

Champions of the Spheres:

Study and Practice

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Champions of the Spheres: Study and Practice

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Chapter 1

New Options

Aristeia

"The way that you've used your gifts your whole career can only be compared to stabbing people with perfectly good arrows. Come with me, and I'll show you how to string your bow."

**- Ronnel Hanzelik,
Initiate of the Order of Twisted Starlight**

Abilities can do a great deal to define a character, but more important to shaping their identity are the methods in which they use their abilities. Is your PC a noble warrior who uses their magical or martial talents to win fairly or do they seek underhanded advantages against gullible opponents? Do they restrain their incredible talents so as to save them for a crucial moment or do they unleash the full extent of their power whenever the opportunity presents itself? Do they spend long hours analyzing their abilities and strategies or do they rely on instinct to find success in the heat of the moment?

Study and Practice is a book dedicated to exploring the nuances of how characters operate, offering new ways for characters to explore and utilize their talents both martial and supernatural. Several new systems are presented in this book alongside a variety of new feats and archetypes which enable characters to utilize these new options to a greater degree. In addition, numerous variant rules are given to modify how characters use their unique talents.

Every hero ought to have some sort of crowning moment, even if that moment is their last. It can feel strange and anticlimactic when a character has a lot of emotional gravitas in a specific situation only for the dice to turn against them and deliver an average (if not weak) performance in a crucial moment. Aristeia (AHR-iss-TAY-uh, which literally translates to "excellence" and is commonly used to denote a character's moment of crowning achievement in a story) is a system designed to give characters some extra punch in a crucial moment, although its use comes at a cost such that it should only be used in the most dire of situations.

Aristeia is a state that a character with at least one Aristeia feat can enter for one minute as a free action on their turn, and it grants various benefits depending on the level of Aristeia achieved. A character can never activate Aristeia against their will. Entering Aristeia requires an expenditure of Aristeia points equal to the level of Aristeia entered. In a game that uses the hero points rules, a character can use hero points in place of Aristeia points, but cannot use temporary hero points such as those gained through spells, class features, or items.

A character's pool of Aristeia points is equal to the number of Aristeia feats they possess. This pool is replenished whenever the character levels up. However, a character cannot spend Aristeia points at just any time. For every Aristeia feat a character possesses, they can name a specific situation in which they are capable of using Aristeia points. These situations must be ones in which the character has a personal stake and that coincide with some personal goal (for example, "when I am in danger" is not an acceptable situation, but "when I am fighting this specific person", "when I am defending this specific city from destruction", and "when the stars are in the same alignment as they were the night I developed my magic" are acceptable). A character may change these situations every time they level up, although certain other dramatic circumstances may allow a character to change their situations in light of new priorities (subject to GM discretion).

Table: Aristeia Effects

<i>Aristeia Level/Cost</i>	<i>Aristeia Bonus</i>	<i>Minimum Roll</i>	<i>Special Abilities</i>	<i>Backlash</i>
1	+2	2	-	2 negative levels
2	+4	5	Condition negation (1)	4 negative levels
3	+6	8	Condition negation (2), unstoppable	6 negative levels
4	+8	11	Bonus action (1 round's worth), condition negation (4), Unstoppable	8 negative levels
5	+10	14	Bonus action (2 rounds' worth), condition negation (unlimited), unstoppable	Destruction

Cost: Every level of Aristeia has a cost which must be paid in Aristeia points when the Aristeia begins. If a character does not possess the requisite number of Aristeia points, they cannot use Aristeia of that level.

Aristeia Bonus: While a character is in a state of Aristeia, they gain an untyped bonus on all d20 rolls and damage rolls known as the Aristeia bonus. A character can only apply the die roll bonus once per total of dice (for example, a character can only apply the bonus to one die roll used for an attack roll or one die roll used for a damage roll).

Minimum Roll: While a character is in a state of Aristeia, the immense power they wield ensures a certain minimum degree of success in all of their actions. Whenever a character in Aristeia rolls a result on a d20 which would be below the minimum roll, they are instead treated as having rolled the minimum roll.

Special Abilities: At higher levels of Aristeia, a character gains special abilities from their Aristeia. These special abilities are extraordinary in nature and function as follows.

Condition Negation: At Aristeia level 2, a character gains the ability to ignore a condition affecting them so long as they remain in Aristeia. The duration of the condition is expended as normal, it simply has no effect. The negated condition may be changed by the character in Aristeia as a free action once per round. At level 3, the character can negate two conditions. At level 4, they can negate four conditions. At level 5, they can negate any number of conditions. The conditions capable of being negated are as follows: battered, blinded, confused, cowering, dazed, dazzled, deafened, disabled, dying (though they still suffer hit point damage each round), energy drained, exhausted, fascinated, fatigued, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, stunned, or unconscious. This ability can also be used to negate magic effects which would directly affect the character (such as curses or charms) as well. Additional effects may be negated by this ability at GM discretion.

Unstoppable: At Aristeia level 3, a character becomes immensely difficult to impede or restrain. So long as they are in Aristeia, the character's movement speeds are doubled and they benefit from a constant supernatural effect identical to the Freedom talent from the Fate sphere. The character ignores any form

of difficult terrain as well as all forms of damage reduction and hardness. The character also ignores any environmental effects which would impede their actions (such as *wards* from the Protection sphere or stone spikes from the Nature sphere).

Bonus Actions: At Aristeia level 4, a character can take an additional round's worth of actions on their initiative count each round. These can be divided however the character wishes (such as two full-round actions and two swift actions, two standard actions, two move actions, and two swift actions, or a full-round action, a standard action, a move action, and two swift actions, two one-round actions, or one two-round action). At Aristeia level 5, a character can take two additional round's worth of actions on their initiative count each round.

Backlash: Although Aristeia is immensely powerful, it comes at a great cost. When Aristeia ends after one minute, a character in Aristeia gains a number of permanent negative levels based on the level of Aristeia the character entered. These ignore any immunities that a creature might have to negative levels and abilities which would automatically remove negative levels after a certain period of time. These permanent negative levels cannot be healed by any means, but wear off at a rate of one per day.

When a character leaves Aristeia level 5, they are completely obliterated rather than just suffering negative levels. Their body and spirit are completely destroyed, and nothing short of a *wish* or *miracle* effect can restore the character.

A character cannot use Aristeia if the negative levels from its backlash would cause their negative levels to exceed their character level. In addition, a character must be at least 10th level and be able to use Aristeia level 4 in order to use Aristeia level 5.

Oaths

Oaths are commonly represented as having power in religion and mythology, embodying a contract between the oathkeeper and a higher power that infuses them with power or insight.

Oaths are similar in many ways to drawbacks. A character can accept an Oath by undergoing at least a week of dedicated training, or can be considered to have accepted any number of

Oaths at character creation. Based on what Oaths a character has accepted, they receive a number of Oath points which can be spent on Oath boons. If a character knowingly and willingly breaks an Oath, they suffer the Oath's defiance penalty until they fulfill the Oath's atonement. If a character does not atone within one week, they lose any Oath points granted by the broken Oath but also lose the Oath's defiance penalty. A character cannot break their Oath unwillingly, and attempts to forcibly break an Oath (for example, force-feeding a character who has sworn an Oath of Abstinence, throwing riches at a character who has sworn an Oath of Poverty, or imprisoning a character so that they cannot perform the requirements of their Oath of Offerings or Ritual) do not break the character's Oath. A character affected by an oathbind cannot forswear their bound Oath, but automatically knows of any course of action which would cause them to break their Oath.

A character who is currently upholding an Oath can choose to forswear that Oath at any time, losing all bonuses it grants but not suffering any of its Defiance Penalties. If a character forswears their oath, however, they cannot take up that Oath

again for at least one year. In addition, it is possible for Oaths to have set endpoints, only applying over the course of a season, a set number of years, or some other predetermined time. At GM discretion, a character who swears an Oath with some sort of endpoint may be able to retain the benefits of their Oath even when the endpoint ends and the character is no longer required to adhere to the Oath (for example, a character who has served a guild or nation loyally for many years may be able to perform certain actions which violate their Oath of Loyalty, their patron trusting that this individual's transgressions have the best interest of the patron at heart).

There are numerous ways to integrate Oaths into your campaigns, but the most typical would be characters assuming Oaths as part of pledging their allegiance to some sort of organization. For example, a criminal organization might require new members to swear Oaths of Abstinence and Offerings (with the money going to the organization) for one year, after which they are eligible to become full members of the organization. Alternatively, certain gods may require their followers to swear Oaths against Artifice or Harm or Oaths of Candor, Celibacy, Humility, or Ritual. If Oaths are common in your setting, consider some of the ways that different groups might use them and how that may affect players who want to join those groups.

