Bulk** 2
Activation ◆ Command Activation

Constructed of white wood with ornate designs carved into its surface, this master-quality *+2 composite longbow* appears to have been made by elves. Sometimes when you loose an arrow, its whistling in flight sounds like a voice whispering in Elven, wishing for the swift defeat of your enemies.

You can activate the bow by swearing an oath to destroy one creature you can see. For the next 7 days or until that creature is slain, your attacks with the bow against that creature deal 2d6 additional damage, and you gain a +2 circumstance bonus to Survival checks to Track that creature. Your critical hits against the target gain the bow's critical specialization effect (see page 183); if they would already do so, they instead increase the DC of the Athletics check to break free when critically hit to DC 20.

After you activate the bow, you can't activate it again for 7 days. If you kill the creature you've sworn an oath against, the oath ends and you need wait only 1 minute before you can activate it again.

OBFUSCATION OIL ITEM 15

Consumable Illusion Magical Oil

Price 700 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

You can spread this blue-gray gel on a single item with a Bulk of 3 or less. That object becomes immune to divination magic of 8th level or lower (such as *locate*). This oil is permanent, but it can be removed with acid. Such removal usually takes 1 minute for objects with Bulk of 1 or less, or a number of minutes equal to the item's Bulk.

OBSIDIAN RELIQUARY ITEM 12

Consumable Divine Evil Necromancy Trinket

Price 250 gp
Method of Use affixed, shield; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You use Shield Block with the affixed shield against a critical hit by a weapon attack.

This tiny stone box holds some minor relic to an evil deity. When you activate the reliquary, the effect depends on your alignment on the good–evil axis.

- **Evil** You recover 4d8 Hit Points (even if you are undead) and you gain a +1 conditional bonus to attack rolls and damage rolls until the end of your next turn.
- **Neutral** You recover 2d8 Hit Points.
- **Good** You become sick 2.

Craft Requirements You must be evil.

OIL OF ANIMATION ITEM 11

Consumable Magical Oil Transmutation

Price 175 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

You can rub this bronze-colored oil onto a melee weapon to grant it the abilities of a weapon with the *dancing* rune. Once the weapon fails a flat check and falls, this effect ends.

OIL OF KEEN EDGES ITEM 10

Consumable Magical Oil Transmutation

Price 125 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

When applied to a piercing or slashing melee weapon, this oil makes the weapon sharper and more dangerous for 1 minute, granting it the abilities of a weapon with the *keen* rune.

OIL OF MENDING ITEM 3

Consumable Magical Oil Transmutation

Price 6 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

Applying this oil to an item casts a 2nd-level *mending* spell that repairs the item. If the item was broken, it is no longer broken. If the item has Dents, it loses those Dents. This restoration doesn't restore lost pieces. For instance, if used on a text with missing pages, it wouldn't recreate the lost pages.

OIL OF POTENCY ITEM 2

Consumable Magical Oil Transmutation

Price 5 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

When you apply this oil to a nonmagical weapon or suit of armor, that item immediately becomes magically potent. The item gains a temporary *+1 potency rune* of the appropriate type, even if it isn't expert-quality or higher. This lasts for 1 minute.

OIL OF WEIGHTLESSNESS ITEM 2+

Consumable Magical Oil Transmutation

Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

You can spread this shimmering oil on an item to make it feel weightless.

Type standard; **Level** 2; **Price** 4 gp
This oil can be applied to an item of 1 Bulk or less to make its bulk negligible for 1 hour.
Type greater; **Level** 6; **Price** 25 gp
This oil can be applied to an item of 2 Bulk or less to make its bulk negligible for 8 hours.

ONYX PANTHER ITEM 5

Consumable Magical Transmutation Trinket

Price 19 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt to Sneak, but you haven't rolled yet.
Requirements You are an expert in Stealth.

This small stone is in the stylized shape of a stalking panther. When you activate the panther, you can move your full Speed instead of half your Speed on the triggering action.

OWLBEAR CLAW ITEM 1

Consumable Evocation Magical Trinket

Price 3 gp
Method of Use affixed, weapon; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You critically succeed at an attack roll with the affixed weapon.
Requirements You are an expert with the affixed weapon.

This claw set in an iron clasp and chain isn't always the claw of an owlbear, but this trinket is associated with that strange beast due to its original formula. When you activate the claw, the triggering attack gains the weapon's critical specialization effect. If you already gain the critical specialization effect for the affixed weapon, this trinket has no effect.

PANACEA ITEM 13

Consumable Healing Magical Necromancy Potion

Price 350 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

This potion attempts to counteract the effects of all curses and diseases affecting you, as well as any blindness and deafness caused by spells affecting you. The potion has a counteract level of 7 and a +20 modifier for the roll.

PENETRATING AMMUNITION ITEM 10

Consumable Magical Transmutation

Price 125 gp
Ammunition arrow, bolt
Activation ◆ Operate Activation

When you activate and shoot *penetrating ammunition*, treat the attack as a 60-foot line originating from you. You roll one attack roll and compare the result to the AC of each target in that line. The ammunition ignores up to 10 of the target's resistance, and it can penetrate walls up to 1 foot thick with Hardness 10 or less. Each target that takes damage from this ammunition also takes 1d6 persistent bleed damage.

If your attack roll result is a natural 20, you get an automatic critical success against only the first target struck, but can still get a critical hit on other targets if your result exceeds their AC by 10 or more. If you have access to your bow's critical specialization effect, *penetrating ammunition* applies that effect only against a target in the last square of the 60-foot line.

PERSONA MASK ITEM 5+

Fortune Illusion Invested Magical

Method of Use worn, mask; **Bulk** –
Activation ◆ Focus Activation (no RP cost)

Despite covering the entire face, this alabaster mask does not hinder vision or other senses. Wearing the mask grants an item bonus to Performance skill checks while acting, orating, performing comedy, or singing. The mask can be activated with a Focus Activation action with no RP cost to change the mask's appearance into an artistic rendition of a dramatic character of your choice.

Type standard; **Level** 5; **Price** 155 gp

The mask grants a +2 bonus.

Type greater; **Level** 15; **Price** 6,450 gp; **Activation** ◆ Focus Activation (no RP cost) or ◆ Focus Activation

The mask grants a +4 bonus. Once per day, when you fail a Performance check that benefits from the mask's bonus, you can Activate the mask as a reaction to change the mask's character and reroll the Performance check, using the second result.

PHYLACTERY OF FAITHFULNESS ITEM 7+

Divination Divine Invested

Method of Use worn, circlet; **Bulk** L
Activation ◆ Focus Activation

This tiny box holds a fragment of religious scripture sacred to a particular deity. The box is affixed to a leather cord and tied around your head just above your brow. You don't gain any benefit from the phylactery if you don't worship the affiliated deity. The phylactery grants you religious wisdom, manifesting as an item bonus to Religion checks. Just before you perform an action that would be anathema to the phylactery's deity, the phylactery warns you of the potential transgression. You can activate the phylactery to specifically ask for guidance about a particular course of action, gaining the effects of an *augury* spell.

Type standard; **Level** 7; **Price** 320 gp

The phylactery grants a +2 bonus, and you can ask for guidance once per day.

Type greater; **Level** 13; **Price** 2,800 gp

The phylactery grants a +4 bonus, and you can ask for guidance any number of times each day.

Craft Requirements You must worship the phylactery's deity.

PHYLACTERY OF THE OCCULT ITEM 5+

Divination Invested Occult

Method of Use worn, circlet; **Bulk** –
Activation spellcasting actions of the chosen spell, 1 RP

This amulet is usually hollow and shaped in the form of an unblinking eye; its cavity typically holds some fragment of occult text. While wearing the phylactery, you gain an item bonus to Occultism checks, and you can cast the *guidance* cantrip as an innate occult spell.

Type standard; **Level** 5; **Price** 150 gp

The phylactery grants a +2 bonus.

Type greater; **Level** 14; **Price** 4,250 gp

The phylactery grants a +4 bonus, and you can activate it to cast *dream message* (4th level) as an innate occult spell.

PLATE ARMOR OF THE DEEP ITEM 13

Abjuration Invested Magical

Price 2,800 gp
Method of Use worn, armor; **Bulk** 4

This suit of *+3 full plate* is decorated with a wave and fish-scale motif. While wearing it, you take no Speed reduction or armor check penalty when Swimming, gain a +3 item bonus to Athletics checks to Swim, can breathe underwater, and can converse with any water-breathing creature that has a language.

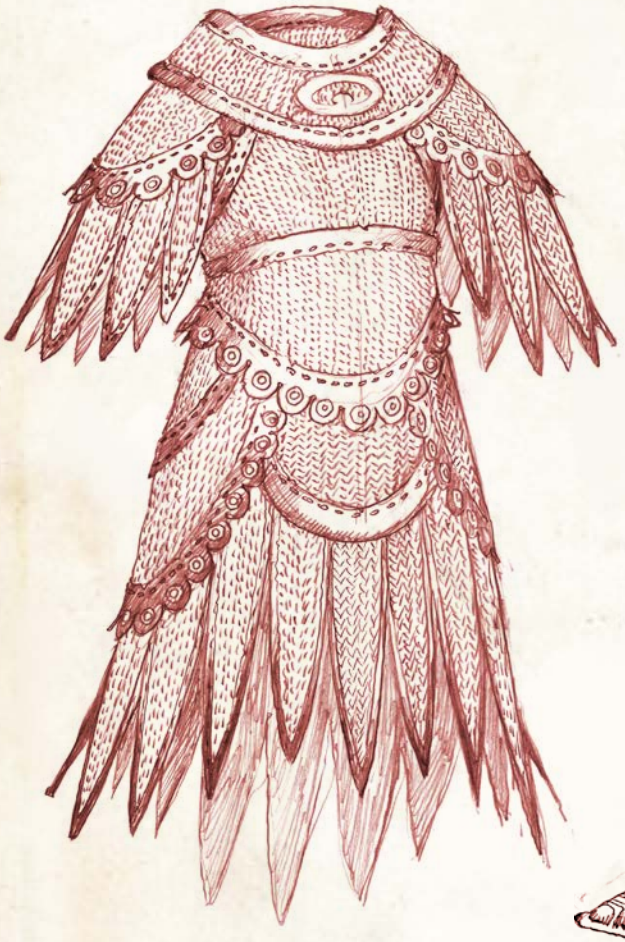
STORIED ITEMS

In contrast to the more common items many players covet (see page 395), other items work best if they reflect the stories they've been a part of, the places they've traveled, and the people they've met. Characters are more likely to hold on to items that have meaning to them.

Characters might receive *boots of elvenkind* as a gift from an elf they rescue in their early days as adventurers. Later in their career, they might visit that same elf's home village in the forests of Kyonin. After protecting his home from demonic invaders, they receive a gift from the village's leaders: a *cloak of elvenkind*! This item might even have a customized flourish to make it more special, like an embroidered scene on the lining depicting the heroes battling alongside their elven allies.

Even simple items can have a minor alteration to make them more memorable, like a *persona mask* with the name of every play a previous owner performed in scribed on the interior.

CELESTIAL ARMOR





BOOTS OF ELVENKIND

PERSONA MASK

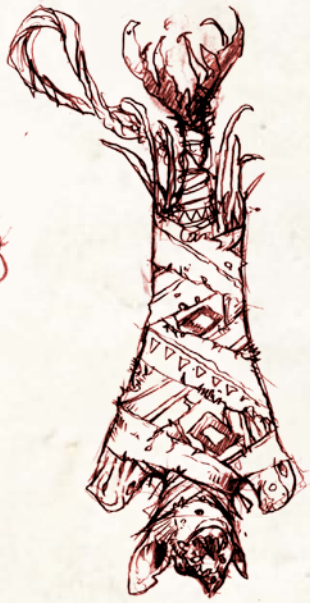


AEON STONES



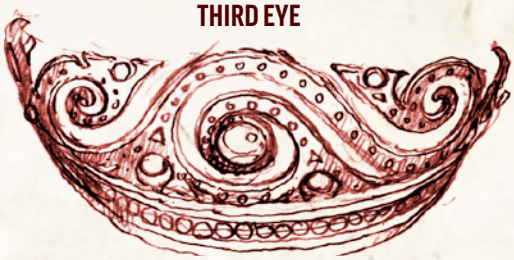
WHISPER OF THE FIRST LIE





MUMMIFIED BAT

THIRD EYE



POSSIBILITY TOME ITEM 18

Magical Divination

Price 20,000 gp
Method of Use held, 2 hands; **Bulk** 2
Activation ◆◆◆ Focus Activation

An array of semiprecious stones is set into the ornate silver and beaten-copper cover of this thick and weighty tome. If you open the book before activating it, its vellum pages are blank and pristine.

When you activate the *possibility tome*, choose a single skill with the Recall Knowledge activity (or a single category of Lore, if you choose that skill). Once activated, the book features pages and pages of information about that skill, though only you can see the information. While the pages are full, you can spend an Interact action perusing the book just before attempting a check to Recall Knowledge with the chosen skill. This grants you a +5 item bonus to the check, and you treat a critical failure as a failure instead. The information within the book disappears after 24 hours or when someone activates the tome again.

POTENCY CRYSTAL ITEM 1

Consumable Evocation Magical Trinket

Price 2 gp
Method of Use affixed, nonmagical weapon; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You make an attack with the affixed weapon, but you haven't rolled yet.

This fluorite crystal glows with a strange phosphorescence. When you activate the crystal, treat the affixed weapon as a *+1 magic weapon* for the attack, gaining a +1 item bonus to the attack roll and increasing the damage on a hit by one additional weapon damage die.

POTION OF DISGUISE ITEM 7+

Consumable Polymorph Potion Transmutation

Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon imbibing this potion, you take on the appearance of a different creature for 2d12 hours, receiving the effects of the spell that would be required to produce the transformation (such as *animal form* or *humanoid transformation*). Drinking the potion doesn't impart the knowledge of how long the effect lasts; the GM rolls the duration in secret. The disguise doesn't change your statistics or give you any of the special abilities of the creature you're imitating, with the exception of what items you can hold or wear (for example, your new form might lack opposable thumbs).