Problematic Oaths and Sensitive Roleplaying

It is important to note that not all Oaths may be appropriate for all games. Some vows may prohibit characters from participating in certain adventures or from taking actions necessary to advance the plot. Likewise, some other Oaths may have the opposite consequences, never becoming relevant to the story and effectively becoming free boosts in power. It is important that any Oaths a player takes be okayed by the GM before they are taken.

Of course, it may also be important to remember that certain actions which may violate a character's Oath may need to be performed in the service of that Oath. For example, a soldier may need to violate their Oath of Wardenship by leaving the city to send word to reinforcements, or a druid might violate their Oath of Artifice by throwing a grenade into the engine of a forest-wrecking battleship when their spells are insufficient to damage it. In these cases, it may be understandable for the character to not be considered in violation of their Oath. Ultimately, the spirit of the Oath should supercede the letter of the Oath, and it falls to the GM to decide whether a character's Oath has been broken or not.

Most vital of all to remember, however, is that many of the Oaths may reflect real-life beliefs. Players and GMs alike should be sensitive to the boundaries of their fellows at the table, and should at all times refrain from using the Oath system to roleplay a character which creates or resembles unflattering portrayals of value systems held by real cultures.



Oath against Artifice (1 Oath Point)

Oath: You have sworn off the use of anathematic armaments and technologies. You must revere nature and may not wear metal armor or use metal shields. In addition, you may not use firearms or any technological devices which use charges. In games where advanced technology is quite common, this Oath may be worth up to three Oath points.

Defiance Penalty: Your abilities are weakened due to your use of impure implements. Your caster level and base attack bonus are reduced by half your character level (minimum 1).

Atonement: To re-establish your commitment to the natural world, you must destroy a number of technological items or other centerpieces of civilization such that the total value of destroyed materials is worth at least 100 gp x your character level squared.

Oath against Harm (4 Oath Points)

Oath: You have sworn never to take the life of a living creature. You cannot inflict lethal damage on a living creature with any of your abilities, and you cannot directly kill a living creature by any other means (this might include killing it with ability drain or pushing it off a cliff to its death).

Defiance Penalty: You feel the pain of those you hurt. Whenever you inflict lethal damage, you take that amount of damage yourself (this damage cannot be reduced or redirected in any way). The damage cannot be healed by any means until you atone. If you kill a creature in any way, you gain the nauseated condition for 24 hours. This ignores any immunity you may possess to the nauseated condition.

Atonement: Atoning for breaking an oath against harm often requires rectifying any harm you have caused to another creature. This typically requires healing any wounds inflicted or making reparations for any deaths you have caused. If this is not possible, you must spend at least one week nurturing life and allowing it to flourish, spending 100 gp x your character level squared on resources in order to care for your charge. Nurturing life could mean caring for the family of one slain or serving at a temple.

Oath against Magic (3 Oath Points)

Oath: You have vowed never to wield the powers of magic for your own gain. You cannot cast spells, use magic talents, or use spell-like abilities (including those from items such as wands) and are never considered to be a willing target for spells. This does not stop you from wearing magic armor, using magic weapons, or carrying wondrous items or rings that grant their benefits passively.

Defiance Penalty: By opening yourself up to magical forces, you allow them control over you. You take a penalty on saving throws equal to half your character level (minimum 1) against spells and spell-like abilities.

Atonement: To re-establish your opposition to magic, you must destroy a number of magic items, shrines, spellbooks, or other centerpieces of magic such that the total value of destroyed materials is worth at least 100 gp x your character level squared.

Oath against Mercy (2 Oath Points)

Oath: You have sworn to take no prisoners in battle, sparing no enemy who turns their weapon against you. You may not capture foes alive and must kill any enemies you defeat in battle. You do not break this Oath if a defeated enemy escapes in a way that was beyond your power to stop.

Defiance Penalty: The thought of escaped foes weakens your abilities. You take a penalty on attack rolls, combat maneuvers, and the saving throw DCs of all of your abilities equal to half your character level.

Atonement: To atone for releasing an enemy, you must actively seek out and kill at least three creatures who you are philosophically opposed to or that have wronged you in some drastic way.

Oath of Abstinence (1 Oath Point)

Oath: You cut excess pleasures from your consumption, surviving on only the bare necessities. You may not consume any but the most basic food and drink, meaning that you cannot consume drugs, potions, alchemical formulae, or other beneficial items that must be consumed to gain their effects. You may not consume any food or drink worth more than 1 gp.

Defiance Penalty: The introduction of exotic foodstuffs into your system works against you, causing you to take a penalty on all Fortitude saves equal to half your character level (minimum 1).

Atonement: You must fast for five days, during which time you may not eat anything. This may cause you to take nonlethal damage from starvation as normal.

Oath of Burdens (1 Oath Point)

Oath: You have taken up some great physical burden or mutilation which will weigh on you at all times. You must carry weights or alter your body such that you are always encumbered by at least a medium load, taking encumbrance penalties as normal.

Defiance Penalty: Removing your burden creates an unfamiliar, unstable sensation, causing you to take a penalty on Reflex saves equal to half your character level (minimum 1).

Atonement: In addition to taking up the physical burden again for at least one day, you must perform some great physical feat while carrying your burden. This may be climbing a mountain, swimming across a river, or performing some other physically taxing feat.

Oath of Candor (1 Oath Point)

Oath: Your words will betray no falsehood. You are not allowed to deliberately speak any lies, including bluffing, stating half-truths or concealed truths with the intent to deceive, exaggerating, telling white lies, and so on. This applies to all forms of communication. If presented with circumstances where telling the truth would bring harm, you can remain silent.

Defiance Penalty: Your broken Oath visits its wrath upon you by muddling truth and lie, causing you to take a penalty on all Charisma-based, Intelligence-based, and Wisdom-based rolls as well magic skill checks and saving throws equal to half your character level (minimum 1).

Atonement: Atonement for breaking your Oath requires you to attempt to correct any falsehoods that your words might have spread. Alternatively, you may donate your wealth to some cause as an offering and assurance that you will not again go against your word. The total value of donated materials must be worth at least 100 gp x your character level squared.

Oath of Celibacy (1 Oath Point)

Oath: You have vowed to abstain from all intimacy with others, refusing to form romantic or sexual attachments with others. You cannot express any non-platonic love to others in any form, and cannot willingly benefit from morale bonuses granted by other characters or from the aid another action. In addition, you cannot perform the aid another action to benefit other people.

Defiance Penalty: Should you succumb to your emotions, you are wracked with internal doubt. You take a penalty equal to half your character level on all concentration checks and initiative checks (minimum 1).

Atonement: You must once again forswear your attachments to others, spending 3 days in selfless service to a cause or community during which you purge yourself of hedonistic desires or ambitions to control others. You must also donate or destroy valuables or keepsakes worth at least 100 gp x your character level squared.

Oath of Honor (2 Oath Points)

Oath: You have sworn to uphold your good name and maintain an air of dignity in your actions. You must select a code of honor and maintain an honor score (see *Ultimate Combat*) of at least 3 x your character level at all times. When you first swear this Oath or when you level up, your honor score is increased to 3 x your character level if it is lower.

Defiance Penalty: Your dishonorable actions weigh physically on you. You are constantly considered sickened, and this effect ignores any immunity to the sickened condition you may possess.

Atonement: You must see your honor restored in the face of your community, and must reach an honor score of at least 4 x your character level.

Special: Codes of honor and honor scores are detailed in *Ultimate Combat*.

Oath of Humility (1 Oath Point)

Oath: You are not a leader or a bearer of glory, but rather a simple servant of greater forces. You may not accept the service of followers, underlings, or minions (including summoned, tamed, or animated minions), nor may you accept noble titles or own lands beyond what you need to survive.

Defiance Penalty: The mantle of command weighs you down, causing you to be constantly fatigued and to take a penalty to your caster level and base attack bonus equal to half your character level (minimum 1). This effect ignores any immunity to fatigue you may possess.

Atonement: You must cast out any of your servitors and abandon the lands you own, after which you must sacrifice implements which symbolize your dominion. The total value of sacrificed materials must be worth at least 100 gp x your character level squared.

Oath of Ignorance (1 Oath Point)

Oath: You have sworn never to expose yourself to the written word, typically because you fear exposing yourself to some horrible secret. You cannot read any sort of text. Many who take this Oath do not even know how to read.

Defiance Penalty: Your perception of the world is clouded, causing you to take a penalty on all Wisdom checks and Wisdom-based skill checks equal to half your character level (minimum 1).

Atonement: You must ritualistically destroy a source of dangerous knowledge. This requires a process which takes 48 hours and a sacrifice of collections of knowledge worth at least 50 gp x your character level squared.

Oath of Loyalty (1 Oath Point)

Oath: You have sworn your service to a god, nation, or leader (hereafter referred to as your patron). Your alignment must remain within 1 step of your patron's, and you must adhere to the moral tenets of your patron while remaining in their good standing. Paladin or antipaladin codes provide a framework for what moral tenets might mean for a character who pledges an Oath of Loyalty. Minor infractions may be overlooked, but a gross defiance (such as disobeying a direct order from your patron or acting in a way that directly contradicts your patron's teachings) is sufficient to break an Oath of Loyalty. A patron may revoke the benefits of an Oath of Loyalty at any time.

Defiance Penalty: Breaking an Oath of Loyalty is not something a patron easily forgets, and those who break an Oath are likely to be pursued and cast out by the patron's other followers. You are constantly shaken so long as you still benefit from this Oath, and this condition cannot be removed nor can it be averted by an immunity to fear. In addition, others who have sworn Oaths of Loyalty to your former patron are likely to know that you have broken your Oath.

Atonement: Atoning for betraying your patron's trust requires you to spend 3 days beseeching your patron for forgiveness and making $50 \text{ gp} \times \text{your character level squared}$ worth of offerings to them. Patrons are not required to forgive you if you have offended them. Alternatively, you may spend 3 days seeking out a new patron, paying the cost as a sign of your dedication to this new patron.

Oath of Offerings (7 Oath Points)

Oath: You have sworn to dedicate your wealth to a specific individual, organization, or cause, such as your god, a charity, or a thieves' guild. You must donate your wealth such that the total value of your belongings does not exceed half of the expected wealth for a character of your level (if your game does not follow character wealth by level, you should donate wealth such that the value of your belongings stays around half the value of other PCs' wealth). If making an offering immediately is not possible, this Oath allows the Oathbearer to hold onto (but not to use) excess belongings until an offering can be made, without breaking this or other Oaths. Equipment gained from class features (such as an armorer's summoned equipment) does not count towards the value of your belongings.

Defiance Penalty: Refusing to make an offering causes you to lose the benefits of any Oath points granted by this Oath immediately.

Atonement: To atone, you must make another offering to reduce your wealth below the necessary amount. You must also make an additional offering worth at least $160 \text{ gp} \times \text{your character level squared}$.

Oath of Poverty (10 Oath Points)

Oath: You have sworn off material excesses, employing only what equipment is necessary to complete your tasks. You may not possess or use any piece of equipment which is worth more than $80 \text{ gp} \times \text{your character level squared}$ (to a maximum of 32,000 gp at 20th level). You may use and carry an amount of equipment which does not exceed this price equal to twice your character level (the character can carry other forms of equipment worth less than 2 gp without breaking the Oath). You can benefit from equipment used on your behalf (you can drink a potion a friend gives you, receive a spell cast from a wand, ride on your companion's vehicle, or eat expensive food that a host offers you). You may not, however, "borrow" a worn or wielded item from a companion for even a single round. The Oath may accept the Oathkeeper carrying (but not using) an expensive piece of equipment with intent to deliver it to someone or to keep it away from someone else who would use it against them. Using equipment gained from class features (such as an armorer's summoned equipment) never violates this oath.

Defiance Penalty: Excess weighs down on your body and soul, causing you to take 1d4 points of ability drain to a random ability score every day (minimum 1). This ability drain cannot be prevented or healed in any way until you atone or until you lose the benefits of this Oath and ignores immunity to ability drain.

Atonement: To atone for breaking your Oath of Poverty, you must destroy or donate a number of material goods you own so that the total value of goods destroyed or donated is worth at least $200 \text{ gp} \times \text{your character level squared}$.

Oath of Poverty and Treasure

If one or more characters in a party have sworn an Oath of Poverty, this may leave more treasure than intended for characters who have not sworn the Oath. It may be quick and simple to allow this wealth disparity to occur, but some GMs may wish to reduce the amount of treasure given out in order to deal with certain PCs not needing it as much as others).

Oath of Ritual (1 Oath Point)

Oath: You must perform a specific physical or magical ritual every day to maintain your abilities. This ritual takes one hour to perform and can be performed anywhere, but requires that you either spend 5 gp per character level or reduce your maximum hit points by an amount equal to your character level for 24 hours every time you perform the ritual.

Defiance Penalty: Any day which you do not perform the ritual, all of your ability scores are treated as being 2 lower for all purposes.

Atonement: To atone, you must perform the ritual once again every day for at least 3 days, making an additional sacrifice worth $100 \text{ gp} \times \text{your character level squared}$ on one of those days.

Oath of Secrecy (1 Oath Point)

Oath: You have sworn to keep your identity secret from all others, and may neither speak your real name nor reveal your real face to anyone.

Defiance Penalty: Those who know your true self hold dangerous power over you. You take a penalty to AC and saving throws equal to half your character level (minimum 1) against creatures who have seen your face or know your name.

Atonement: To atone, you must permanently alter yourself so that your new identity remains as obscure as you wished your old one to be. This process deals 1d6 points of Charisma drain plus an additional 1d6 per 5 levels you possess (maximum 5d6 at 20th level). This cannot reduce your Charisma score below 1, but ignores any immunity to ability drain.

Oath of Silence (2 Oath Points)

Oath: You must speak no words in any tongue. Accidental noises and the sounds of battle (such as the sound of a fist or weapon striking an opponent) do not affect this Oath. You are allowed to make a nonvocal noise to warn another of danger (such as by stomping or clapping), and you may use writing, gestures, and motions to communicate with others (including sign language).

Defiance Penalty: If you break your Oath of Silence by speaking, your ability to maintain your composure is shaken to the core. You take a penalty on Will saves equal to half your character level.

Atonement: To recreate your communion with silence, you must dedicate yourself to silent service for at least 24 hours, during which you must donate your wealth to some cause relating to why you have sworn your Oath. The total value of donated materials must be worth at least 120 gp x your character level squared.

Oath of Wardenship (3 Oath Points)

Oath: You have sworn to hold your post for as long as you live, and are not permitted to leave the area you have designated to protect, known as your ward. This ward may be a room, a grove, a castle, or some other distinct location, but can be no larger than a city.

Defiance Penalty: When you step outside your ward, your body and mind start to deteriorate rapidly, causing you to take 1 point of ability drain to a random ability score every day. This ability drain cannot be healed so long as you defy your oath, and ignores any immunity to ability drain you may possess. This cannot drain an ability score below 1.



Atonement: To reforge your connection to your ward, you must spend at least three days meditating within your ward and offer a sacrifice worth at least 140 gp x your character level squared.

Oath Points and Oath Boons

Every Oath that a character adheres to grants a certain number of Oath points which can be used to gain various benefits as long as the character does not break their Oath. A character can benefit from up to 10 Oath points' worth of Oaths at a time, and they may come from any number of Oaths. A character's Oath points and Oath boons are allocated when the character accepts their Oath and cannot be changed. Oath boons and their costs in Oath points are as follows.

Accelerated Recovery (3 Oath points)

You gain fast healing equal to half your character level (minimum 1).

Bonus Talents (see text)

You gain a number of bonus talents based on how many Oath points you spend on this Oath boon. These talents may be either combat talents or magic talents, but you must meet the prerequisites for these talents and cannot select magic talents if you are not already a spherecaster. You may spend up to 3 Oath points on this Oath boon.

Table: Oath Bonus Talents

Points Spent	Bonus Talents
1	1 talent at 10th level
2	1 talent at 6th, 10th, and 14th levels
3	1 talent at 2nd, 6th, 10th, 14th, and 18th levels

Damage Reduction (2 Oath points)

You gain damage reduction equal to half your character level (minimum 0). This damage reduction is bypassed by alignment opposite to yours (so a lawful good character would possess DR/chaotic or evil). A true neutral character's damage reduction is bypassed by any type of aligned weapon. This does not stack with any other forms of damage reduction you may possess.

Drawback (Su) (see text)

Every Oath point you spend on this Oath boon is treated as one casting tradition drawback for the purpose of gaining bonus spell points or selecting boons based on the number of drawbacks you possess. Losing the benefits of your Oath causes you to lose any boons or spell points paid for with this Oath boon.

Enhanced Abilities (Su) (2 Oath points)

Your Oath grants you strength and acuity beyond that of your kin. At 4th level and every even-numbered level thereafter, you gain a +2 enhancement bonus to one of your ability scores. These bonuses do not stack with each other until you are at least 10th level, at which point they may stack up to a maximum of +4. This improves to a maximum of +6 at 13th level. From level 13 onwards, you gain two +2 ability score bonuses at every level rather than just one at even-numbered levels.

Energy Resistance (Ex) (see text)

You become inured against a certain type of damage. Choose one type of energy (acid, cold, electricity, fire, sonic, positive energy, or negative energy) for every Oath point you spend on this Oath boon. You gain resistance 5 to that energy type, which increases by 5 at 4th level and every 4 levels thereafter (to a maximum of 30 at 20th level). You may spend up to 6 Oath points on this Oath boon.