Drinking this potion uses the same rules as the Impersonate use of Deception. Onlookers always assume you're the chosen type of creature unless they're actively Seeking, and you gain a +4 conditional bonus to your Deception DC against such Perception checks.

The potion maintains your own size, if possible, but can enlarge you up to one size or shrink you by any number of sizes. For example, if you are Medium and drink a *potion of green dragon disguise*, you'll take on the appearance of a Medium green dragon. If you drink a *potion of disguise* that would enlarge you by more than one size category (from Medium to Huge, for example), the magic is negated and the potion is wasted.

Type standard; **Level** 7; **Price** 40 gp

This potion transforms you into a particular type of creature; for example, it could be a *potion of elf disguise*, *potion of frog disguise*, or *potion of fire giant disguise*. When crafting a standard *potion of disguise*, you must have a bit of blood, hair, or flesh of the creature the potion will allow the drinker to imitate. The creature has to be of a specific kind, such as "house cat" or "lion" rather than just "cat," or "fire giant" or "ogre" rather than just "giant."

Type greater; **Level** 10 (Uncommon); **Price** 120 gp

A *greater potion of disguise* lets you picture the form you want to change into as you drink it, and it changes you into that form. You can attempt to imitate a specific unique creature in this way, though you don't automatically pass as that specific creature.

POTION OF FLYING ITEM 8+

Consumable Magical Potion Transmutation

Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this effervescent concoction, you gain a fly Speed of 40 feet.

Type standard; **Level** 8; **Price** 60 gp; **Duration** 1 minute
Type greater; **Level** 14; **Price** 600 gp; **Duration** 1 hour

POTION OF LEAPING ITEM 5

Consumable Magical Potion Transmutation

Price 15 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

For 10 minutes after you drink this fizzy potion, you can cast the 1st-level *jump* spell as an innate spell at will.

POTION OF QUICKNESS ITEM 6

Consumable Magical Potion Transmutation

Price 30 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

Upon drinking this thin, metallic potion, you gain the benefit of *haste* for 1 minute.

POTION OF RESISTANCE ITEM 5+

Abjuration Consumable Magical Potion

Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

By drinking this thick, fortifying potion, you gain resistance against a single type of energy damage for 1 hour. Each *potion of resistance* is created to defend against acid, cold, electricity, fire, or sonic damage (such as an *potion of fire resistance* or a *greater potion of cold resistance*).

Type lesser; **Level** 5; **Price** 18 gp

You gain resistance 5 to the appropriate energy type.

Type standard; **Level** 9; **Price** 80 gp

You gain resistance 10 to the appropriate energy type.

Type greater; **Level** 13; **Price** 360 gp

You gain resistance 15 to the appropriate energy type.

POTION OF SWIMMING ITEM 6

Consumable Magical Potion Transmutation

Price 25 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

This potion tastes like saltwater, and sandy grit

settles to the bottom of its container. When you drink it, you gain a swim Speed equal to your land Speed for 10 minutes.

POTION OF TONGUES ITEM 10

Consumable Divination Magical Potion

Price 100 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

For 6 hours after drinking this sour potion, it enlivens your tongue with unusual flavors and uncommon eloquence, allowing you to speak and understand all languages, including nonverbal ones such as sign language, though the potion doesn't allow you to read these languages in their written form.

POTION OF WATER BREATHING ITEM 3

Consumable Magical Potion Transmutation

Price 6 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Operate Activation

This filmy, gray potion smells of an old fish midden, and tastes even worse. After drinking this potion, you gain the effects of a 2nd-level *water breathing* spell for 1 hour.

PRIMEVAL MISTLETOE ITEM 6+

Invested Primal Transmutation

Method of Use held, 1 hand; **Bulk** –
Activation ◆◆ Operate Activation

This sprig of holly and mistletoe doesn't wilt or rot. It can be used as a primal focus, and it also grants the creature holding it an item bonus to Nature checks. You can activate the mistletoe by squeezing juice from one of the berries and smearing it onto a nonmagical club or staff to cast *shillelagh* upon it. Once per day, you can twine the sprig around the wrist of one hand and touch a tree to cast *tree shape* upon yourself, except you become a vine on the tree instead of a tree.

Type standard; **Level** 6; **Price** 230 gp

The sprig grants a +2 bonus.

Type greater; **Level** 14; **Price** 4,250 gp

The sprig grants a +4 bonus. Once per day, you can plant the *primeval mistletoe* into natural earth or stone. The plant immediately sprouts into an area of holly bushes that don't impede movement and that pulse with positive energy, replicating the effects of a *field of life* spell. This lasts for up to 1 minute, as long as you continue to spend an action each round to concentrate on the effect. When you stop concentrating or the duration ends, the holly bushes revert back into the original *primeval mistletoe*.

REFLECTING SHIELD ITEM 17

Abjuration Magical

Price 13,000 gp
Method of Use held, 1 hand; **Bulk** L
Activation ◆ Command Activation; **Trigger** You are targeted by a spell.

This legendary-quality light silver shield (Hardness 8) is polished like a mirror. The shield functions as a *spellguard shield* (see page 408). In addition, once per day when you're targeted by a spell, you can activate the shield to attempt to reflect the spell on its caster as per *spell turning* (8th level) with a spell roll of +25.

Craft Requirements Supply a casting of *spell turning*.

RETURNING CLASP ITEM 2

Conjuration Consumable Magical Teleportation Trinket

Price 4 gp
Method of Use affixed, shield or weapon; **Bulk** –
Activation ◆ Command Activation
Requirements You have the Quick Draw class feat, you are wearing the paired copper ring (see text), and you are within 400 feet of the affixed item. Unlike most trinkets, you can activate the *returning clasp* even when you're not wielding the affixed item.

This copper adornment comes paired with a thin copper ring. When you activate the clasp, the affixed item immediately appears in the hand wearing the ring. If the hand wearing the ring is full when you activate this trinket, the item you were holding falls to the ground in your space and the affixed item appears in your now-empty hand.

RHINO HIDE ITEM 9

Invested Magical Transmutation

Price 640 gp
Method of Use worn, armor; **Bulk** 2

This *+2 hide armor* is made from rhinoceros hide. It has an armor check penalty of –1 instead of –3. When you use the Sudden Charge class feat while wearing this armor, your Strike deals 2d6 additional damage.

Craft Requirements The initial raw materials must include 320 gp of rhinoceros hide (a common material).

RING OF CLIMBING ITEM 12

Invested Magical Transmutation

Price 1,750 gp
Method of Use worn; **Bulk** –

This thick golden band bears claw motifs that dig deep into sheer surfaces when you are Climbing. This ring grants you a climb Speed equal to half your land Speed. Penalties to your Speed (including those from your armor) apply to this climb Speed.

RING OF COUNTERSPELLS ITEM 10

Abjuration Invested Magical

Price 925 gp
Method of Use worn; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You are targeted by or within the area of the spell stored within the ring.

This ornate silver ring bears two competing geometric designs of brightly colored and wildly clashing inlaid gemstones. A spellcaster can cast a single spell into this ring as long as no spell is currently stored within. If they're successful, the spell's effect does not occur, and the spell's power is instead stored within the ring. While the ring has a spell stored within, if you are the target or within the area of another casting of the stored spell while you wear the ring, you can activate the ring as a reaction to attempt to dispel the triggering spell (see page 197). Once you do, the stored spell's energy is spent, though you can cast or have someone else cast a new spell into the ring later.

You can use a Command Activation on the ring without spending Resonance Points to harmlessly expend the stored spell, emptying the ring and allowing you to place another spell into it.

When you invest a *ring of counterspells*, you immediately know the name and level of the spell stored inside, if any. A *ring*

of counterspells found as treasure has a 50% chance of having a spell stored in it. The GM determines that spell.

RING OF ENERGY RESISTANCE ITEM 6+

Abjuration Invested Magical

Method of Use worn; **Bulk** –

This ring grants you protection against one type of energy damage: acid, cold, electricity, fire, or sonic. Each ring is crafted to protect against a particular type of energy damage that can't be changed later, and its design usually embodies the type of energy it protects the wearer from in some way. For instance, a *ring of fire resistance* might be capped with a ruby, whereas a *ring of cold resistance* features a sapphire instead.

Type lesser; **Level** 6; **Price** 245 gp; **Resistance** 5

Type standard; **Level** 10; **Price** 975 gp; **Resistance** 10

Type greater; **Level** 14; **Price** 4,400 gp; **Resistance** 15

RING OF LIES ITEM 6+

Enchantment Invested Magical

Method of Use worn; **Bulk** –

Activation ◆◆ Operate Activation

This plain silver ring has an almost oily sheen. While wearing the standard version, you gain an item bonus to Deception checks. You can activate the ring by spinning it around your finger to magically throw your voice.

Type standard; **Level** 6; **Price** 215 gp

The ring grants a +2 bonus, and activating the ring grants the effects of a 1st-level *ventriloquism* spell (DC 20).

Type greater; **Level** 13; **Price** 2,600 gp

The ring grants a +4 bonus, and activating the ring grants the effects of a 2nd-level *ventriloquism* spell (DC 30), allowing you to sound like a different sort of creature.

RING OF MANIACAL DEVICES ITEM 10+

Divination Invested Magical

Method of Use worn; **Bulk** –

Activation 10 minutes (Operate Activation)

This ring seems like simple tarnished brass, but when you wear it, it enhances your curiosity about traps and devices of all kinds. You can spend an Interact action to pull a set of thieves' tools from the ring. These tools appear in your hand and fold back into the ring if they would leave your possession. They grant you an item bonus to Thievery checks to Disable a Device, and the ring's insights grant you the same bonus to Crafting checks to Craft and Repair traps and snares.

You can activate the ring to create a *glyph of warding* containing a specific spell. You can have only one such glyph active at a time.

Type standard; **Level** 10; **Price** 975 gp

The tools grant a +3 bonus, and the ring creates a 4th-level *glyph of warding* containing *fireball*.

Type greater; **Level** 18; **Price** 4,250 gp

The tools grant a +5 bonus, and the ring creates an 8th-level *glyph of warding* containing *prismatic spray*.

RING OF SWIMMING ITEM 12

Magical Invested Transmutation

Price 1,750 gp

Method of Use worn; **Bulk** –

This blue metal ring grants you a swim Speed equal to half your land Speed. Speed penalties (including from your armor) apply to this swim Speed.

RING OF THE RAM ITEM 5+

Evocation Force Invested Magical

Method of Use worn; **Bulk** –

Activation ◆ Operate Activation; see text

This heavy iron ring is shaped to look like the head of a ram. While wearing the ring, you can call forth a ram-shaped force to strike at one foe that you can see within 50 feet. You activate the ring by pointing your fist at an enemy as an Operate Activation action, and you can spend up to 2 subsequent Operate Activation actions to intensify its power; your final action gains the attack trait. If you succeed at a ranged attack against the target's TAC, you deal an amount of force damage determined by the ring's version for each Operate Activation action you spent.

In addition, the force attempts to push the target back, with the effects of a Shove action. The modifier on the Athletics check depends on the ring's version. You can't move with the target as part of this Shove, it doesn't take your multiple attack penalty, and if the check result is a critical failure, you aren't knocked prone. After using the *ring of the ram*, you can't use it again for 1 minute.

Type standard; **Level** 5; **Price** 160 gp

The ring deals 2d6 force damage for each Operate Activation action spent, and the modifier to Shove is +13.

Type greater; **Level** 12; **Price** 1,950 gp

The ring deals 3d6 force damage for each Operate Activation action spent, and the modifier to Shove is +23. When you spend 3 Operate actions on the *greater ring of the ram*, you can disperse the force in multiple directions, targeting any number of enemies within 20 feet instead of one target within 50 feet.

RING OF WIZARDRY ITEM 7+

Arcane Divination Invested

Method of Use worn; **Bulk** –

This ring is made from the purest platinum and is covered in esoteric arcane symbols. While wearing the *ring of wizardry*, you gain a +2 item bonus to Arcana checks and can prepare three additional arcane spells each day if you prepare arcane spells, or cast three additional arcane spells each day if you cast arcane spells spontaneously. If you take off the ring for any reason, these additional spells are lost and cannot be regained until the following day's daily preparations.

No more than two of the spells prepared or cast using the ring can be of the same spell level, and each version of the ring has a maximum spell level it allows you to prepare or cast. Even if you can cast arcane spells in a variety of different ways (such as if you are a draconic sorcerer with the wizard multiclass archetype), you can still prepare or cast only three additional arcane spells, though you can divide those three spells as you wish among your various sources of arcane spells.

Wearing more than one *ring of wizardry* has no effect.

Type lesser; **Level** 7; **Price** 360 gp; **Maximum Spell Level** 1st

Type standard; **Level** 9; **Price** 700 gp; **Maximum Spell Level** 2nd

Type greater; **Level** 12; **Price** 2,000 gp; **Maximum Spell Level** 3rd

Type major; **Level** 14; **Price** 4,500 gp; **Maximum Spell Level** 4th

Craft Requirements You must be an arcane spellcaster.

ITEM CRAFTING

If even one of your player characters is trained in Crafting, you'll want to provide means and the downtime necessary for that activity. This is especially true if a character has the Alchemical Crafting or Magical Crafting feat.

While giving such characters enough downtime is essential, so is providing access to workshops and the means to purchase the raw material for their creations. Crafting characters often want to create a home base or foster a relationship with a guild or other network to facilitate their crafting. Guilds often provide workspace and the means for purchasing raw materials, but they often require adherence to codes of conduct and have other expectations of their members. Of course, finding, maintaining, and even protecting such a workspace, guild, or network can be an adventure in its own right.



ROBE OF EYES ITEM 17

Divination Invested Magical

Price 13,000 gp
Method of Use worn, garment; **Bulk** 1
Activation ◆ Operate Activation

This garment appears to be an ordinary robe until donned, at which point numerous strange and alien eyes of varied shapes and colors open and blink across its fabric. While wearing the robe, you gain a +4 item bonus to Perception checks, and you constantly benefit from the effects of a 2nd-level *see invisibility* spell. You can also see powerful magic auras. The highest-level magic aura within 30 feet of you glows in a color that reveals its school to you and allows you to determine the 5-foot-cube from which the effect originates.