Enhanced Armaments (Su) (2 Oath points, see text)

Your devotion enhances the abilities of your weapons. At 4th level, one weapon you wield (including a natural weapon) gains a +1 enhancement bonus on attack and damage rolls for as long as you wield it (these bonuses are still applied if the weapon is thrown). This bonus increases by 1 at 7th level and every 3 levels thereafter, to a maximum of +5 at 16th level. Alternatively, you may apply this bonus to an implement, granting an enhancement bonus to caster level with a specific sphere in place of a bonus to attack and damage rolls. This bonus does not stack with any existing enhancement bonus the weapon or implement may have. If you spend a third Oath point, the weapon or implement's enhancement bonus also increases at 5th level and every 3 levels thereafter (to a maximum of +10 at 17th level). The item's enhancement bonus cannot exceed +5, but the remaining bonus can be spent to grant the item any properties that an armorer of your character level could apply to their weapons or implements. You may take this Oath boon multiple times, each time gaining the ability to apply it to an additional weapon or implement. You may change which item you apply this bonus to or change the nature of the bonus in a process that takes 1 hour. You cannot apply both Enhanced Armaments and Enhanced Defenses to the same piece of equipment.

Enhanced Defenses (Su) (1 Oath point, see text)

Your Oath amplifies the defensive abilities of your armor and shields (or your clothing/skin, if you do not wear armor). At 5th level, one suit of armor you wear or one shield you wield gains a +1 enhancement bonus to its AC bonus for as long as you wield or wear it. This bonus increases by 1 at 8th level and every 3 levels thereafter, to a maximum of +5 at 17th level. This bonus does not stack with any existing enhancement bonus the armor or shield may have. If you spend a second Oath point, the armor or shield's enhancement bonus also increases at 5th level and every 3 levels thereafter (to a maximum of +10 at 17th level). The item's enhancement bonus cannot exceed +5, but the remaining bonus can be spent to grant the item any properties that an armorer of your character level could apply to their armor or shield. You may take this Oath boon a second time. If you do, you may apply this bonus to both a suit of armor and a shield rather than just one. You may change which item you apply this bonus to or change the nature of the bonus in a process that takes 1 hour. You cannot apply both Enhanced Armaments and Enhanced Defenses to the same piece of equipment. The benefits of this boon do not stack with the Unarmored Training talent unless you possess the Zodiac Tattoos feat.

Improved Aristeia (see text)

You gain a bonus Aristeia feat for every Oath point you spend on this Oath boon. You may spend up to 3 Oath points on this Oath boon.

Incredible Specialization (Ex) (see text)

For every 2 Oath points you spend on this Oath boon, you are treated as having one additional specialization point which you can spend on conscript or incanter specializations. You must have levels in the conscript or incanter class to select specializations from the class, and you may spend up to 4 Oath points on this Oath boon.

Inhuman Resilience (Su) (1 Oath point)

Your Oath insulates your body and mind against harm. You gain a +1 resistance bonus to all saving throws at 3rd level, which increases by 1 at 6th level and every 3 levels thereafter (to a maximum of +5 at 15th level). You also gain a +1 enhancement bonus to natural armor at 5th level which increases by 1 at 8th level and every 3 levels thereafter (to a maximum of +5 at 17th level).

Immortality (Ex) (2 Oath points)

Your body has transcended physical weakness. You do not need to eat, drink, or sleep, and do not age so long as you do not break your oath (this prevents you from gaining bonuses or penalties from aging). At 5th level, you become immune to disease and aging effects. At 10th level, you become immune to poison and do not need to breathe.

Magical Gleaning (Su) (1 Oath point)

You gain Advanced Magic Training as a bonus feat even if you do not meet the prerequisites.

Renewal (Su) (2 Oath points)

Even death cannot impede you. Once per day, if you are killed, you are immediately affected as per *breath of life* with a caster level equal to your character level. You may choose to improve this to *raise dead* starting at 9th level, *resurrection* at 13th level, and *true resurrection* at 17th level. In addition, if you die, you can choose to return as a prana ghost (see *Bestiary 6*) after one minute (note that becoming a prana ghost stops you from being resurrected). If you become a prana ghost, you die after 24 hours and cannot be resurrected by this ability. You do not gain the rejuvenation ability as a normal prana ghost would.

Shielded Form (Su) (1 Oath point)

Incredible powers shield you, granting you a +1 deflection bonus to AC starting at 6th level which increases by 1 at 9th level and every 3 levels thereafter (to a maximum of +5 at 18th level).

Spell Resistance (Su) (3 Oath points)

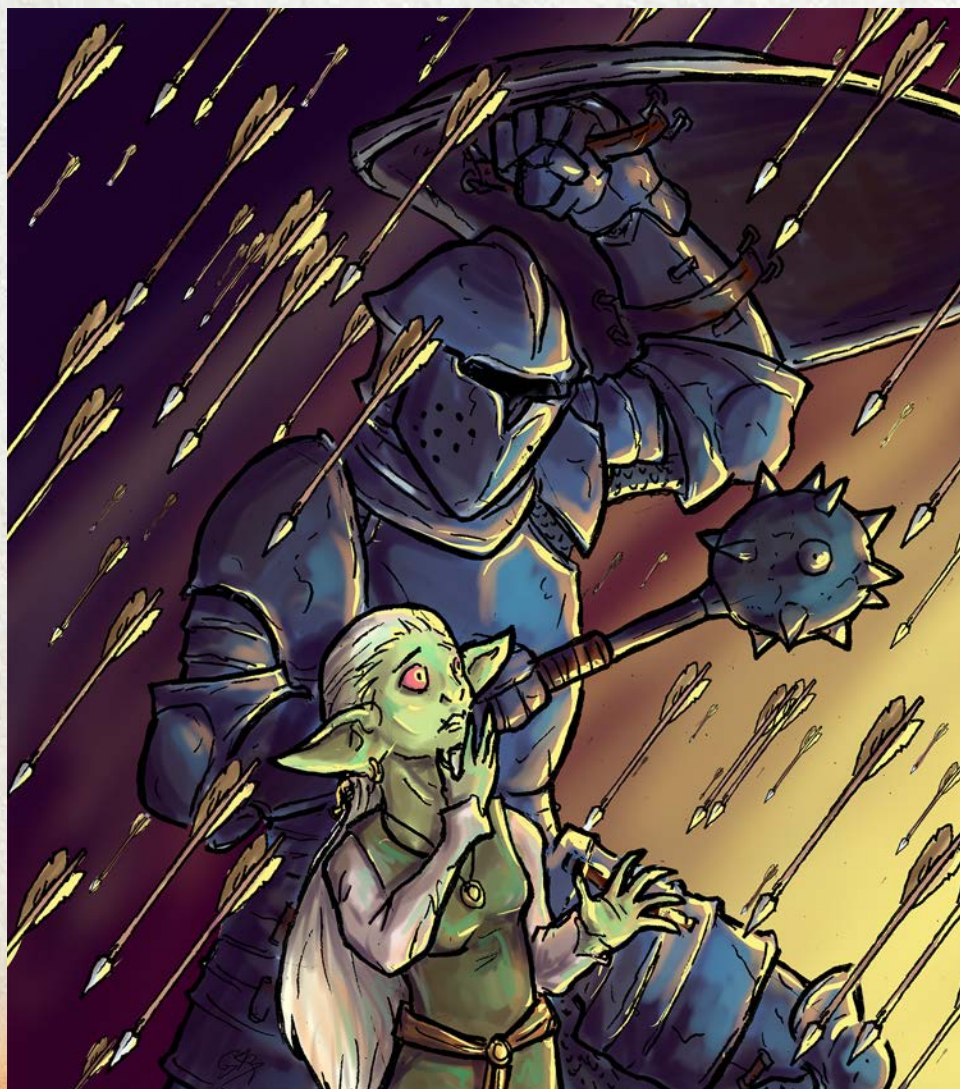
You gain the ability to shrug off magical effects, gaining spell resistance of 11 + your character level. If you already possess spell resistance, you increase this existing spell resistance by 6. You may lower or raise this spell resistance as a standard action.

Skillful (Ex) (see text)

If you spend at least one Oath point on this Oath boon, you treat all skills as class skills. For every Oath point you spend on this Oath boon, you gain a number of skill ranks equal to your character level.

Skill Superiority (Ex) (see text)

For every Oath point you spend on this Oath boon, select one skill. You gain a circumstance bonus on all checks made with that skill equal to 2 + 1/2 your character level.



Chapter 2

Techniques

Techniques are an expanded form of the Spellcrafting system, allowing characters to create complex actions using a combination of both combat and magic spheres. Similar to Spellcrafting, the technique system is designed to allow for the creation of custom abilities by PCs and GMs. Any effect that would apply to spellcrafting or crafted spells applies to techniques in the same manner.

In its simplest form, a technique is a sphere effect that has been augmented and added to with combat or magic talents. Like unaugmented sphere effects, a technique has a base sphere from which its DC is derived. A technique may also have a caster level if it uses magic talents. For the purpose of resolving interactions, a technique is considered to be a talent of every sphere which is used in its construction or the most beneficial to the initiator in the case that two component spheres would contradict each other in an interaction.

While the rules presented below are designed to aid in creating techniques, in the end, these rules are purposely left vague to encourage creativity, mystery, and wonder.

Creating a Technique

Technique creation is as much art as science and is a similar process as inventing spells with the core Pathfinder magic system, in that good sense and judgment are just as important to creating a balanced spell as the math itself. GMs are encouraged to adjust the performance time, spell point cost, and content of a technique if it is exploitative or disrupting of gameplay.

To create a technique, first choose a base sphere ability (*destructive blast*, *glow*, *shapeshift*, etc. for magic spheres, *barrage*, *shout*, *tame*, etc. for combat spheres) augmented by talents as normal. This base ability determines the technique's base sphere and all associated numbers such as saving throws, spell point cost, and caster level if, as is the case with the elementalists, eliciter, or shifter, their caster level is different with different spheres. This also determines the spell's number of targets, duration, etc. (Note: If a technique employs both magic and combat spheres, it is treated as having both a base magic sphere and a base combat sphere, though only uses the highest when determining DCs. This means that abilities which would specifically affect either sphere affect the technique.)

Next, choose additional sphere abilities, talents, feats, and other augmentations to add to the base sphere ability. You must possess every sphere, talent, or feat to be used in the created technique, and any spell points cost associated with these additional abilities is added to the spell point cost of the technique. Sphere ability or talent may not be applied twice to the same technique unless it is granting different effects. Additionally, with every alteration made, the technique gains or loses complexity. The more complex a technique is, the greater its initiation time and/or the more spell points it costs to use.

A technique's cost in actions and spell points is determined by its complexity, which is determined by the number of spheres comprising the technique.

Every base sphere ability that is added to the technique beyond the second increases the technique's complexity by 1. This includes *barrage*, *blooded strike*, *destructive blasts*, *darkness*, *geomancing*, *glow*, *shove*, and other effects. Techniques that utilize at least one combat sphere do not provoke attacks of opportunity in the same way spells do (but may still provoke if they involve ranged attacks or movement).

Sometimes, you may wish to add the effects of a feat or a talent independent of adding a base sphere ability. This could include adding multiple (blast type) talents to a *destructive blast*, applying an Enhancement talent to a (stance) talent, or applying a (blitz) talent to a *destructive blast*. In each of these cases, the technique gains 1 complexity for each talent applied. You must have the base talent of sphere as part of a technique before you can apply other talents of that sphere to it.

A technique that includes at least one advanced talent must also include all talents used to meet the prerequisites for that talent. For example, a technique that includes the Reverse Gravity advanced talent must also include the Lighten talent.

With GM permission, other changes to a technique may increase or decrease the complexity. This could include targeting a creature other than yourself with a (spirit) Nature ability (+1 complexity), shortening a duration from 1 hour per caster level to 10 minutes per caster level (-1 complexity), etc. The minimum complexity of a technique is 0. No technique effect should be created that grants more than 1 damage die per hit die of the creatures using it (discounting weapon damage dice) without severe inspection.

Complex techniques require expenditures of effort, time, or magical energy. A technique has a complexity cost equal to its complexity. Complexity costs can be paid in one of three ways: Martial focus, extended initiation times, and spell points. Expending martial focus as part of performing a technique (but not as part of other actions such as *brutal strike*) counts as paying 1 point to the complexity cost, as does each spell point spent as part of the technique. The actions used to perform the technique also contribute towards the payment of the complexity cost as per Table: Initiation Time Increases (remember that if the initiation time is 1 round or more, that the technique resolves when the last round has finished and it is the start of the initiator's next turn). The complexity cost of a technique is set when the technique is created, but each creature may decide how to pay the cost of the technique when they perform it. (For example, a character could use a complexity 7 technique by spending martial focus and 4 spell points while extending the initiation time to 1 round. Another could initiate the same technique as a standard action by expending 7 spell points.) A technique can only be paid for with martial focus if it was created with at least one combat sphere. All techniques that utilize one or more magic spheres require at least one spell point to initiate.

Table: Complexity

Technique Component	Complexity
Starting base sphere	1
Second base sphere	+1
Base sphere beyond second	+2
Talent besides base sphere	+1

Table: Initiation Time Increases

Action	Complexity Cost Payment
Standard action	none
1 full-round action	1
1 round	2
2 rounds	3
3 rounds	4
+1 round per increase	+1 per increase

Technique Crafting

Once a character has set their technique's function and complexity, they must spend resources to craft it. A character must possess the Technique Crafting feat and must have access to all of the feats and talents used in the creation of a technique (be this in the form of knowledge, of allies who possess this knowledge, or magic items that replicate the talents) in order to craft it. Once a particular technique has been created, it may be added to through further research, with characters adding new talents that they know to the technique at a rate of 1 feat or talent per day of research. A technique's existing talents cannot be changed except through the creation of a

new technique. Creating a technique is a process similar to creating a magic item, and takes 1 day of research + 1 day per point of complexity, at the end of which a caster must succeed at a skill check with a DC equal to $5 + 5 \times$ the technique's complexity, or have their efforts wasted. The skill check made to create a technique can be made with any of the following skills: Craft (any), Knowledge (any), Perform (any), Profession (any), Spellcraft, any skill that the creator uses with the Skilled Casting drawback, or any skill which a sphere used in the technique's creation would grant ranks in (such as Diplomacy for Warleader or Intimidate for Gladiator).

If a character possesses talents that would modify all uses of a specific sphere ability (such as Extended Range from the Destruction sphere or Greater Shove from the Brute sphere), they may apply these talents' effects to a technique as normal without having to modify the technique.

Learning Techniques

A character who creates a technique automatically knows the technique, and can teach it to others either directly or through scribing it in a technique script. The character learning the technique directly must spend at least one hour studying with someone who knows the technique for every point of the technique's complexity, and must attempt a skill check with a DC of $10 + 2 \times$ the complexity of the technique. The skill check made must use one of the skills used to create the technique. A character need not know all of the talents used in the creation of a technique to learn the technique, but must have access to all of them in various forms (be it from knowledge, magic items that replicate the talent, or allies in the case of multi-character techniques) in order to perform the technique.

A character may only know a number of techniques at a time equal to their casting ability modifier or practitioner modifier, whichever is higher (minimum 1). If the character is only a caster or only a practitioner, they use the corresponding modifier. If a character is neither a practitioner or a caster, they can know a maximum of one technique. If a character researches a technique after they have reached this limit, they must decide which of their previous techniques will be lost from his memory to make room for the new technique. A character may augment a technique by adding more feats or talents to it, through an additional day of research per feat or talent, and a new skill check at the end of the process. A character cannot use a technique that requires an advanced talent unless a participant possesses that talent and meets the prerequisites for that talent.

Multi-Character Techniques

Multiple characters may work together to perform a technique, in which case all participants must pay the complexity cost. However, the complexity cost of the technique is reduced by 2 for every participant beyond the first (for example, three characters performing a technique with complexity 4 could do so by spending a standard action and no other resources, or two could perform the technique as a standard action by spending martial focus and 1 spell point). If the technique uses magic talents, at least one spell point must be spent by at least one

participant in the technique. The participants all contribute their actions and spell points to a single individual performing the technique (meaning that if Fire Tackle is performed with two participants, both must contribute to the complexity cost but only one actually charges). If multiple characters work together to perform a technique, no one participant is required to know all of the talents needed to perform the technique (in the previous example, one participant could possess the Destruction sphere, Energy Blade, and Fire Blast talents, while the other could possess the Brute sphere, Hammer, and Unstoppable talents). Use the highest of each participant's caster level and base attack bonus for the purpose of calculating the effects of the technique. The technique is performed on the lowest of the participants' initiative counts, and all participants must delay their actions until all members are able to act. All participants in a technique must be within close range (25 feet + 5 feet/2 levels) of each other, using the lowest-level participant to determine the maximum range.

Technique Scripts

A character who possesses the Technique Crafting feat is capable of recording any techniques they know as well as any techniques they research into technique scripts. Writing a technique down in a script takes 1 hour per sphere or talent or feat involved in the technique and requires 1 page per sphere or talent or feat involved in the technique. Talents providing several effects count once per effect.

If a character finds a technique tome they have not created themselves, they must decipher its writing through either a successful skill check using either Linguistics or one of the skills used to create the technique (DC 20 + the technique's complexity), a read magic spell, or the basic sense ability from the Divination sphere in order to understand it. Once a technique has been deciphered, it does not need to be deciphered again by the same character.