You can activate the robe to create a magic eye (with the same effect as a 5th-level *prying eye* spell); as with the spell, you must concentrate on the eye using Focus Activation actions, though it costs no further Resonance Points to concentrate on the effect in this way.

The *robe of eyes* is not without its dangers. If any spell with the light trait is cast on you or your square while you are wearing the robe, you are blinded for a number of rounds equal to the spell's level (minimum 1) unless you succeed at a Fortitude save against the light spell's DC.

ROBE OF THE ARCHMAGI ITEM 11+

Abjuration Arcane Invested

Method of Use worn, garment; **Bulk** 1
Activation ◆ Command Activation; **Trigger** You attempt a saving throw against an arcane spell, but you haven't rolled yet.

Embroidered with fine silver thread creating ornate arcane patterns, these robes come in a variety of colors, depending on their attuned alignment. Good robes are white, neutral robes are gray, and evil robes are black. An evil or good robe gains the appropriate trait. The robes function only for characters who can cast arcane spells and whose alignment matches the robe. If your alignment does not match the robe, or you are not an arcane spellcaster, you are instead stupefied 2 while wearing a *robe of the archmagi*. This condition can't be removed in any way until you remove the robe.

While wearing the robes, you gain the benefits of *mage armor* (at a level depending on the type of robes), an item bonus to Arcana checks, a +1 circumstance bonus to saving throws against arcane spells, and resistance to damage dealt by arcane spells. In addition, once per day you can activate the robe to automatically treat your saving throw outcome against the triggering arcane spell as a success.

Type standard; **Level** 11; **Price** 1,400 gp

The robes grant a +3 bonus to Arcana checks, resistance 3, and the benefits of 4th-level *mage armor*.

Type greater; **Level** 19; **Price** 40,000 gp

The robes grant a +5 bonus to Arcana checks, resistance 6, and the benefits of 8th-level *mage armor*. You can also activate the robe when an ally within 30 feet is targeted by an arcane spell to grant that ally a success on their saving throw; you still can activate only it once per day.

Craft Requirements You must be an arcane spellcaster.

RUNESTONE ITEM 1

Consumable Magical

Price 3 gp
Method of Use held, 1 hand; **Bulk** L

These flat pieces of granite or another hard stone feature a flat surface perfect for etching an armor or weapon rune. You can etch only one rune upon a stone. Once the stone is etched, it gains the magic school trait of the rune etched upon it. When a rune is transferred from the *runestone* to another object, the *runestone* is destroyed. The Price listed is for an empty stone; a stone holding a rune adds the Price of the rune.

SALVE OF ANTIPARALYSIS ITEM 5+

Consumable Healing Magical Necromancy Oil

Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

Applying this filmy salve to a creature helps it overcome magical paralysis and possibly petrification.

Type standard; **Level** 5; **Price** 15 gp

The creature recovers as if it were the target of a 3rd-level *remove paralysis* spell.

Type greater; **Level** 11; **Price** 150 gp

The creature recovers as if it were the target of a 6th-level *remove paralysis* spell and a *stone to flesh* spell.

SALVE OF SLIPPERINESS ITEM 5

Consumable Magical Oil Transmutation

Price 15 gp
Method of Use held, 2 hands; **Bulk** L
Activation ◆ Operate Activation

This grease can be applied to armor to make it extremely slippery for 8 hours. This grants the wearer a +4 item bonus to Acrobatics checks to Escape or Squeeze.

SAVIOR SPIKE ITEM 3

Abjuration Consumable Magical Trinket

Price 6 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You attempt to Grab an Edge, but you haven't rolled yet.
Requirements You are an expert in Acrobatics.

This pyramid-shaped spike is attached to the chest of a suit of armor. When you activate the spike, it shoots out a strand of force to help you to gain purchase. Treat a success on the Acrobatics check as a critical success, and a critical failure as a failure.

SCROLL OF GLITTERDUST ITEM 3

Consumable Evocation Magical Scroll

Price 8 gp
Activation Cast a Spell (1 RP)
Method of Use held, 1 hand; **Bulk** L

This scroll can be used to cast *glitterdust* as a 2nd-level spell (spell roll cap +10).

Craft Requirements Supply a casting of *glitterdust*.

SCROLL OF ILLUSORY DISGUISE ITEM 1

Consumable Illusion Magical Scroll

Price 3 gp
Activation Cast a Spell (1 RP)
Method of Use held, 1 hand; **Bulk** L

This scroll can be used to cast *illusory disguise* as a 1st-level spell (spell roll cap +8).

Craft Requirements Supply a casting of *illusory disguise*.

SKELETON KEY ITEM 5+

Magical Transmutation

Method of Use held, 1 hand; **Bulk** –
Activation ◇ Operate Activation; **Trigger** You attempt to Pick a Lock, but haven't rolled yet.

A grinning skull peers out from the ornate bow of this macabre key. This key gives you an item bonus to Thievery checks when you use it in place of thieves' tools when attempting to Pick a Lock. If the *skeleton key* becomes broken due to a critical failure, it works as standard-quality thieves' tools and loses its powers until repaired. The key has additional powers based on its type.

Type standard; **Level** 5; **Price** 125 gp

The key grants a +2 bonus. Once per day, you can activate the skeleton key to cast *knock* (2nd level).

Type greater; **Level** 13; **Price** 2,400 gp

The key grants a +4 bonus. You can activate the key any number of times per day.

SKY HAMMER ITEM 19

Evocation Magical

Price 40,000 gp
Method of Use held, 1 hand; **Bulk** 1
Activation ◇ Command Activation; **Trigger** Your attack roll with the *sky hammer* is a critical success.

The sturdy, steel head of this *+4 legendary orichalcum flaming shock warhammer* is shaped like a comet blazing down from the heavens.

Whenever you critically hit with the *sky hammer*, you can activate it to cast a 6th-level *fireball* spell, centered on the *sky hammer*, as an innate arcane spell. You are immune to the *fireball*'s effect, but any allies in its area are not.

Craft Requirements Supply a casting of *fireball* (6th level), and the initial raw materials must include 10,000 gp of orichalcum.

SLEEP ARROW ITEM 2

Consumable Enchantment Magical Mental Sleep

Price 5 gp
Ammunition arrow
Activation ◆ Operate Activation

An activated *sleep arrow* deals no damage, but a living creature hit by it is subject to the effects of a *sleep* spell (DC 16).

Craft Requirements Supply a casting of *sleep*.

SLIPPERS OF SPIDER CLIMBING ITEM 6

Invested Magical Transmutation

Price 215 gp
Method of Use worn, shoes; **Bulk** L
Activation ◆ Command Activation

When activated, these soft slippers of fine gray silk allow you to walk on vertical surfaces, or even to move upside down along ceilings. You gain a 20-foot climb Speed that doesn't require you to use your hands for 1 minute. Once activated, the slippers can't be activated again for 10 minutes. The slippers require decent traction for you to walk on a wall, so they provide no benefit when you're moving across greased, icy, or oiled surfaces.

MORE SCROLLS

The scrolls listed on the previous page are only a small sample, using low-level spells that often appear on scrolls. The full rules for making scrolls of other spells appear on page 378.

SPELL DUELIST'S GLOVES ITEM 8+

Evocation Invested Magical

Method of Use held, 1 hand; **Bulk** L
Activation ◆ Command Activation, ◆ Operate Activation

These velvet gloves enhance the flow of magic through their fingertips. They grant their wearer an item bonus to non-weapon melee touch attack rolls.

Once per day, you can activate the gloves to cast a specific spell.

Type lesser; **Level** 8; **Price** 500 gp

The gloves grant a +1 bonus and contain *touch of idiocy*.

Type standard; **Level** 12; **Price** 2,000 gp

The gloves grant a +2 bonus and contain *shocking grasp* (4th level).

Type greater; **Level** 16; **Price** 10,000 gp

The gloves grant a +3 bonus and contain *purple worm sting*.

Type supreme; **Level** 20; **Price** 70,000 gp

The gloves grant a +4 bonus and contain *uncontrollable dance*.

SPELL DUELIST'S WAND ITEM 8+

Evocation Invested Magical Wand

Method of Use held, 1 hand; **Bulk** L
Activation Cast a Spell (1 RP)

These special wands are tipped with potent magical crystals and infused with mystical essence. As with normal wands, you can use a *spell duelist's wand* to perform Somatic Casting actions. If you do so with a spell that requires a non-weapon ranged attack, you gain an item bonus to your attack roll with that spell.

Spell duelist's wands have no charges. Instead, they allow you to cast their spell once per day, and their spells can be of a level higher than 4.

Type lesser; **Level** 8; **Price** 500 gp

The wand grants a +1 bonus and contains *acid arrow*.

Type standard; **Level** 12; **Price** 2,000 gp

The wand grants a +2 bonus and contains *enervation*.

Type greater; **Level** 16; **Price** 10,000 gp

The wand grants a +3 bonus and contains *disintegrate*.

Type supreme; **Level** 20; **Price** 70,000 gp

The wand grants a +4 bonus and contains *polar ray*.

SPELL SLIVER ITEM 17

Abjuration Consumable Magical Trinket

Price 1,900 gp
Method of Use affixed, weapon; **Bulk** –
Activation ◇ Focus Activation; **Trigger** Your Strike deals sneak attack damage to a target.

Requirements You have the Dispelling Slice class feat.

Made from a treated sliver of cold iron, this trinket makes it easier for you to dispel magical effects. Your Strike gains Dispelling Slice's enhancement; if the triggering attack was already a Dispelling Slice, you can attempt to dispel effects on

the target twice. Either way, treat your dispel as if it were a 10th-level spell.

SPELLGUARD SHIELD ITEM 6

Abjuration Magical

Price 240 gp
Method of Use held, 1 hand; **Bulk** 1

While you have this expert-quality heavy steel shield (Hardness 6) raised, you gain its circumstance bonus to saving throws against spells that target you.

SPELLSTRIKE AMMUNITION ITEM 3+

Consumable Magical Transmutation

Ammunition any
Activation Cast a Spell (1 RP)

You activate *spellstrike ammunition* by casting a spell into the ammunition. The spell must be of a spell level the ammunition can hold and must affect one or more targets. If the attack roll with the ammunition is a success, that target is affected as if it were the target of the spell in addition to taking damage from the attack as normal. If the creature isn't a valid target for the spell, it still takes damage from the attack, but the spell fails.

The ammunition affects only the target hit, even if the spell would normally affect more than one target. The spell uses your spell roll and spell DC.

The maximum level of spell the ammunition can hold determines its item level and Price.

Level 3; **Price** 7 gp; **Maximum Spell Level** 1st
Level 5; **Price** 16 gp; **Maximum Spell Level** 2nd
Level 7; **Price** 38 gp; **Maximum Spell Level** 3rd
Level 9; **Price** 75 gp; **Maximum Spell Level** 4th
Level 11; **Price** 150 gp; **Maximum Spell Level** 5th
Level 13; **Price** 325 gp; **Maximum Spell Level** 6th
Level 15; **Price** 700 gp; **Maximum Spell Level** 7th
Level 17; **Price** 1,600 gp; **Maximum Spell Level** 8th
Level 19; **Price** 4,000 gp; **Maximum Spell Level** 9th

STAFF OF ABJURATION ITEM 5+

Abjuration Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

This intricately carved wooden staff is warm to the touch and thrums with inner energy. You gain a +2 circumstance bonus to checks to identify abjuration magic.

Type lesser; **Level** 5; **Price** 160 gp; **Maximum Charges** 2
- *shield* (cantrip)
- *alarm* (level 1)
- *feather fall* (level 1)
- *endure elements* (level 2)
- *resist energy* (level 2)

Type standard; **Level** 9; **Price** 700 gp; **Maximum Charges** 6
- *alarm* (level 3)
- *dispel magic* (level 3)
- *dimensional anchor* (level 4)
- *resist energy* (level 4)

Type greater; **Level** 13; **Price** 3,000 gp; **Maximum Charges** 9
- *banishment* (level 5)
- *endure elements* (level 5)
- *dispel magic* (level 6)
- *repulsion* (level 6)

Craft Requirements Supply a casting of all listed spells.

STAFF OF CONJURATION ITEM 5+

Conjuration Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

Carved animal and monster heads cap this staff, and they seem to transform and animate when the staff is used to summon creatures. You gain a +2 circumstance bonus to checks to identify conjuration magic.

Type lesser; **Level** 5; **Price** 160 gp; **Maximum Charges** 2
- *tanglefoot* (cantrip)
- *summon monster* (level 1)
- *unseen servant* (level 1)
- *obscuring mist* (level 2)
- *phantom steed* (level 2)
- *summon monster* (level 2)

Type standard; **Level** 9; **Price** 700 gp; **Maximum Charges** 6
- *stinking cloud* (level 3)
- *summon monster* (level 3)
- *creation* (level 4)
- *phantom steed* (level 4)
- *summon monster* (level 4)

Type greater; **Level** 13; **Price** 3,000 gp; **Maximum Charges** 9
- *black tentacles* (level 5)
- *summon monster* (level 5)
- *phantom steed* (level 6)
- *summon monster* (level 6)

Craft Requirements Supply a casting of all listed spells.

STAFF OF DIVINATION ITEM 5+

Divination Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

Numerous semi-precious gemstones emerge, seemingly at random, from the surface of this gnarled wooden staff. Gazing into their interior planes and marveling at their inspiring inclusions grants you uncanny divinatory insight. You gain a +2 circumstance bonus to checks to identify divination magic.

Type lesser; **Level** 5; **Price** 160 gp; **Maximum Charges** 2
- *detect magic* (cantrip)
- *true strike* (level 1)
- *comprehend language* (level 2)
- *darkvision* (level 2)
- *see invisibility* (level 2)

Type standard; **Level** 9; **Price** 700 gp; **Maximum Charges** 6
- *clairaudience* (level 3)
- *darkvision* (level 3)
- *clairvoyance* (level 4)
- *comprehend language* (level 4)
- *telepathy* (level 4)

Type greater; **Level** 13; **Price** 3,000 gp; **Maximum Charges** 9
- *sending* (level 5)
- *prying eye* (level 5)
- *telepathy* (level 6)
- *true seeing* (level 6)

Craft Requirements Supply a casting of all listed spells.