If a character possesses all of a technique's prerequisite spheres and talents and has deciphered the writing, they may read from the script and use that technique as if it were in their repertoire without issue. This takes 2 rounds of uninterrupted reading in addition to the technique's usual casting time. Alternately, the character may spend an hour per page reading and practicing a deciphered technique to add that technique to his repertoire as if he had just researched it. A character may attempt to initiate a technique from a script without meeting the prerequisites, but the technique's effective complexity increases for every sphere or talent not possessed (talents gained through implements, with the Circle Casting feat, or with similar items or feats count when meeting a spell's prerequisites), and suffers a cumulative 10% chance per missing prerequisite that the technique will not function. Unlike a ritual book, a technique script is simply a notebook detailing the theory involved in a technique's creation, and as such, has no cost in magical components to create. Technique scripts have no market value of their own, and while they may be found, they are rarely bought and even more rarely sold.

Sample Techniques

Destructive Barrage

Combat Sphere Barrage

Magic Sphere Destruction

Complexity 4 (2 base talents, 4 talents total) (crafting time 5 days)

Range see text

Target see text

Duration see text

Saving Throw none; **Spell Resistance** yes

Prerequisites Barrage sphere (any one (blitz) talent), Destruction sphere (any one (blast type) talent)

Description

You unleash a flurry of powerful magical shots. When you use this technique, you perform a *barrage* action using your *destructive blast* in place of a ranged weapon on each attack. You may apply (blitz) talents to the *barrage* as normal and (blast type) talents to the *destructive blasts*, and may spend a spell point to increase the damage of any of your *destructive blasts* as normal.

Distant Thrust

Combat Sphere Fencing

Magic Sphere Destruction

Complexity 2 (2 base talents, 2 talents total) (crafting time 3 days)

Range close (25 ft. + 5 ft. per 2 caster levels)

Target 1 creature or object

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Prerequisites Fencing sphere, Destruction sphere

Description

You strike out against a distant target using a melee weapon. You may make an attack action with a melee weapon against one target within close range as if it were within your reach. This does not grant the additional damage of a *destructive blast*. If you possess the Extended Range talent, you may use it to increase the range of this technique as if it were your *destructive blast*.

Fire Tackle

Combat Sphere Brute

Magic Sphere Destruction

Complexity 5 (2 base talents, 5 talents total) (crafting time 6 days)

Range see text

Target see text

Duration instantaneous

Saving Throw Reflex partial (see text); **Spell Resistance** yes (see text)

Prerequisites Brute sphere (Unstoppable), Destruction sphere (Energy Blade, Fire Blast)

Description

You surround yourself in a corona of fire before charging at the target, leaving a path of flame in your wake. Make a charge attack or charging *shove* against a creature you are capable of charging. You may charge over difficult terrain. This movement still costs twice as much as normal. When making this charge, you may attempt to overrun a creature in the path of the charge or to attempt a Strength check to break an unattended object such as a door or wall that is in your way, as a free action that does not provoke an attack of opportunity. If the check is successful, you may complete the charge. If the check is unsuccessful, the charge ends in the space directly in front of that creature or object. Any object you break or creature you overrun catches on fire, taking 1d6 points of fire damage per round. Each round the target may attempt a Reflex save to attempt to extinguish the flames. Rolling on the ground or using a blanket to smother the flames (a full-round action) grants the target a +4 bonus to that round's saving throw.

For every 5 base attack bonus or caster levels you possess (whichever is higher) you may attempt to break or overrun an additional target, but suffer a cumulative -2 penalty on each additional check made. This can allow you to initiate a charge through squares that you do not have line of sight to. You may resolve your charge attack against any valid target within reach of the charge's path after passing through the barriers (creature or object) blocking your line of sight.

If the charge or *shove* strikes its target, the target takes additional fire damage equal to your *destructive blast* damage and must succeed at a Reflex save or catch fire. Spell resistance applies against the fire damage and the risk of catching fire, but not the damage from the charge itself.

Forceful Riposte

Combat Spheres Boxing, Brute

Complexity 3 (2 base talents, 3 talents total) (crafting time 4 days)

Range see text

Target see text

Duration 1 round

Saving Throw none; **Spell Resistance** no

Prerequisites Boxing sphere, Brute sphere (Quick Force)

Description

You prepare an attack that will blow your target away. You ready an action to perform a *counterpunch*, and may perform a *shove* in place of the *counterpunch* when the *counterpunch* is triggered. This shove deals additional damage as your *counterpunch* would. If the *shove* is successful, you may perform a bull rush, drag, or reposition combat maneuver as part of the *shove*.

Sniper's Burst

Combat Spheres Barrage, Sniper

Complexity 3 (2 base talents, 3 talents total) (crafting time 4 days)

Range see text

Target 1 creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Prerequisites Barrage sphere, Sniper sphere (any (snipe) talent)

Description

You slip in an immensely *deadly shot* amidst a flurry of projectiles. You make a *barrage* attack, adding your damage from deadly shot to a single attack made as part of the *barrage*. You may also apply a single (snipe) talent to this attack.

Warping Fury

Combat Sphere Berserking

Magic Sphere Warp

Complexity 5 (2 base talents, 5 talents total) (crafting time 6 days)

Range close (25 ft. + 5 ft. per 2 caster levels)

Target one creature, see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Prerequisites Berserking sphere (Advancing Carnage), Warp sphere (Pouncing Teleport, Quick Teleport)

Description

You *teleport* around the battlefield rapidly, delivering strikes to multiple creatures. You *teleport* into melee attacking range of a creature within close range and make a single melee attack against it, taking a -2 penalty to the attack roll. If you are successful, you may *teleport* to another creature which is within close range of your new position and make a melee attack against it at the same -2 penalty. You may *teleport* and attack again every time you hit a target, to a maximum number of attacks beyond the first equal to 1/2 your caster level or 1/2 your base attack bonus (whichever is higher). You cannot attack the same creature multiple times with this ability.

Chapter 3

Archetypes and Class Options

New Commander Enhanced Tactics

Facilitate Combo: As a standard action, the commander may allow any one creature affected by one of his *shouts* or tactics to participate in a multi-character technique even if they do not know the technique and possesses none of the talents used in the technique.

Now's Your Time: As a standard action, the commander may expend martial focus to grant an ally affected by one of his *shouts* or tactics a single temporary hero point. This hero point is lost after 1 round if it is not expended. A single ally can only be affected by this enhanced tactic once per day.

Extemporizer (Prodigy Archetype)

Prodigies excel at adapting their techniques to fit their situation, but extemporizers take this practice to new heights by formulating complex new techniques in the heat of battle.

Improvised Technique (Ex): An extemporizer knows how to synthesize complex magical and martial techniques on the fly. As a free action during a sequence, the extemporizer may create a technique using any talents and techniques that she knows or that she has gained through class features such as adaptation. The extemporizer does not need to attempt a check to create this technique, but cannot perform it normally. Rather, she may initiate this improvised technique as a finisher for the sequence. The complexity of an improvised technique cannot exceed the length of the sequence. However, for every link by which the length of the sequence exceeds the technique's complexity, the technique's complexity is reduced by 1 for the purpose of initiation. An improvised technique cannot be performed as a multi-character technique but does not

count against the extemporizer's maximum number of techniques known.

This ability replaces the normal finishers a prodigy can perform. The extemporizer can still perform finishers gained from other class features such as imbue sequence.

Votary (Sage Archetype)

Votaries are considered the most dedicated of sages, renouncing worldly pleasures and material wealth in exchange for a greater connection with the universe around them.

Devout Vows (Ex): A votary's intense dedication enables him to reach a greater degree of physical and spiritual purification than many others. When taking Oaths, a votary may benefit from up to 11 Oath points' worth of Oath boons rather than 10. This improves to 12 Oath points at 7th level, 13 Oath points at 13th level, and 14 Oath points at 19th level. In addition, the votary can select among the following unique Oath boons in addition to normal Oath boons (note that the sage's ki pool counts as a spell pool for the purpose of gaining additional points for taking drawbacks). If the votary possesses Absolute Poverty, he gains 4 free Oath points worth of Oath boons rather than the typical benefits of this class feature.

Complex Training (Ex) (3 points): The votary gains an additional esoteric training option at 4th level.

Deep Meditation (Ex) (1 point): The number of bonus dice granted by the meditation class feature increases to his votary level from 1/2 his votary level. The maximum number of bonus dice you can gain increases to his votary level.

Elaborate Esotery (Ex) (see text): The votary gains additional esotery depending on how many Oath points he spends on this Oath boon, to a maximum of 5.

Table: Bonus Esotery

<i>Oath Points Spent</i>	<i>Bonus Esotery</i>
1	Esotery at 7th and 13th levels
2	Esotery at 1st, 7th, 13th, and 19th levels
3	Esotery at 1st, 5th, 7th, 13th, 17th, and 19th levels
4	Esotery at 1st, 5th, 7th, 9th, 11th, 13th, 17th, and 19th levels
5	Esotery at every odd-numbered level

This replaces the style talents gained at 1st, 7th, 13th, and 19th levels.

Masterwork Chronicler (Skald Archetype)

Masterwork chroniclers travel the world to gather the most sophisticated martial and magical techniques, recording them so that others may discover and utilize them. Through their songs, masterwork chroniclers grant knowledge of their exotic lore to their allies, creating cohesive and powerful fighting forces.