STAFF OF ENCHANTMENT ITEM 5+

Enchantment Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

A mesmerizing transparent gemstone caps the head of this handsomely crafted wooden staff. You gain a +2 circumstance bonus to checks to identify enchantment magic.

Type lesser; **Level** 5; **Price** 160 gp; **Maximum Charges** 2
- *daze* (cantrip)
- *charm* (level 1)
- *command* (level 1)
- *hideous laughter* (level 2)
- *touch of idiocy* (level 2)

Type standard; **Level** 9; **Price** 700 gp; **Maximum Charges** 6
- *paralyze* (level 3)
- *charm* (level 4)
- *confusion* (level 4)
- *paralyze* (level 4)
- *suggestion* (level 4)

Type greater; **Level** 13; **Price** 3,000 gp; **Maximum Charges** 9
- *command* (level 5)
- *crushing despair* (level 5)
- *feeblemind* (level 6)

Craft Requirements Supply a casting of all listed spells.

STAFF OF EVOCATION ITEM 5+

Evocation Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

This staff is tapered at the base and carved into a gem-studded twist at the top. You gain a +2 circumstance bonus to checks to identify evocation magic.

Type lesser; **Level** 5; **Price** 160 gp; **Maximum Charges** 2
- *ray of frost* (cantrip)
- *magic missile* (level 1)
- *shocking grasp* (level 1)
- *acid arrow* (level 2)
- *glitterdust* (level 2)

Type standard; **Level** 9; **Price** 700 gp; **Maximum Charges** 6
- *lightning bolt* (level 3)
- *magic missile* (level 3)
- *fireball* (level 4)
- *weapon storm* (level 4)

Type greater; **Level** 13; **Price** 3,000 gp; **Maximum Charges** 9
- *cone of cold* (level 5)
- *chain lightning* (level 6)
- *magic missile* (level 5)
- *wall of force* (level 6)

Craft Requirements Supply a casting of all listed spells.

STAFF OF FIRE ITEM 3+

Evocation Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

This rugged wooden staff resembles a blackened and burned length of ashen wood. It smells faintly of soot and glows from within as if lit by embers. You can spend an Interact action to touch the tip of this staff to a torch, tinder, or other highly flammable substances to ignite a flame.

Type lesser; **Level** 3; **Price** 60 gp; **Maximum Charges** 1
- *produce flame* (cantrip)
- *burning hands* (level 1)

Type standard; **Level** 7; **Price** 360 gp; **Maximum Charges** 4
- *burning hands* (level 2)
- *flaming sphere* (level 2)
- *flaming sphere* (level 3)
- *fireball* (level 3)

Type greater; **Level** 11; **Price** 1,400 gp; **Maximum Charges** 7
- *fire shield* (level 4)
- *fireball* (level 4)
- *wall of fire* (level 4)
- *fireball* (level 5)
- *wall of fire* (level 5)

Craft Requirements Supply a casting of all listed spells.

STAFF OF HEALING ITEM 3+

Invested Magical Necromancy Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

Made of smooth white wood, this staff is capped at each end with a golden cross adorned with a multitude of ruby cabochons. A *staff of healing* adds an item bonus to the Hit Points you restore any time you cast the *heal* spell using your own spell slots, using charges from the staff, or from channel energy.

Type minor; **Level** 3; **Price** 60 gp; **Maximum Charges** 3
The item bonus to *heal* spells is +1.
- *stabilize* (cantrip)
- *heal* (level 1)

Type lesser; **Level** 7; **Price** 360 gp; **Maximum Charges** 5
The item bonus to *heal* spells is +2.
- *heal* (level 2)
- *restoration* (level 2)
- *restore senses* (level 2)
- *heal* (level 3)
- *remove disease* (level 3)

Type standard; **Level** 11; **Price** 1,400 gp; **Maximum Charges** 7
The item bonus to *heal* spells is +3.
- *heal* (level 4)
- *restoration* (level 4)
- *breath of life* (level 5)
- *heal* (level 5)
- *remove disease* (level 5)

Type greater; **Level** 15; **Price** 6,500 gp; **Maximum Charges** 9
The item bonus to *heal* spells is +4.
- *heal* (level 6)
- *restoration* (level 6)
- *restore senses* (level 6)
- *heal* (level 7)
- *regenerate* (level 7)
- *remove disease* (level 7)

Craft Requirements Supply a casting of all listed spells.

STAFF OF ILLUSION ITEM 5+

Illusion Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

This ornately designed metal staff shines with precious inlays of gold. When you cast a spell from the staff, the illusory image of something you desire flashes across its surface. You gain a +2 circumstance bonus to checks to identify illusion magic.

Type lesser; **Level** 5; **Price** 160 gp; **Maximum Charges** 2
- *ghost sound* (cantrip)
- *illusory disguise* (level 1)
- *illusory object* (level 1)
- *illusory creature* (level 2)
- *item facade* (level 2)
- *ventriloquism* (level 2)

Type standard; **Level** 9; **Price** 700 gp; **Maximum Charges** 6
- *illusory disguise* (level 3)
- *item facade* (level 3)
- *illusory creature* (level 4)
- *veil* (level 4)

Type greater; **Level** 13; **Price** 3,000 gp; **Maximum Charges** 9
- *illusory scene* (level 5)
- *veil* (level 5)
- *hallucination* (level 6)
- *mislead* (level 6)

Craft Requirements Supply a casting of all listed spells.

STAFF OF NECROMANCY ITEM 5+

Invested Magical Necromancy Staff

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

Hideous skull and bone motifs make this twisted staff look grim and sinister. You gain a +2 circumstance bonus to checks to identify necromancy magic.

Type lesser; **Level** 5; **Price** 160 gp; **Maximum Charges** 2
- *chill touch* (cantrip)
- *grim tendrils* (level 1)
- ray of enfeeblement (level 1)
- *deafness* (level 2)
- *gentle repose* (level 2)

Type standard; **Level** 9; **Price** 700 gp; **Maximum Charges** 6
- *blindness* (level 3)
- *vampiric touch* (level 3)
- *grim tendrils* (level 4)
- *enervation* (level 4)

Type greater; **Level** 13; **Price** 3,000 gp; **Maximum Charges** 9
- *cloudkill* (level 5)
- *gentle repose* (level 5)
- *grim tendrils* (level 6)
- *vampiric exsanguination* (level 6)

Craft Requirements Supply a casting of all listed spells.

STAFF OF POWER ITEM 16

Evocation Invested Magical Staff

Price 10,000 gp
Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

This staff of magically hardened wood is topped with a silver sculpture depicting magical runic symbols. When used as a weapon, a *staff of power* functions as a *+3 staff*.

Voluntarily destroying a *staff of power* unleashes an incredible blast as the arcane energy ripples out, then dissipates. While wielding the staff, you can break it using an Interact action. This releases a 30-foot-burst magical explosion that deals 2d10 force damage per charge remaining in the staff (Reflex DC 32 half, or no damage on a critical success), and you take full damage with no saving throw. A creature reduced to 0 Hit Points by this damage dies instantly; this is a death effect.

This staff can hold up to 11 charges.
- *ray of enfeeblement* (level 1)
- *continual flame* (level 2)
- *levitate* (level 3)
- *globe of invulnerability* (level 4)
- *paralyze* (level 4)
- *magic missile* (level 5)
- *wall of force* (level 6)
- *cone of cold* (level 7)
- *fireball* (level 7)
- *lightning bolt* (level 7)

Craft Requirements Supply a casting of all listed spells.

STAFF OF TRANSMUTATION ITEM 5+

Invested Magical Staff Transmutation

Method of Use held, 1 hand; **Bulk** 1
Activation Cast a Spell (1 RP)

A glass orb atop this splendid metal staff contains a quantity of fine sand that seems to shift and undulate on its own accord. You gain a +2 circumstance bonus to checks to identify transmutation magic.

Type lesser; **Level** 5; **Price** 160 gp; **Maximum Charges** 2
- *sigil* (cantrip)
- *fleet step* (level 1)
- *jump* (level 1)
- *enlarge* (level 2)
- *humanoid transformation* (level 2)

Type standard; **Level** 9; **Price** 700 gp; **Maximum Charges** 6
- *feet to fins* (level 3)
- *jump* (level 3)
- *gaseous form* (level 4)
- *shape stone* (level 4)

Type greater; **Level** 13; **Price** 3,000 gp; **Maximum Charges** 9
- *humanoid transformation* (level 5)
- *baleful polymorph* (level 6)
- *dragon form* (level 6)
- *flesh to stone* (level 6)

Craft Requirements Supply a casting of all listed spells.

STONE BULLET ITEM 14

Consumable Magical Transmutation

Price 600 gp
Ammunition sling bullet
Activation ◆ Operate Activation

This sling bullet looks like a petrified serpent's eye. A creature hit by an activated *stone bullet* is subject to the effects of a 6th-level *flesh to stone* spell (DC 31).

Craft Requirements Supply a casting of *flesh to stone*.

STORM ARROW ITEM 10

Air Consumable Electricity Evocation Magical

Price 125 gp
Ammunition arrow
Activation ◆◆ Operate Activation

The head of this arrow is made from gleaming copper. When you hit a creature with an activated *storm arrow*, the arrow deals the weapon's normal damage and the creature is struck by a bolt of lightning and buffeted by raging winds. The target must attempt a DC 25 Reflex saving throw. If this arrow is shot from a weapon with the *shock* property, the save DC increases to 27, though the attack still doesn't benefit from the *shock* property itself.

Success The creature takes half damage and is not affected by the winds.

Critical Success The creature takes no electricity damage and is not affected by the winds.

Failure The creature takes 4d12 electricity damage. It also takes a –2 circumstance penalty to ranged attack rolls for 1 round and is hampered 10 while flying for 1 round.

Critical Failure The creature takes double damage. It also takes a –2 circumstance penalty to ranged attack rolls for 1 minute and is hampered 10 while flying for 1 minute.

STURDY SHIELD ITEM 2+

Abjuration Magical

Method of Use held, 1 hand; **Bulk** 1 for a light shield, 2 for a heavy shield

This shield has higher hardness than a nonmagical shield (see below) and can take 1 additional Dent before becoming broken.

Type expert light wooden; **Level** 2; **Price** 35 gp; **Hardness** 6

Type expert light steel; **Level** 4; **Price** 90 gp; **Hardness** 8

Type expert heavy wooden; **Level** 5; **Price** 140 gp; **Hardness** 8

Type expert heavy steel; **Level** 7; **Price** 340 gp; **Hardness** 10

Type master heavy steel; **Level** 9; **Price** 675 gp; **Hardness** 13

Type master light adamantine; **Level** 10 (Uncommon); **Price** 1,000 gp; **Hardness** 15; **Craft Requirements** Initial raw materials must include 300 gp of adamantine.

Type master heavy adamantine; **Level** 12 (Uncommon); **Price** 1,800 gp; **Hardness** 18; **Craft Requirements** Initial raw materials must include 350 gp of adamantine.

Type legendary heavy steel; **Level** 17; **Price** 14,000 gp; **Hardness** 17

Type legendary heavy adamantine; **Level** 18 (Uncommon); **Price** 22,500 gp; **Hardness** 21; **Craft Requirements** Initial raw materials must include 7,500 gp of adamantine.

SUNSTONE BEADS ITEM 13

Consumable Evocation Magical Trinket

Price 400 gp
Method of Use affixed, weapon; **Bulk** –
Activation ◇ Focus Activation; **Trigger** Your turn begins.
Requirements You have the weapon specialization class feature and are legendary with the affixed weapon.

A string of *sunstone beads* is typically wrapped around the cross guard or shaft of a weapon. When you activate the beads, you can use a press action or activity as your first action this turn, even if you don't have a multiple attack penalty.

SWIFT BLOCK CABOCHON ITEM 7

Abjuration Consumable Magical Trinket

Price 44 gp
Method of Use affixed, shield; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You take damage from a physical attack while you don't have the affixed shield raised.

This clear quartz cabochon attaches to the center of your shield. When you activate the cabochon, you can use the Shield Block reaction even if you hadn't raised the affixed shield.

THIRD EYE ITEM 19

Divination Invested Magical

Price 40,000 gp
Method of Use worn; **Bulk** –
Activation ◆◆ Focus Activation, ◆◆ Command Activation

When invested, this ornate crown and its incandescent gemstone meld into your head and take the form of a tattoo. This grants you extrasensory sight and allows you to read auras. No one but you can manipulate the *third eye* while it's invested by you—they pass right through it. Your heightened senses and ability to sense emotional auras grant you a +5 item bonus to Perception checks.

You gain the effects of a 9th-level *detect magic* spell, except you see the location of all auras within 30 feet, not just the strongest. If you use a Seek action to study a creature you can see, you can perceive an aura that conveys knowledge of that creature's health, including all conditions and afflictions it has and its relative percentage of remaining Hit Points.

Finally, you can activate the *third eye* to gain the effects of an 8th-level *true seeing* spell.

THURIBLE OF REVELATION ITEM 5+

Divination Divine Invested

Method of Use held, 1 hand; **Bulk** 1
Activation ◆◆◆ Operate Activation

This brass censer that dangles on a length of chain is typically adorned with swirling Celestial text, though some versions are instead made of iron and feature Infernal or even Abyssal text. Regardless of its construction or adornment, it can be activated by burning a bit of incense worth at least 10 gp inside it. For the next hour, as long you are holding the thurible in one hand, you gain an item bonus to Religion checks, and you treat a critical failure to Read Scripture as a failure instead.

Type standard; **Level** 5; **Price** 140 gp

The thurible grants a +2 bonus.

Type greater; **Level** 16; **Price** 9,500 gp

The thurible grants a +4 bonus. While the thurible is activated, you can hold it up to your eyes as an Interact action. When you do so, you benefit from the effect of *true seeing* for 1 minute as long as you continue to hold the thurible up to your eyes and peer through its smoke; after the minute of *true seeing* ends, the thurible's activation ends.

TRACKER'S GOGGLES ITEM 5+

Invested Magical Transmutation

Method of Use worn, eyepiece; **Bulk**–

These simple lenses of forest-green glass are bound in rough leather stitched with crude twine. While wearing these goggles, you gain an item bonus to Survival

checks to Sense Direction and Track. If you fail a check to Track, you can try again after 30 minutes rather than an hour.

Type standard; **Level** 5; **Price** 135 gp

The goggles grant a +2 bonus.

Type greater; **Level** 13; **Price** 2,600 gp

The goggles grant a +4 bonus. If you fail a check to Track, you can try again after 15 minutes rather than an hour.

TRAVELER'S ANY-TOOL ITEM 6

Magical Transmutation

Price 200 gp

Method of Use held, 2 hands; **Bulk** 1

Activation ◆ Operate Activation, ◆ Focus Activation

Before it's activated, this item appears to be an ash rod capped with steel on either end. When activated, it transforms to any standard- or expert-quality item in Chapter 6 that has "repair kit" or "tool" in its name, following the mental specifications you imagine as part of your Focus Activation. This transforms the wooden portion into any haft and the metal caps into spades, hammer heads, or the like. You can return the item to its rod form with an Interact action.

TRUESIGHT POTION ITEM 14

Consumable Divination Magical Potion

Price 500 gp

Method of Use held, 1 hand; **Bulk** L

Activation ◆ Operate Activation

Upon drinking this clear, refreshing potion, you can see things as they actually are. You gain the benefits of a 7th-level *true seeing* spell that has a spell roll of +21.

UNHOLY WATER ITEM 1

Consumable Divine Evil Splash

Price 2 gp

Method of Use held, 1 hand; **Bulk** L

An evil deity's curse lies upon this vial of water. You activate a vial of unholy water by throwing it as a Strike with a range of 20 feet; this doesn't require an expenditure of Resonance Points. Unholy water deals 1d6 evil damage and 1 evil splash damage. Unholy water damages only creatures that have a weakness to evil damage, as well as all celestials.

VANISHING COIN ITEM 9

Consumable Illusion Magical Trinket

Price 85 gp

Method of Use affixed, armor; **Bulk** –

Activation ◇ Focus Activation; **Trigger** You attempt a Stealth check for initiative, but haven't rolled yet.

Requirements You are a master in Stealth.

This copper coin dangles from a leather strip strung through a hole drilled into the coin's center. It's usually tied just below the throat on a suit of armor. Until it is activated, the coin becomes invisible for a few seconds every few minutes, but always at random intervals. When you activate the coin, you gain the benefits of a 2nd-level *invisibility* spell until the end of your next turn.

VERDANT STAFF ITEM 5+

Divination Invested Magical Staff

Method of Use held, 1 hand; **Bulk** 1

Activation Cast a Spell (1 RP)

This living oak branch grows leaves in spring, changes color in autumn, and sheds its leaves in winter. You gain a +2 circumstance bonus to Nature checks to identify specific plants.

Type standard; **Level** 5; **Price** 160 gp; **Maximum Charges** 2

- *tanglefoot* (cantrip)
- *shillelagh* (level 1, can target the *verdant staff*)
- *barkskin* (level 2)
- *entangle* (level 2)
- *shape wood* (level 2)
- *tree shape* (level 2)

Type greater; **Level** 11; **Price** 1,400 gp; **Maximum Charges** 7

- *wall of thorns* (level 3)
- *barkskin* (level 4)
- *speak with plants* (level 4)
- *plant form* (level 5)
- *wall of thorns* (level 5)

Craft Requirements Supply a casting of all listed spells.

VINE ARROW ITEM 3

Conjuration Consumable Magical

Price 6 gp

Ammunition arrow

Activation ◆ Command Activation

Leafy stalks protrude from the shaft of this rustic arrow. When an activated *vine arrow* hits a creature, the arrow's shaft splits and grows, wrapping the target in vines. The creature is entangled for 2d4 rounds, or until it breaks free with a successful DC 17 Athletics check.

VIPER ARROW ITEM 4

Conjuration Consumable Magical

Price 12 gp

Ammunition arrow

Activation ◆ Command Activation

The shaft of this arrow is covered in fine green scales, and its iron head comes to a pair of points almost like fangs. When an activated *viper arrow* hits a creature, the arrow transforms into a viper. The arrow deals its normal damage, and the target is affected by the viper's poison, as if it had been bitten. The viper then lands in an open space adjacent to the target.

The viper has the summoned trait and acts at the end of your turn, even though you didn't use the Concentrate on a Spell action. It is under the GM's control, but it generally attacks the creature the arrow struck. The viper vanishes after 1 minute or when slain.

Craft Requirements Supply a casting of *summon monster.*

VIPER'S FANG ITEM 14

Consumable Evocation Magical Trinket

Price 550 gp

Method of Use affixed, weapon; **Bulk** –

Activation ◇ Focus Activation; **Trigger** You succeed at an Attack of Opportunity with the affixed weapon, and you haven't used a *viper's fang* since your last turn.

Requirements You are a master with the affixed weapon.

Sometimes these trinkets are resin-strengthened viper skulls; other times they are carvings of a viper baring its teeth. When you activate the fang, the triggering Attack of Opportunity does not count against your reactions for the turn.

VIRTUOSO'S INSTRUMENT ITEM 18

Enchantment Invested Magical

Price 23,000 gp
Method of Use held, 2 hands; **Bulk** 1
Activation ◆◆ Operate Activation

These legendary-quality instruments take the form of all varieties of handheld musical instruments. They bear exquisite designs and produce transcendent music that seems to travel farther and resonate longer. You gain a +5 item bonus to Performance while playing music with a *virtuoso's instrument*. Once per day, you can activate the instrument by playing it to produce the effects of an 8th-level *charm* spell.

WAND OF HEAL ITEM 2+

Magical Necromancy Wand

Method of Use held, 1 hand; **Bulk** L
Activation Cast a Spell (1 RP)

Golden end caps on the ends of this stout wand of white wood are adorned with ruby cabochons. The gems seem to sparkle less brilliantly each time the wand is used. You can activate the wand to cast a *heal* spell of the indicated level.

Type 1st level; **Level** 2; **Price** 27 gp; **Spell Roll Cap** +8
Type 2nd level; **Level** 4; **Price** 72 gp; **Spell Roll Cap** +10
Type 3rd level; **Level** 6; **Price** 180 gp; **Spell Roll Cap** +12
Type 4th level; **Level** 8; **Price** 405 gp; **Spell Roll Cap** +14
Craft Requirements Supply a casting of *heal* of the listed level.

WAND OF MAGIC MISSILE ITEM 2+

Magical Evocation Wand

Method of Use held, 1 hand; **Bulk** L
Activation Cast a Spell (1 RP)

A polished metal sphere tops this spiral-shaped wand. You can activate the wand to cast a *magic missile* spell of the indicated level.

Type 1st level; **Level** 2; **Price** 27 gp; **Spell Roll Cap** +8
Type 3rd level; **Level** 6; **Price** 180 gp; **Spell Roll Cap** +12
Craft Requirements Supply a casting of *magic missile* of the listed level.

WAYFINDER ITEM 2

Evocation Magical

Price 27 gp
Method of Use held, 1 hand; **Bulk** –
Activation ◆ Command Activation

This compact compass features ancient technology repurposed to draw fantastic powers from the *aeon stones* the lost Azlanti empire held sacred thousands of years ago. It serves as a badge of office for agents of the Pathfinder Society and as a status symbol among adventurers of any stripe. A *wayfinder* functions as a compass, and you can activate it with a command word to cast the *light* cantrip on the *wayfinder*.

An indentation in the middle of the *wayfinder* can hold a single *aeon stone* (see page 380). Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but protects the stone from being stolen or noticed as easily. You must invest the stone when you place it in the *wayfinder* in order to gains its benefits. An invested *aeon stone* slotted in a *wayfinder* also grants its resonant power. If you have more than one *wayfinder* with an invested *aeon stone* on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them.

MORE WANDS

The wands listed on this page are only a small sample, using low-level spells that are useful to have in wands. The full rules for making wands of other spells appear on page 380.

WHISPER OF THE FIRST LIE ITEM 17+

Enchantment Invested Magical

Method of Use worn; **Bulk** –

This delicate necklace contains bottled whispers distilled from an astral source rumored to be connected to the first lie ever told. While wearing the necklace, you gain a +5 item bonus to Deception checks, and you can attempt to counteract effects that would force you to tell the truth or determine whether you are lying. Success on this counteract attempt lets you ignore the effect, rather than removing the effect entirely.

Type standard; **Level** 17; **Price** 14,000 gp

The counteract level is 7 with a spell roll of +25

Type greater; **Level** 20 (Uncommon); **Price** 60,000 gp; **Activation** ◆ Operate Activation, ◆ Focus Activation, ◆ Command Activation; **Craft Requirements** Supply a casting of *fabricated truth*.

The counteract level is 9 with a spell roll of +30. You can activate the necklace by unstoppering the vial and releasing the lie, creating the effect of a *fabricated truth* but forever thereafter reducing the item to the standard version.

WINGED BOOTS ITEM 12

Invested Magical Transmutation

Price 2,000 gp
Method of Use worn, shoes; **Bulk** L
Activation ◆ Command Activation, ◆ Operate Activation

Made from soft leather, with delicate white wings attached to the heel, these boots are ensorcelled with powerful air magic. Whenever you fall while wearing these boots, you immediately gain the benefits of a *feather fall* spell. The boots won't trigger again for 10 minutes afterwards.

You can activate the boots by reciting the command word and clicking their heels together to cause the wings to flap rapidly, granting you a fly Speed of 30 feet for 1 minute.

WOLF FANG ITEM 1

Consumable Evocation Magical Trinket

Price 4 gp
Method of Use affixed, armor; **Bulk** –
Activation ◇ Focus Activation; **Trigger** You succeed at a Trip.
Requirements You are trained in Athletics.

This wolf canine is bound in a strip of leather and tied to a buckle or strap of a suit of armor. When you activate the fang, you deal bludgeoning damage equal to your Strength modifier to the target of your Trip, or you add your Strength modifier to any bludgeoning damage the Trip would already deal.

APPENDIX 1: TRAITS

The following is a list of traits and their effects in the game. Some traits have rules attached, while others are indicators of how other rules interact with an ability, item, or creature. A trait that has complex rules includes a page reference to the full breakdown of the trait elsewhere in this book.

Abjuration Effects and magic items with this trait are associated with the abjuration school of magic, typically involving protections, wards, or countermagic.

Acid Effects with this trait deal acid damage. An item with Hardness 5 or lower takes 1 extra Dent from acid damage. Creatures with this trait have a magical connection to acid.

Activate (page 376) An action with this trait is used as part of the Activate an Item activity.

Additive Alchemists use additives. Feats with this trait allow you to spend actions to add special substances to bombs or elixirs. You can add only one additive to a single alchemical item, and attempting to add another spoils the item. You can typically take actions with the additive trait only when you're creating an infused alchemical item, and some can be used only with the Quick Alchemy action.

Agile The multiple attack penalty you take on the second attack each turn with this weapon is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Air Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a magical connection to the element.

Alchemical Alchemical items are powered by reactions of alchemical reagents, sometimes sparked by the user's Resonance Points. Alchemical items aren't magical, and they don't radiate a magical aura. Characters can Craft these items only if they have the Alchemical Crafting feat (see pages 162-163).

Alchemist This indicates abilities from the alchemist class.

Animal An animal is a creature with a relatively low Intelligence. They typically do not have an Intelligence ability score over 3, can't speak languages, and can't be trained in Intelligence-based skills.

Animal Order This gives druids of the animal order an extra benefit.

Arcane This spell or magic item comes from an arcane spellcaster or from the arcane magical tradition.

Archetype (page 279) This feat belongs to an archetype.

Attached An attached weapon must be combined with another piece of gear in order 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, but only if you're wielding the shield. 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 removed from one item and attached to another with successful use of the Crafting skill. If an item is destroyed, its attached weapon can usually be salvaged.

Attack This ability grants an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty (see page 305).

Auditory 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 is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect makes sound.

Backstabber When you hit a flat-footed creature, this weapon deals 1 precision damage. The damage increases to 2 if the weapon is master quality or to 3 if it's legendary.

Backswing You can use this weapon's momentum from a miss 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.

Barbarian This indicates abilities from the barbarian class.

Bard This indicates abilities from the bard class.

Bomb (page 359) Alchemical bombs are a type of alchemical item that must be thrown instead of activated. Most of them explode, dealing damage to their target and splash damage to other nearby creatures.

Cantrip (page 193) A spell with this trait can be cast at will and automatically heightens to the highest level spell you can cast.

Chaotic Chaotic effects often manipulate energy from chaos-aligned Outer Planes and are anathema to lawful divine servants or divine servants of lawful deities. A creature with this trait is chaotic in alignment. An ability with this trait can be selected or used by chaotic creatures only.

Charge 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.

Cleric This indicates abilities from the cleric class.

Clumsy This armor's Dexterity modifier cap also applies to Reflex saves and on all Dexterity-based skill and ability checks that don't have the attack trait.

Cold Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

Composition (page 64) Compositions are special spells available to bards.

Concentrate It takes a degree of mental concentration and discipline to use this type of action.

Conjuration Effects and magic items with this trait are associated with the conjuration school of magic, typically involving summoning, creation, teleportation, or moving things from place to place.

Consecration 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 consecration effect attempts to dispel the old one (see page 197).

Consumable An item with this trait can be used only once. Unless stated otherwise, the item is destroyed after activation, though in some cases, part of it might be recoverable for other purposes.

For instance, while a potion is a consumable item, the vial the potion comes in is not destroyed after the potion is activated.

When a character creates consumable items, she can make them in batches of four, as described in the Craft activity (see page 148).

Contact (page 360) This poison activates on touch.