Proficiencies: Masterwork chroniclers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice. This alters weapon and armor proficiencies.

Casting: A masterwork chronicler may combine spheres and talents to create magical effects. A masterwork chronicler is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.



Spell Pool: A masterwork chronicler gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A masterwork chronicler gains a combat or magic talent every time he gains a class level. Masterwork chroniclers use their casting ability modifier as their practitioner modifier.

Whenever the masterwork chronicler could receive a magical talent from his class, he may instead choose a bardic masterpiece or skald saga he meets the prerequisites for. His caster level with masterpieces is equal to his class level.

Technique Study: The masterwork chronicler gains Technique Crafting and Create Technique Script as bonus feats at 1st level. At 2nd level and every 4 levels thereafter, the masterwork chronicler chooses a single Perform skill. He may use that Perform skill in place of any other skill when learning techniques, but can only substitute that specific Perform skill for a single skill when learning a technique (for example, if a technique would require a Spellcraft check, a Diplomacy check, and a Craft (mechanical) check, a 2nd-level masterwork chronicler who has chosen Perform (wind) with this ability could only substitute a Perform (wind) check for one of these three checks. A 10th-level masterwork chronicler who has chosen Perform (percussion), Perform (sing), Perform (wind) could substitute one check of each type).

This replaces scribe scroll and versatile performance.

Loresong: Allies affected by the masterwork chronicler's inspired rage are still able to use Charisma-, Dexterity-, and Intelligence-based skills and any ability that requires patience or concentration (including casting spells).

At 2nd level, allies affected by inspired rage are considered to know all of the techniques known by the masterwork chronicler.

At 3rd level, whenever the masterwork chronicler uses his inspired rage, allies affected by his song gain access to a single talent that the masterwork chronicler possesses, even if they are not practitioners or casters. If they are not spherecasters or practitioners, they may use their highest mental attribute as their practitioner or caster attribute. Every non-spherecasting level or racial Hit Die is treated as Low-Casting for calculating the caster levels. If a character granted magic talents does not possess spell points, they may use the masterwork chronicler's spell points. If a base talent is granted this way, allies are also affected by any sphere-specific drawbacks associated with the talent, and also gain any bonus talents granted by the drawback.

Every 3 levels after, he may choose an additional talent to share with his allies through his rage song. If the masterwork chronicler shares a talent with prerequisites, he must share the prerequisites as well. Those who do not meet the prerequisites do not benefit.

This replaces well-versed and rage powers.

Storied Knowledge (Su): At 5th level, a masterwork chronicler learns to acquire temporary magical and martial knowledge. The masterwork chronicler gains a single bonus magical or combat talent. Whenever the masterwork chronicler rests to regain spell points, he may change this talent, choosing a new talent he meets the prerequisites for. At 11th and 17th levels, the masterwork chronicler gains an additional bonus talent which can be exchanged in the same manner.

This replaces spell kenning.

Method Actor (Troubadour Archetype)

To truly assume a role, a skilled actor must not only change the way they appear but also the ways in which they interact with the world and the values they operate by. Method actors excel in establishing stringent doctrines by which to live, but at the same time are capable of changing their obligations at a moment's notice.

All Part of the Act (Ex): Each of the method actor's personas may have a unique set of Oaths and Oath boons, and may even grant different numbers of Oath points. However, he can only benefit from a number of Oath boons which he would gain based on his current persona's Oath points (for example, a method actor has two personas, a hermit who has sworn an Oath of Poverty and a guard who has sworn an Oath of Candor and an Oath of Loyalty. The method actor selects 10 Oath points worth of Oath boons for the hermit and 2 Oath points worth of Oath boons for the guard, but can only benefit from any of those oath boons while in that respective persona).

A method actor need only adhere to an Oath while in a persona that has accepted it (for example, the previously-mentioned method actor may lie in his hermit or base personas without breaking the Oath accepted by his guard persona, and could wield expensive equipment while in his guard or base personas). If a method actor breaks an Oath in a persona where they have accepted it, however, the defiance penalty carries over between all of the method actor's personas. The method actor must atone for a broken Oath in the same persona in which he swore and broke the Oath.

This replaces the persona quirks gained at 5th, 11th, and 17th levels.

Blank Canvas (Ex): A method actor must not possess any strong convictions himself in order to fully assume the commitments of his personas. A method actor's base persona may not accept any Oaths, and as a result never benefits from Oath boons.

Chapter 4

Additional Options

Advanced Fate Talents

Oathbind [curse]

Prerequisites: Fate sphere, caster level 5th.

Your magic compels creatures to follow the Oaths they swear under penalty of death. When a creature within close range of you swears an Oath at your behest, you may spend a spell point to bind them to their Oath. The target is cursed such that if it ever breaks the Oath it swore, it immediately perishes. This is a death effect.

A character affected by an *oathbind* cannot forswear their bound Oath as long as the *oathbind* is in effect. An *oathbind* cannot be dispelled, but it may be broken through the Break Enchantment Life talent, as well as spells such as *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. You may remove an *oathbind* that you placed on a target as a standard action. If an *oathbind* is no longer in effect, a character may choose whether or not they wish to maintain the oath; they may forswear it as part of breaking free (although they may not forswear it if for some reason they would be incapable of forswearing the Oath due to an effect such as Integral Oath).

Casting Drawbacks

Incompatible Energies

The magic of your foes adversely affects yours to an extreme degree. When calculating your MSD, you use half your casting class levels instead of your full casting class levels. Whenever a spell you create is successfully dispelled, you cannot spend spell points for 1 round. In addition, if you possess the Alien Source boon, this drawback does not apply against other casters who draw from the same Alien Source as you.

Casting Boons

Alien Source

You draw your magic from an unusual location, such as technology or an alternate matrix of magic (the specifics of this source should be determined by the player and GM together). Those who do not understand the mechanics of your powers struggle to resist them. Casters take a -2 penalty on any attempts to counterspell your abilities. Spell resistance against your abilities is reduced by 2. In addition, you gain a bonus to MSD equal to half your character level against effects which would suppress your magic (such as the Spell Ward talent of the Protection sphere) and do not take the penalty to MSK from Incompatible Energies when resisting such effects. These abilities can be ignored by a caster if they possess the same Alien Source as you from this boon, the Harmonic Counter feat, or a certain magic sphere that you possess (the magic sphere is chosen by you at the time you select this boon).

Reworked Abilities

The Incompatible Energies drawback and Alien Source boon (originally titled Techno-Miraculous) are revised versions of the boon and drawback from Arcforge Campaign Setting: Spheres of Influence. They have been redesigned here for superior balance and clarity as well as for accommodation in settings where incompatible types of “magic” besides technology exist. The Harmonic Counter and Harmonic Resilience feats have also been clarified and reworked in light of these changes.

Feats

Theurge Feats

Theurge feats are a new category of feat designed for characters who utilize multiple casting traditions. Most of them require multiple casting traditions as prerequisites, and may operate in ways that cause these multiple traditions to interact. Theurge feats can be selected in place of drawback feats.

Absolute Poverty

You have pushed your Oath of Poverty to an extreme version of itself.

Prerequisite: Must have sworn an Oath of Poverty.

Benefit: In order to adhere to your Oath of Poverty, you may not possess or use more than one piece of equipment which is worth more than 5 gp per character level (this is in addition to the Oath of Poverty's normal limitations). However, your Oath of Poverty grants 15 Oath points and so long as you do not break your Oath of Poverty there is no limit to the number of Oath points' worth of Oath boons you may benefit from. You cannot benefit from Oath of Offerings and Oath of Poverty at the same time if you possess this feat.

Adept Initiator (Champion, Combat)

You simplify and streamline your intricate performances.

Prerequisite: Knowledge of at least one technique.

Benefit: Reduce the complexity of all techniques you know by 1 for the purpose of your initiation of them.

Arcane Combo (Theurge)

Mixing up your spellcasting procedures makes them more potent.

Prerequisite: Caster level 1st or higher with at least two casting traditions.

Benefits: Whenever you create a magic effect using a specific casting tradition, you gain a +1 bonus to your caster level for any magic effect you create using a different casting tradition until the end of your next turn.

Arcane Fusion (Theurge)

You integrate multiple traditions to unleash a potent form of magic.

Prerequisites: Caster level 1st or higher with at least two casting traditions, able to create the same effect using multiple casting traditions.

Benefits: When you create a magical effect which could be created with multiple casting traditions, you may apply the boons and drawbacks of multiple casting traditions you are capable of creating the spell effect with. Spell points to power the effect can be drawn from any casting tradition which can be used to create the effect. For example, a character capable of using *destructive blast* using both the Blood Magic tradition and the Cholmic Traditionalist tradition could cast *destructive blast* in such a way that the Addictive Casting, Draining

Casting, Extended Casting, Magical Signs, Painful Magic, Somatic Casting x2, and Verbal Casting drawbacks all take effect, but the Deathful Magic, Fortified Magic, Overcharge, and Overwhelming Power boons all take effect on the spell as well.