Curse A curse is an effect that places some long-term affliction on a creature. Curses are always magic and are typically the result of a spell or trap.

Darkness (page 197) Darkness effects extinguish light in the area, including less powerful magical light. Darkness and light effects can negate one another.

Deadly On a critical hit, a weapon with this trait adds a weapon damage die of the listed size. This damage increases to two dice if the weapon is master quality and three dice if the weapon is legendary. For instance, a master-quality rapier deals 2d6 additional piercing damage on a critical hit.

Death (page 296) A death effect kills living creatures more easily.

Dedication (page 279) You must select a feat with this trait to start following an archetype.

Detection Effects with this trait attempt to determine the presence or location of a person, thing, or aura. Most effects with the detection trait also have the divination trait.

Dinosaur These reptiles have survived from prehistoric times.

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 a bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to treat it as a normal failure. On a critical success, you still need a free hand if you want to take the item.

Disease Effects with this trait apply one or more diseases. Diseases are typically afflictions (see pages 324–325).

Divination Effects and magic items with this trait are associated with the divination school of magic, typically involving obtaining or transferring information.

Divine This spell or magic item comes from deific power, from a divine spellcaster, or from the divine magical tradition.

Downtime This ability can be used only during the downtime between adventures.

Druid This indicates abilities from the druid class.

Dwarf A creature with this trait is one of the dwarves, stout folk who often live underground and typically have darkvision. An ability with this trait can be used or chosen only by dwarves. A weapon with this trait is created and used by dwarves.

Earth Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a magical connection to the element.

Electricity Effects with this trait deal electricity damage. A creature with this trait has a magical connection to electricity.

Elf A creature with this trait is one of the elves, mysterious people with rich traditions of magic and scholarship who typically have low-light vision. An ability with this trait can be used or chosen only by elves. A weapon with this trait is created and used by elves.

Elixir (page 359) The alchemical items called elixirs must be drunk to be activated.

Emotion These effects alter a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

Enchantment Effects and magic items with this trait are associated with the enchantment school of magic, typically involving mind control, emotional alteration, and other mental effects.

Evil Evil effects often manipulate energy from evil-aligned Outer Planes and are anathema to good divine servants or divine servants of good deities. A creature with this trait is evil in alignment. An ability with this trait can be selected or used by evil creatures only.

Evocation Effects and magic items with this trait are associated with the evocation school of magic, typically involving energy and other elemental forces.

Extradimensional This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it is removed.

Fatal The fatal trait includes a die size. On a critical hit, all the weapon's damage dice increase to that die size instead of the normal size, and another weapon damage die of the listed size is added to the damage roll.

Fear Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.

Fighter This indicates abilities from the fighter class.

Finesse You can use your Dexterity modifier instead of your Strength modifier when making attack rolls with this melee weapon. You still use Strength when calculating damage.

Fire Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a magical connection to the element.

Force Effects with this trait deal force damage or create objects made of pure magical force.

Forceful This weapon becomes more dangerous when you build up momentum. When you attack with the weapon more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack adds a circumstance bonus to damage equal to double the number of weapon damage dice.

Fortune (page 293) Effects that improve your destiny or luck have the fortune trait. They usually change the results of your dice rolls. Fortune and misfortune cancel each other out.

Fragile If fragile armor takes a Dent, it's automatically broken.

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 forth. You can't attack with a free-hand weapon if you're wielding anything in that hand or using the hand for something else. When you're not wielding anything and not 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 in it.

General Any character, regardless of ancestry and class, can take a general feat as long as they meet the prerequisites.

Gnome A creature with this trait is one of the gnomes, 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 chosen only by gnomes. A weapon with this trait is created and used by gnomes.

Goblin A creature with this trait can come from multiple tribes of creatures, including small and canny goblins, militaristic hobgoblins, and hulking, savage 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.

Good Good effects often manipulate energy from good-aligned Outer Planes and are anathema to evil divine servants or divine servants of evil deities. A creature with this trait is good in alignment. An ability with this trait can be selected or used only by good creatures.

Half-Elf A creature with this trait is part human and part elf. An ability with this trait can be used or chosen only by half-elves.

Halfling A creature with this trait is one of the halflings, small people considered to be lucky and friendly wanderers. An ability with this trait can be used or chosen only by halflings. A weapon with this trait is created and used by halflings.

Half-Orc A creature with this trait is part human and part orc. An ability with this trait can be used or chosen only by half-orcs.

Healing A healing effect restores a creature's body in some way, typically by restoring Hit Points, but sometimes by removing other debilitating effects.

Heritage Ancestry feats that have the heritage trait are feats that your character can select only at 1st level. Unlike with other feats, you cannot retrain your character to learn a heritage feat or to change her existing heritage feat at any point. Your character can never have more than one heritage feat.

Human A creature with this trait is one of the humans, a diverse array of people known for their adaptability. An ability with this trait can be used or chosen only by humans.

Humanoid Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

Illusion Effects and magic items with this trait are associated with the illusion school of magic, typically involving false or magically altered sensory stimuli.

Infused An alchemical item with the infused trait doesn't cost its crafter any Resonance Points to activate (whether using Operate Activation or any other relevant action), though anyone else must spend Resonance Points to activate it normally. An infused item is potent for only 24 hours, after which it becomes inert. Alchemists create infused items.

Ingested (page 360) This poison activates when consumed.

Inhaled (page 360) This poison activates when inhaled.

Injury (page 360) This poison activates on a damaging Strike.

Invested An item that a character needs to prepare by investing it with a Resonance Point (see page 377) has the invested trait. Most invested items are worn, like armor, clothing, or jewelry. None of the magical effects of the item apply if the character hasn't invested it, though the character still gains any normal benefits from the physical item (like a hat keeping rain off a character's head).

Lawful Lawful effects often manipulate energy from law-aligned Outer Planes and are anathema to chaotic divine servants or divine servants of chaotic deities. A creature with this trait is lawful in alignment. An ability with this trait can be selected or used by lawful creatures only.

Leaf Order This gives druids of the leaf order an extra benefit.

Light (page 197) Light effects generate light. Darkness and light effects can negate one another.

Lingual A lingual effect depends on language comprehension. A lingual effect that targets a creature works only if the target understands the language you are using. Effects with the lingual trait are also likely to have the auditory trait.

Litany Litanies are special champion powers, typically used by paladins and requiring a single action. Usually a creature you target with a litany becomes bolstered against all of your litanies.

Magical Magical items are imbued with magical energies. Each one radiates a magic aura infused with its dominant school of magic (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation). A character can craft these items only if she has the Magical Crafting feat (see page 168).

Some items 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 indicates that the item is magical.

Manipulate You must physically manipulate an item or make gestures to use this type of action. Creatures without a suitable appendage cannot perform actions with this trait. Manipulate actions often trigger reactions.

Mechanical A hazard with this trait—typically a trap—is a constructed physical object.

Mental Mental spells affect the target's mind. They have no effect on mindless creatures or objects. Mental can also appear as a damage type for spells that deal damage through psychic trauma.

Metamagic Metamagic feats trigger when you begin casting a spell and typically require you to spend an additional spellcasting action to alter the spell's effects. You can't use metamagic feats if adding an action to the spell would make the spell require more actions than you have remaining on your turn. Because most metamagic feats have the same trigger, you usually can't use more than one metamagic feat per spell.

Mindless A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental ability scores are 1. They are immune to all mental effects.

Minion A creature with this trait can use only 2 actions per turn and can't use reactions. A minion acts on your turn in combat when you spend an action to issue it verbal commands (this action has the concentrate trait). If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for at least 1 minute, mindless minions don't act, whereas intelligent ones act as they please.

Misfortune (page 293) The misfortune trait appears on spells that cause you ill fortune. They usually change the results of your dice rolls. Fortune and misfortune can cancel each other out.



Monk This indicates abilities from the monk class. If this trait appears on a weapon, monks can use that weapon with their abilities that normally require unarmed attacks.

Morph Spells that slightly alter a creature's form have the morph trait. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the first morph effect is immediately dismissed.

Your morph effects can also be dismissed if you are polymorphed and the polymorph effect invalidates or overrides your morph effect. For instance, a morph that sharpened your fingers into claws would be dismissed if you polymorphed into a form that lacked hands, and a morph that gave you wings would be dismissed if you polymorphed into a form that had wings of its own (however, if your new form lacked wings, you'd keep the wings from your morph). The GM determines which morph and polymorph effects can be used together and which can't.

Move This action involves moving from one space to another in some way. Attacks of Opportunity and other reactions are triggered when a creature within a certain distance of the reactor moves from one space to another (see page 311).

Multiclass (page 279) Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name.

Mutagen (pages 359–360) The alchemical elixirs called mutagens change the imbiber's mental and physical characteristics.

Necromancy These effects and magic items are associated with the necromancy school of magic, typically involving life and death.

Negative Effects with this trait heal undead creatures with negative energy, deal negative damage to living creatures, or manipulate negative energy.

Noisy This armor's check penalty to Stealth checks increases by 1.

Nonlethal All attacks made with this weapon are nonlethal (see page 294) and are used to knock creatures unconscious instead of killing them.

Oath Feats with the oath trait always add an additional tenet to the paladin's code, and a paladin can usually have only one such feat.

Occult This spell or magic item comes from an occult spellcaster or from the occult magical tradition.

Oil (page 378) An oil is a liquid magic item applied to the surface of an item or creature.

Open You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

Orc A creature with this trait is one of the orcs, green-skinned people with a reputation as warmongers. Orcs tend to have darkvision. An ability with this trait can be used or chosen only by orcs (including half-orcs). A weapon with this trait is created and used by orcs and half-orcs.

Paladin This indicates abilities from the paladin class.

Parry This weapon can be used defensively to block attacks. While wielding this weapon, you can spend an action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Plant 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.

Those that manipulate plants have no effect in a dead area with no plants.

Poison These effects deliver a poison or deal poison damage. An item with the poison trait is poisonous and might cause an affliction (see pages 324–325).

Polymorph These effects transform the target into a new form. Neither a creature nor an object can be under the effect of more than one polymorph effect at a time. If a creature or object comes under the effect of a second polymorph effect, the second polymorph effect dispels the first one. Unless otherwise stated, spells with the polymorph trait don't allow the target to take on the appearance of a specific creature, but rather just a generic creature of a general type or ancestry.

Positive Effects with this trait heal living creatures with positive energy, deal positive energy damage to undead, or manipulate positive energy.

Possession 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 much damage as mental damage.

A possessor loses the benefits of any of its active spells or abilities, though it gains the benefits of the target's active spells and abilities. 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, and spell DC; this includes any invested items where applicable (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 and reactions 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 becomes dying as normal and the possession ends immediately. If the target reaches 0 Hit Points first, the possessor can choose to either go 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.

Potent (page 345) When a character Invests an Item with this trait, the item improves one of that character's ability scores, either increasing it to 18 or increasing it by 2, whichever grants the higher ability score. A potent item grants this benefit only the first time it's invested within a 24-hour period, and a character can benefit from only one potent item at a time.

Potion (page 378) A creature activates and consumes these magical liquids by drinking them as an Operate Activation.

Prediction Effects with this trait determine what is likely to happen in the near future. Most predictions are divinations.

Press An action with the press trait can be used only if you are currently affected by a multiple attack penalty. Some actions with the press trait also grant an effect on a failure. Effects on a failure can be gained only if the action took a –4 multiple attack penalty or worse. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds or critically succeeds but deals no damage and causes no other effects (typically due to resistance), you can apply the failure effect instead.

Prestige (page 279) Archetypes with the prestige trait represent the pinnacle of power and ability in a narrow field of expertise. You can never have more than one prestige archetype dedication feat.

Primal This spell or magic item comes from the untamed forces of nature, from a primal spellcaster, or from the primal magical tradition.

Propulsive You add half your Strength modifier to damage rolls with a propulsive ranged weapon so long as your Strength modifier is not negative. If you have a negative Strength modifier, you add your full Strength modifier instead.

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

Ranger This indicates abilities from the ranger class.

Reach This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.

Revelation Effects with this trait see things as they truly are. Most revelations are divinations.

Rogue This indicates abilities from the rogue class.

Scroll (page 378) A spell can be written on a piece of parchment called a scroll to be cast later.

Scrying A scrying effect lets you see, hear, or otherwise get sensory information from a distance from a sensor or apparatus, rather than your own eyes and ears.

Secret (page 293) This trait indicates that the GM rolls the check for this ability in secret.

Shadow Magic with this trait manipulates or depends on shadows or the energy of the Shadow Plane.

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 (if any) as a bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to treat the outcome as a normal failure.

Skill A feat with the skill trait improves your skills and their uses or gives you new uses for a skill.

Snare (page 357) Traps typically made by rangers, snares follow special rules that allow them to be constructed quickly and used on the battlefield.

Sonic 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 than an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.

Sorcerer This indicates abilities from the sorcerer class.

Special (page 354) A material with the special trait is harder to find or work than normal. They can be substituted for base materials when you are constructing items.

Spellcasting This action is used as part of the Cast a Spell activity.

Splash (page 359) When a character uses a thrown weapon with the splash trait (such as an alchemical bomb or holy water), she doesn't add her Strength modifier to the damage roll. A splash weapon can deal splash damage in addition to its normal damage. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target take the indicated amount of splash damage. On a failure (but not a critical failure), the target of the attack also takes the splash damage. Splash damage is not multiplied on a critical hit.

Staff (page 379) This magic item holds spells of a particular theme. A spellcaster who has invested a staff can expend their own spells or charges held in the staff to cast the spells.

Stance A stance is a general combat strategy that you enter by using an action with the stance trait. You can enter a stance only in encounter mode. A stance lasts until you get knocked out, until its requirements (if any) are violated, or until you enter a new stance, whichever comes first.

Storm Order This gives druids of the storm order an extra benefit.

Summoned (page 195) A creature called by way of a conjuration spell or effect gains the summoned trait. A summoned creature can't summon other creatures, create things of value, or cast spells that require an expensive material component or special focus. It can use only 2 actions on its turn, and it can't use reactions. It takes its actions when you finish Casting the Spell and when you spend an action to Concentrate on a Spell.

Summoned creatures can be banished by various spells and effects and are automatically banished if reduced to 0 Hit Points or if the spell that calls them is dismissed.

Sweep This weapon makes wide-sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted an attack this turn against a creature other than the target of this attack.

Teleportation Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.

Thrown You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range in feet. Ranged weapons with this trait can be thrown at a range equal to the weapon's specified range.

Totem Abilities with the totem trait require a specific totem, and you lose access to them temporarily when you perform actions that are anathema to your totem. Barbarian characters choose totems.

Transmutation Effects and magic items with this trait are associated with the transmutation school of magic, typically involving changing the qualities or form of one thing into another.

Trap A hazard or item with this trait is purposefully placed or constructed to hinder interlopers.

Trinket (pages 379) The consumable magic items called trinkets must be affixed to items before they can be activated. Most require the user to have a special feat or skill to Activate them.

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 (if any) as a bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to treat the outcome as a normal failure.

Twin These weapons are used as a pair, each complementing the other. When you are wielding two of the same weapon with this trait and attack with one of them, if you already attacked with the other weapon this turn, you add a circumstance bonus to the damage roll equal to the weapon's number of damage dice. For instance, if you attacked with a twin weapon in your right hand with your first action, you would gain this bonus to damage when you attack with a matching twin weapon in your left hand for your second action. On your third action, an attack with either weapon would receive this bonus, since you'd already attacked with both. The weapons must be of the same type to benefit from this trait, but they don't need to be the same quality or have the same runes.

Two-Hand This weapon can be wielded with two hands. This increases its weapon damage die to the indicated value. If this trait applies to a *magic weapon*, the extra weapon damage dice from it being a *magic weapon* also increases to the indicated damage die while it's being wielded with two hands.

Unarmed An unarmed attack is made using your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon tables and weapon groups, and it might have weapon traits. Because it's a part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Undead Once living, these creatures were infused after death with negative energy and soul-corrupting evil magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by positive energy, are healed by negative energy, and don't benefit from healing effects.

Versatile A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that has versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Virulent (page 325) This affliction is harder to remove.

Visual A visual spell can affect only creatures that can see it.

Volley This ranged weapon is less effective at close distances. Your attacks take a –2 penalty against targets that are at a distance within the number of feet listed.

Wand (page 380) A wand is a stick or similar object containing a spell that can be cast a certain number of times.

Water Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a magical connection to the element.

Wild Order This gives druids of the wild order an extra benefit.

Wizard This indicates abilities from the wizard class.

APPENDIX 2: GLOSSARY

The following is a list of some of the game's most common terms, any abbreviations or alternative names for those game terms, and brief explanation of the term's definition.

Ability An ability is anything you can do that provides an exception to the basic rules of play. Ability is most often used as a general term to refer to rules that could come from a number of sources without restricting them to a particular source, so "an ability that gives you a bonus to damage rolls" could be a feat, a spell, a class feature, and so on.

Ability Boost An ability boost allows you to increase one of your ability scores. When you gain an ability boost, you increase one of your ability scores by 2, or by 1 if the ability score was already 18 or higher. You gain several ability boosts during character creation and more at levels 5, 10, 15, and 20. Some ability boosts must go to a particular score, and others can be spent as you choose. See page 18 for more.

Ability Flaw An ability flaw decreases one of your ability scores by 2 and usually comes from your ancestry (see page 18).

Ability Modifier An ability modifier is the value added to or subtracted from your roll based on your ability score.

Ability Score Your character has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent your raw potential and basic attributes. The higher the score, the greater your potential in tasks related to that ability score. Because ability scores are used only to track your growth and calculate your ability modifiers, most adversaries omit ability scores and instead list only the derived ability modifiers. Learn more on page 18.

Action (◆) An action is a discrete task performed during your turn that provides a discrete effect, possibly requiring a check on your part to determine the result. Actions can be used to accomplish a variety of things, such as moving, attacking, casting some part of a spell, or interacting with an item or object. Most creatures can take up to 3 actions during their turn. Learn more on page 296.

Activity An activity is an ability that uses 1 or more of a creature's actions to perform a special effect for the activity as a whole, rather than an effect for each action used. Activities that use 2 actions start with this symbol: ◆◆. Activities that use 3 actions start with this symbol: ◆◆◆. See page 296.

Affliction An affliction can affect a creature for a long time, progressing through different and often increasingly debilitating stages. The most common kinds of afflictions are curses, diseases, and poisons. See pages 324–325.

Alignment Alignment represents a creature's basic moral and ethical attitude. Alignment has two axes: the first axis describes whether a creature is lawful, chaotic, or neutral on that axis, and the second describes whether the creature is good, evil, or neutral on that axis. A creature's full alignment is a combination of their alignment on each axis in order, so a creature lawful on the first axis and good on the second axis is lawful good (abbreviated LG). A character neutral along both axes is called true neutral (abbreviated as just N, rather than NN). See page 16 for more.

Ancestry An ancestry is the broad family of people to which a character or other creature belongs. An ancestry determines a character's ancestry Hit Points, starting languages, Speed, and senses. An ancestry also gives access to a set of ancestry feats. Ancestries and their rules appear in Chapter 2.

Arcane Arcane magic is the tradition that blends material and mental essences, understanding the magic of the universe based on experimentation and measurable effects.

Archetype An archetype is an optional group of special feats that you can take in place of your regular class feats to give your character a different theme or suite of abilities. Learn more on page 279.

Armor Class (AC) All creatures have an Armor Class. This score represents how hard it is to hit and damage a creature. It typically serves as the Difficulty Class for hitting a creature with an attack. Your Armor Class is equal to 10 plus your Dexterity modifier (up to your armor's Dexterity modifier cap), your proficiency modifier with your armor, and your armor's item bonus to AC, in addition to any other bonuses and penalties (see page 176).

Attack When a creature attacks another, it makes an attack roll against the target's Armor Class. Most attack rolls are made using the Strike action, but the attack trait sometimes appears on spells or other abilities (such as Shove). Your attack modifier is equal to your proficiency modifier with your weapon plus your Strength modifier for a melee weapon (unless the weapon's entry says otherwise) or Dexterity modifier for a ranged weapon, plus any item bonus from the weapon and any other bonuses and penalties.

Aura An aura automatically affects creatures or objects within a certain radius of the source creature without that creature needing to spend an action. Its effects are applied at a certain time, such as at the end of each creature's turn.

Background A background represents a profession or other significant aspect of your life before becoming an adventurer. Backgrounds give you ability boosts, signature skills, and feats. Learn more on page 38.

Bonus Bonuses are positive numbers that are added to a score or a roll. They come in three types: item, conditional, and circumstance. If you gain multiple bonuses of a given type, you apply only the highest bonus, and ignore the others. See page 291 for more. See "modifier" and "penalty" for the other numbers that affect your rolls.

Bulk Bulk is a measure of how much you are carrying. If you are carrying total Bulk equal to or more than 5 plus your Strength modifier, you are encumbered. You can't carry Bulk that exceeds 10 plus your Strength modifier. Learn more on pages 174–175.

Cantrip Cantrips are simple spells that a spellcaster can cast as many times as she likes, and they are always heightened to the maximum spell level she can cast in that class (or half her level rounded up, if the cantrip is not tied to a spellcasting class, such as an innate spell). See page 193 for more information.

Character The term character is synonymous with creature (see page 421) but is more often used to refer to player characters and nonplayer characters than monsters.

Charisma (Cha) This mental ability score measures your charm and force of personality.

Check A check is a type of roll that involves rolling a 1d20, adding your modifier, and comparing the result to a DC. Attack rolls, saving throws, Perception checks, and skill checks are the most common types of checks. Learn more on page 290.

Class Classes represent the main adventuring profession chosen by a character. A class determines a character's starting proficiencies in weapons, armor, spells (if any), and Perception, the character's signature skills, and the Hit Points a character gains when gaining a new level, and it gives access to a set of class features and feats. Classes appear in Chapter 3.

Class DC Your class DC = 10 + your level + your key ability modifier. Nonspellcasters use their class DC as the DC for many of their class features.

Class Feature Any ability granted by a class is a class feature. These mainly consist of feats and other abilities specific to the class.

Common The common rarity indicates that an ability, item, or spell is available to all players who meet the prerequisites for it. If something is common, its level is indicated in black (the darkest shading of the rarities).

Condition An ongoing effect that changes how you can act or that alters some of your statistics is called a condition. These often come from spells. Some frequently occurring conditions are called basic conditions, which appear on page 320.

Constitution (Con) This physical ability score measures your toughness and durability.

Creature A creature is an active participant in the story or world. This includes player characters, nonplayer characters, and monsters.

Critical Failure A critical failure is a degree of success that results from a check result that is 10 or more lower than the Difficulty Class, or is a result of a natural 1 (as long as that natural 1 does not result in a roll that is higher than the Difficulty Class). A critical failure is also a failure, though a critical failure entry supersedes the failure entry if present.

Critical Success A critical success is a degree of success that results from a check result that is 10 or more higher than the Difficulty Class, or a result of natural 20 (as long as that natural 20 does not result in a roll that is lower than the Difficulty Class). A critical success is also a success, though a critical success entry supersedes the success entry if present.

Degree of Success The four degrees of success are critical success, success, failure, and critical failure. Checks produce one of these four outcomes depending on the check result compared to the Difficulty Class (DC). Learn more on page 292.

Deity Deities are powerful entities that live beyond the world, who grant power in the form of spells to their truly devoted believers. Clerics must select a deity at 1st level, but most characters pick a deity to venerate in the course of their adventuring career. You can find descriptions of the deities on page 288.

Dexterity (Dexterity) This physical ability score measures your agility and adroitness.

Difficulty Class (DC) The number that a check result must meet or exceed to determine if a check is successful is called the Difficulty Class. Some DCs also go by other names, like Armor Class. When you attempt a check against another creature, you must compare your result to a DC of 10 plus its relevant check modifier. For example, if you are sneaking past a guard, you would roll your Stealth check and compare the result to the guard's Perception DC (see page 291).

Divine Divine magic is the tradition that blends spiritual and vital essences, steeped in faith, the unseen, and belief in power from beyond the Material Plane.

Downtime Downtime is a mode of play that covers long spans of time quickly, breaking down activities day by day or in even longer spans. When not adventuring, characters are in downtime. Learn more on page 318.

Effect An effect is the result of an ability, though an ability's effect is sometimes contingent on the result of a check or other roll.

Encounter Within encounter mode, play is broken down into 6-second rounds with extremely precise rules for who acts when and to what extent. Encounter mode is used for combat, intense debates, and similar conflicts where time is of the essence. Learn more on page 304.

Enhancement Enhancements are extra effects added to the normal success and critical success effects of a Strike as long as the Strike deals damage.

Experience Points (XP) As a player character overcomes challenges, defeats monsters, and completes quests, she gains Experience Points. Once she reaches 1,000 XP, she gains a level, subtracts 1,000 from her XP, and continues accumulating XP. Learn more on page 278.

Exploration Within exploration mode, play is more free-form, using abstracted tactics rather than precise action-by-action accounting. Exploration mode is used for travel and exploration, and where in-world time is more fluid and passes more quickly. Learn more on page 316.

Failure A failure is a degree of success that results from a check result lower than the Difficulty Class or a result of natural 1 that still meets or exceeds the Difficulty Class. If a check has no failure entry, that means there is no effect on a failure.

Feat A feat is an ability that a character selects based on his ancestry, background, class, general training, or skill training.

Flat Check A flat check is a d20 roll that measures pure chance. A flat check can't have any modifiers applied to it (see page 292).

Free Action (◇) Free actions are triggered abilities that you can use any time the trigger occurs. There's no limit to the number of free actions you can take per round, but you can't use more than one on the same trigger. Learn more on page 297.

Free Boost You can increase an ability score of your choice with this type of ability boost.

Game Master (GM) The Game Master is the player who controls all of the elements of the story and adjudicates the rules, while cooperating with the other players to craft a fun game.

Hazard Hazards are non-creature dangers that adventurers encounter during their journeys, including environmental hazards, haunts, and traps. Simple hazards have a one-time effect, but negotiating a complex hazard takes place in encounter mode, wherein the hazard has a specific routine.

Hit Points (HP) Hit Points represent the amount of punishment a creature can take before it dies or begins dying. Damage decreases

Hit Points on a 1-to-1 basis, while healing restores Hit Points at the same rate. Learn more on page 294.

Initiative At the start of an encounter, all creatures involved roll initiative to determine the order in which participants will act during combat. The higher the result of the initiative roll, the earlier a creature gets to act. Usually you'll roll using your Perception skill for initiative, but you might roll a different skill check instead, or even another kind of check. Learn more on page 304.

Innate Spell An innate spell is one granted not by your class, but by your ancestry or a magic item. Learn more on pages 192–193.

Intelligence (Int) This mental ability score measures your reason and intellect.

Item An item is an object that you carry, hold, or use. Armor, weapons, gear, and magic items are all items. Items sometimes grant an item bonus to a certain type of check associated with the item. Standard nonmagical items are in the Equipment chapter (page 174), and magic items are in Chapter 11.

Key Ability Your key ability is the ability score you use to determine your class DC as well as your spell roll modifier (and thus spell DC) if you are a spellcaster.

Level Level is a number that measures something's overall power. A character has a level (sometimes called a character level when necessary for clarity), ranging from 1 to 20, representing her overall level of experience. Monsters, hazards, and afflictions also have levels from 1 to 20 that measure their power and danger. A magic item's level (also from 1 to 20) indicates its power and its suitability as treasure for a group or character. Spells have levels ranging from 1 to 10 that measure their power.

Modifier Modifiers can be either negative or positive and adjust a roll. Most d20 rolls add an ability modifier based on an ability score and a proficiency modifier based on your level of training. See page 290 for more, and see "bonus" and "penalty" for the other numbers that affect your rolls.

Monster A monster is a creature that is typically inhuman and serves to thwart the PCs in some ways. While some monsters can become beneficial, or even friendly, those types of monsters are exceptions in most games.

Multiple Attack Penalty When you make more than one attack action in a round, you take a penalty on attacks after the first. Your multiple attack penalty is –5 on your second attack and –10 on any subsequent attacks. Learn more on page 178.

Nonplayer Character (NPC) Nonplayer characters are a type of creature. They can represent a friendly, beneficial, or challenging person in the game world, in addition to an adversary the player characters fight. Their mechanics can be built like that of a monster or a player character, depending on the GM's preference for the particular NPC.

Occult Occult magic is the tradition that blends spiritual and mental essences, understanding the unexplainable, categorizing the bizarre, and otherwise accounting the ephemeral in a systematic way.

Penalty Penalties are negative values that reduce a roll or a score. They come in three types: conditional, circumstance, and (rarely) item. If you have multiple penalties of a given type, you apply only the worst penalty and ignore the others. Some penalties that you gain due to inherent drawbacks in your choices, such as the multiple attack penalty, are untyped, in which case they are cumulative and all apply. See page 291 for more, and see "modifier" and "bonus" for the other numbers that affect your rolls.

Perception Perception measures your character's ability to notice hidden objects and items. It also determines how quickly you notice danger and act when a battle's engaged. Your Perception modifier is equal to your Perception proficiency modifier plus your Wisdom modifier, as well as any other bonuses and penalties that apply. Learn more on page 301.

Physical Damage: Bludgeoning, piercing, and slashing damage fall under the umbrella term physical damage. An effect that resists or triggers from physical damage (such as resistance 10 to physical) works against any and all of these damage types.

Player All the actual people at the gaming table or playing remotely are the players in a Pathfinder game. Most control player characters (PCs), though the GM also controls monsters, the environment, and nonplayer characters (NPCs).

Player Character (character or PC) A character controlled by a player, a player character goes on adventures, meets other characters, fights, grows, and pursues all sorts of other goals that the player imagines. In most games, each player except the GM will have one player character.

Power A power is a type of spell cast using Spell Points. Powers are always heightened to the maximum spell level a character can cast in that class (or half her level rounded up, if she isn't a spellcaster). Powers always have a descriptive term describing the type of power, such as "domain power" or "ki power." See page 193.

Prerequisite Many feats and other abilities can be taken only if you meet their prerequisites. Prerequisites are often other feats, class talents, or proficiency levels.

Primal Primal magic is the tradition that blends material and vital essences, rooted in an instinctual connection to and faith in the natural world.

Proficiency Your proficiency measures your training in the use of a weapon, armor, skill, saving throw, or some other check or score. There are five ranks of proficiency: untrained, trained, expert, master, and legendary. Your proficiency modifier is equal to your level plus a value depending on your proficiency rank (–2 for untrained, 0 for trained, 1 for expert, 2 for master, or 3 for legendary). You're considered untrained unless an ability gives you better proficiency. Learn more on page 290.

Rare This rarity indicates that an ability, item, or spell is available to players only if the GM decides to include it in the game, typically through discovery during an adventure. If something is rare, its level is indicated in orange (the third-darkest shading of the rarities when viewed in black and white).

Reaction (◇) A reaction is something you can do even when it is not your turn, as long as the reaction's trigger occurs. You typically can use only 1 reaction per turn, and regardless you can use only 1 on any given trigger. Learn more on page 297.

Requirement You must satisfy the requirements of an action, feat, spell, item, or other ability in order to use it.

Resonance Points (RP) Every character has a pool of Resonance Points. Magic items require you to spend Resonance Points to activate them or wear them. Your RP are equal to your level plus your Charisma modifier. Learn more on page 376.

Retrain If you're unhappy with one of your character choices, you can spend time during downtime to change it. Learn more on page 318.

Roll Any time you roll dice, you're making a roll. This could be a roll using a d20 (often called a check), a damage roll using dice other than d20s, or any other die roll.

Round Time during encounter mode is measured in rounds of roughly 6 seconds of time in the game world. During the course of a round, all creatures have a chance to act, in an order determined by initiative. Learn more on page 304.

Saving Throw (Save) When you are subjected to a dangerous effect, you can often attempt a saving throw (sometimes called a "save") to mitigate the effect. You roll a saving throw automatically—you don't have to spend an action or a reaction. Unlike most checks, the person who isn't acting rolls the d20 for a saving throw, and the person who is acting generates the DC.

There are three types of saving throws: Fortitude (based on Constitution and used to resist poisons, diseases, forced movement, and other physical effects), Reflex (based on Dexterity and used to mitigate effects that you could quickly dodge), and Will (based on Wisdom and used to resist effects that target your mind or spirit). Your saving throw modifier is equal to your proficiency modifier plus the ability modifier listed above, along with any other bonuses or penalties. Learn more on page 17.

Secret Check A secret check is a check the GM rolls in secret, typically because seeing the result of the die would bias the player's response to the effect. See page 293 for more.

Signature Skill You can gain master and legendary proficiency in your signature skills, which are usually granted via your class.

Skill A skill represents a creature's ability to perform certain tasks that require experience or training. Skills typically have a list of uses you can perform even if you're untrained with the skill, followed by ones that require you to be trained with the skill. Your skill bonus is equal to your proficiency modifier plus the skill's associated ability modifier, along with any other bonuses and penalties. Learn more on page 142.

Skill Feat Skill feats are a type of general feat that relate specifically to a skill. You can select a skill feat only if you have the prerequisite proficiency rank in the associated skill.

Speed Speed is the number of feet that a character can move using the Stride action. You might have other Speeds that determine how far you can move with other actions. See page 310.

Spell Spells are magical effects generated by the Cast a Spell activity. Spells specify what they target, their effects upon successful casting, the actions needed to cast them, and how they can be resisted or negated. Spells and their rules appear in Chapter 7 (page 192).

Spell DC See Spell Roll.

Spell Level A spell has a level ranging from 1 to 10. As a character gets more powerful, he can cast spells of a higher level.

Spell Roll You make a spell roll when you're testing the power of your magic against a particular target. Your spell roll modifier is equal to your proficiency modifier plus your key ability modifier, as well as any other bonuses and penalties (though these are quite rare). Many of your spells will call for saving throws against your spell DC (10 plus your spell roll modifier).

Spellcaster A spellcaster is a character whose class or archetype grants them the spellcasting class feature. NPCs and monsters might also be considered spellcasters if they primarily rely on spells to be effective. The ability to cast powers or innate spells does not by itself make a character a spellcaster.

Strength (Str) This physical ability score measures your brawn.

Stride You can move up to your Speed with the Stride action, which appears on page 308.

Strike The Strike action lets you make an attack. You can find it on page 308.

Success A success is a degree of success that results from a check result equal to or greater than the Difficulty Class or a result of natural 20 that is lower than the Difficulty Class. If a check has no success entry, that means there is no effect on a success.

Touch Armor Class (TAC) All creatures in the game have a Touch Armor Class. This score represents how hard it is to hit and damage the creature with an attack that can bypass some of the protection granted by armor. Your TAC is equal to 10 plus your Dexterity modifier (up to your armor's Dexterity modifier cap), plus your proficiency modifier with your armor, plus your armor's item bonus to TAC and any other bonuses and penalties. Learn more on page 176.

Trait A trait is an indicator that a feat, action, item, spell, monster, or some other rules item obeys special rules defined by the trait or interacts with other rules in a special way. For instance, a fire spell or a monster made of fire has the fire trait. You'll find a glossary of traits on page 414.

Trap Traps are the most common type of hazard, constructed intentionally to harm or obstruct trespassers.

Trigger A trigger is a discrete event or action that must occur in order for you to use a reaction or a free action. Sometimes spell effects, monsters, traps, or other effects in the game respond to triggers. Learn more on page 297.

Turn Over the course of a round, each creature receives a single turn.; it can typically take up to 3 actions on its turn (see page 304).

Uncommon Something of uncommon rarity isn't available to everyone. It requires special training or comes from a particular part of the world. Some character choices can automatically give a character access to uncommon options, and the GM can allow access for anyone she chooses. If something is uncommon, its level is indicated in red (the second-darkest shading of the rarities when viewed in black and white).

Unique The unique rarity applies to anything that's one of a kind. Since this book doesn't include artifacts, there aren't any entries that are unique, though some of the playtest monsters are unique. If something is unique, its level is indicated in light blue (the lightest shading of the rarities when viewed in black and white).

Wisdom (Wis) This mental ability score measures your awareness and intuition.

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PATHFINDER PLAYTEST CHARACTER SHEET

CHARACTER NAME

ANCESTRY | SIZE | BACKGROUND

CLASS | LEVEL | EXPERIENCE POINTS (XP)

ALIGNMENT | DEITY | AGE | GENDER

LANGUAGE

SPEED (FEET)

CLASS DC
DC 10+ LEVEL + KEY

HERO POINTS

HIT POINTS
MAX | CURRENT | TEMPORARY

SENSES
PERCEPTION | WIS | T E M L | PROF | ITEM

SAVING THROWS
FORTITUDE | CON | T E M L | PROF | ITEM

REFLEX | DEX | T E M L | PROF | ITEM

WILL | WIS | T E M L | PROF | ITEM

ARMOR CLASS
AC DC 10+ | DEX | OR DEX CAP | T E M L | PROF | ITEM

TAC DC 10+ | DEX | OR DEX CAP | T E M L | PROF | ITEM

ABILITY SCORES
STRENGTH **STR** MODIFIER | SCORE

DEXTERITY **DEX** MODIFIER | SCORE

CONSTITUTION **CON** MODIFIER | SCORE

INTELLIGENCE **INT** MODIFIER | SCORE

WISDOM **WIS** MODIFIER | SCORE

CHARISMA **CHA** MODIFIER | SCORE

WEAPON PROFICIENCIES
SIMPLE T E M L | MARTIAL T E M L | T E M L

ARMOR PROFICIENCIES
LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L | SHIELDS T E M L

MELEE STRIKES
ABILITY | T E M L | PROF | ITEM ▶ STR | B P S | OTHER DAMAGE | TRAITS

ABILITY | T E M L | PROF | ITEM ▶ STR | B P S | OTHER DAMAGE | TRAITS

ABILITY | T E M L | PROF | ITEM ▶ STR | B P S | OTHER DAMAGE | TRAITS

RANGED STRIKES
DEX | T E M L | PROF | ITEM ▶ | B P S | OTHER DAMAGE | RANGE | TRAITS

DEX | T E M L | PROF | ITEM ▶ | B P S | OTHER DAMAGE | RANGE | TRAITS

SKILLS
ACROBATICS | SIG | DEX | T E M L | PROF | ITEM | ARMOR

ARCANA | SIG | INT | T E M L | PROF | ITEM

ATHLETICS | SIG | STR | T E M L | PROF | ITEM | ARMOR

CRAFTING | SIG | INT | T E M L | PROF | ITEM

DECEPTION | SIG | CHA | T E M L | PROF | ITEM

DIPLOMACY | SIG | CHA | T E M L | PROF | ITEM

INTIMIDATION | SIG | CHA | T E M L | PROF | ITEM

LORE | SIG | INT | T E M L | PROF | ITEM

LORE | SIG | INT | T E M L | PROF | ITEM

MEDICINE | SIG | WIS | T E M L | PROF | ITEM

NATURE | SIG | WIS | T E M L | PROF | ITEM

OCCULTISM | SIG | INT | T E M L | PROF | ITEM

PERFORMANCE | SIG | CHA | T E M L | PROF | ITEM

RELIGION | SIG | WIS | T E M L | PROF | ITEM

SOCIETY | SIG | INT | T E M L | PROF | ITEM

STEALTH | SIG | DEX | T E M L | PROF | ITEM | ARMOR

SURVIVAL | SIG | WIS | T E M L | PROF | ITEM

THIEVERY | SIG | DEX | T E M L | PROF | ITEM | ARMOR

ACTIONS AND ACTIVITIES
TRAITS

TRAITS

TRAITS

REACTIONS AND FREE ACTIONS
TRAITS

TRIGGER

TRAITS

TRIGGER

FEATS

ANCESTRY FEATS

1st
5th
9th
13th
17th

CLASS FEATS AND FEATURES

1st
1st
1st
1st
2nd
3rd
4th
5th
6th
7th
8th
9th
10th
11th
12th
13th
14th
15th
16th
17th
18th
19th
20th

SKILL FEATS

Background
2nd
4th
6th
8th
10th
12th
14th
16th
18th
20th

GENERAL FEATS

3rd
7th
11th
15th
19th

BONUS FEATS

COINS

PP	GP	SP	CP

EQUIPMENT

BULK
BULK
BULK
BULK
BULK
BULK
BULK
BULK

BULK BULK ENC 5+ STR MAX 10+ STR

MAGIC AND ALCHEMICAL ITEMS

INV BULK
INV BULK
INV BULK
INV BULK
INV BULK
INV BULK
INV BULK
INV BULK
INV BULK
INV BULK
INV BULK
INV BULK

RESONANCE MAXIMUM CURRENT OVERSPENT CHA LVL

SPELLS

SPELL ROLL AND DC

SPELL ROLL | DC | ABILITY | T E M L | PROF | ITEM

SPELL SLOTS

PREPARED | ARCANE | OCCULT

SPONTANEOUS | DIVINE | PRIMAL

1ST | 2ND | 3RD | 4TH | 5TH

6TH | 7TH | 8TH | 9TH | 10TH

SPONTANEOUS SPELLS REMAINING

1ST | 2ND | 3RD | 4TH | 5TH

6TH | 7TH | 8TH | 9TH | 10TH

SPONTANEOUS HEIGHTENING

CANTRIPS

PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS
PREP		HEIGHTENED	ACTIONS

SPELLS

PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS

SPELLS

PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS
PREP	LVL		HEIGHTENED	ACTIONS

SPELL POINTS

CURRENT | MAXIMUM | ABILITY | FEATS

POWERS

COST		HEIGHTENED	ACTIONS
COST		HEIGHTENED	ACTIONS
COST		HEIGHTENED	ACTIONS
COST		HEIGHTENED	ACTIONS
COST		HEIGHTENED	ACTIONS

NOTES

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ISBN 978-1-64078-084-2

US $29.99

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