Burning Technique (Champion, Combat)

You suffer to perform immensely powerful techniques.

Prerequisite: Knowledge of at least one technique.

Benefit: In addition to the normal methods of paying for a technique's complexity cost, you may choose to pay for complexity by taking ability burn to an ability score of your choice. Every 2 points of ability burn that you take pays for 1 point of complexity. Ability burn functions as ability damage, save that it can only be healed by resting for 8 hours.

Companion Techniques (Champion, Combat)

You share the intricacies of your combat lore with your closest allies.

Prerequisites: Knowledge of at least one technique, must have the Conjunction sphere, an animal companion, or some similar ability that grants a companion.

Benefit: Choose an animal companion, Conjunction sphere companion, or other companion you have as a result of some ability. It learns any techniques you do. In addition, when learning or crafting techniques, you have access to any talents your companion has, even if it is not currently summoned.

Special: You may take this feat multiple times. Each time, you select a different companion.

Coordinated Initiation (Champion, Teamwork)

You and your allies can amplify your abilities when coordinating.

Prerequisite: Knowledge of at least one technique.

Benefit: When multiple characters work together to perform a multi-character technique and all of them possess this feat, the technique's complexity is reduced by 3 for each participant beyond the first rather than 2.

Dimensional Pursuit (Aristeia)

Teleporting away from you is not a solution in your pinnacle state.

Benefit: When a creature you threaten or that you have damaged in the last round attempts a concentration check to use an effect that would teleport them or move to another plane, increase the DC of the check by 4. While in Aristeia, you may spend an attack of opportunity to move with any creature you see that attempts to teleport or shift planes, arriving in the same position relative to them wherever they arrive.

Special: This feat counts as Disruption for the purpose of meeting prerequisites.

Enduring Aristeia (Aristeia)

Regardless of the toll it takes, you hold on to your power until the duty is done.

Benefit: Add five times the number of Aristeia feats you possess to your Constitution score for the purpose of determining the number of negative hit points at which you die. When

your Aristeia would end, you may add an additional round to your Aristeia. If you do, you immediately suffer a permanent negative level. You may continue to use this feat until the total number of negative levels you would be affected by upon the end of your Aristeia would equal your character level. Negative levels gained from this feat cannot be negated through condition negation.

Special: This feat counts as Endurance for the purpose of meeting prerequisites.

Extensive Technique Study (Champion, Combat)

You possess extensive experience with the lore of techniques.

Benefit: Increase the maximum number of techniques you are capable of knowing at one time by 4.

Special: You may select this feat multiple times.

Flexible Energies (Theurge)

Your arcane power can be converted between multiple sources.

Prerequisite: Caster level 1st or higher with at least two casting traditions.

Benefit: You may use spell points from a casting tradition you possess to create magical effects using a different casting tradition you possess. When you do, you must spend one additional spell point from either casting tradition.

Fluid Energies (Theurge)

Your magical abilities draw from a unified source.

Prerequisite: Flexible Energies.

Benefit: You no longer need to spend an additional spell point when using Flexible Energies.

Group Initiation (Champion, Combat, Teamwork)

When you aid in a technique, you may also perform it yourself.

Prerequisite: Knowledge of at least one technique.

Benefit: When multiple characters work together to perform a multi-character technique and all of them possess this feat, they may choose to increase the technique's complexity by 3. If they do, every character who worked together to initiate the technique may perform the technique's action (for example, each member would charge when using Fire Tackle).

Harmonic Counter

Miracles of all sorts buckle before your might.

Prerequisite: Counterspell.

Benefit: You can counterspell effects which were created with the Alien Source at no penalty. Your abilities that would suppress magic (such as the Spell Ward and Anti-Magic Aura effects of the Protection sphere) function normally against all magic effects regardless of source.

In addition, you can attempt to use any of your Counterspell feats or other magic-negating abilities on technological equipment as if it were magical equipment. Treat a technological item's MSD as if it were the item's Craft DC -5 (or 11 + the item's level if using Starfinder equipment).

Harmonic Resilience

Miracles of any shape fail to penetrate your defenses.

Benefit: Any spell or power resistance or immunity that you possess applies against magic from any source, including those from casters with the Alien Source boon. If using any ruleset in which psionics and magic are not transparent, any spell resistance or immunity that you possess also applies against psionic powers that allow power resistance, and vice versa.

Heroic Perseverance (Aristeia)

Destiny's hand prevents you from faltering after your grand display.

Benefit: Add the number of Aristeia feats you possess to the number of times per day you can use any combat feats you have that allows a limited number of daily uses, such as the Stunning Fist feat. If you still have Aristeia points remaining when you end your Aristeia, you may choose to expend them in place of suffering negative levels from Aristeia. For every point expended, you negate one permanent negative level from Aristeia.

This feat counts as the weapon training and armor training class features for all weapons and armor for the purpose of meeting prerequisites, with your effective weapon training or armor training bonus being equal to the number of Aristeia feats you possess.

Heroic Senses (Aristeia)

In your greatest moment, you are given increased clarity regarding your surroundings.

Benefit: You gain a +2 bonus on Perception checks which increases by an additional +2 for every 10 ranks you have in Perception (to a maximum of +6 at 20 ranks). When you enter Aristeia, you gain all-around vision and blindsense out to 60 feet while in Aristeia. This improves to blindsight if you enter Aristeia level 3 or higher. If you enter Aristeia level 4 or higher, you also gain the benefits of the True Seeing advanced Divination talent while in Aristeia.

Special: This feat counts as Skill Focus (Perception) for the purpose of meeting prerequisites.

Heroic Tenacity (Aristeia)

In your heroic moment, your abilities expand.

Benefit: While in a situation where you could enter Aristeia, you gain a +1 insight bonus which you may add to any d20 roll once per round. When you enter Aristeia, choose a single feat that you meet the prerequisites for. So long as you remain in Aristeia, you gain the benefits of that feat. If entering Aristeia level 3 or higher, you may select two feats rather than one. You cannot select other Aristeia feats with this feat.

Improved Assistance (Champion, Combat)

You add a bit of extra aid when coordinating a technique.

Prerequisite: Knowledge of at least one technique.

Benefit: When you initiate a multi-character technique where you do not perform the action, you may attempt the aid another action on the character performing the action as part of the action to initiate the technique. So long as you are in range to initiate the technique, you do not need to be in the normal range to aid another.

If you possess the Circle Casting feat, you may maintain that feat's effects on the target so long as you are within range of the technique (rather than 30 feet).

Improved Oathkeeping

You are able to accommodate the benefits of additional Oaths.

Prerequisite: Must have sworn at least one Oath.

Benefits: You may benefit from one additional Oath point's worth of Oath boons.

Special: You may select this feat an additional time for every 5 character levels you possess.

Insidious Magic (Drawback)

Your magic is subtle and difficult to detect.

Prerequisite: Incompatible Energies drawback.

Benefits: The *divine* ability of the Divination sphere has a 50% chance of not detecting any magic effects you create unless the Divination effect uses the same Alien Source that you do. Even if the effects are detected, their aura is one step weaker than it would normally be (meaning faint effects would have no aura).

Integral Oath

You are physically unable to defy your oath.

Prerequisite: Must have sworn at least one Oath.

Benefit: Choose one Oath that you have sworn. The number of Oath points gained from that Oath increases by 1. However, you are not capable of performing any action which would break that Oath. (For example, if you select Oath of Silence, you lose your ability to speak. Similarly, you are completely unable to create magical effects or use items such as wands if you have an Oath against Magic.) This feat cannot be used with Oaths that demand a regular practice rather than restricting your abilities (such as Oath of Offerings, Oath of Poverty, Oath of Ritual, and others at GM discretion).

Special: You may take this feat multiple times. Each time, it applies to a different Oath.

Liberating Triumph (Aristeia)

Your heroic ascension can occur even in moments of great adversity.

Benefit: You gain a +2 bonus on all saving throws against effects which would prevent you from being able to take actions. You may enter Aristeia even when you cannot otherwise take actions. When you do, you may immediately end whatever effect is stopping you from taking actions as part of entering Aristeia.

Special: This feat counts as Great Fortitude, Lightning Reflexes, and Iron Will for the purpose of meeting prerequisites.

Loyalist Inquisitor

You are skilled at keeping dedictees in line.

Prerequisite: Must have sworn an Oath of Loyalty or have creatures swear an Oath of Loyalty to you.

Benefits: Creatures who have sworn an Oath of Loyalty to you or to whatever patron you have sworn an Oath of Loyalty

to suffer a -1 penalty to saving throws against all of your abilities. This penalty increases by an additional -1 for every 5 character levels you possess, to a maximum of -5 at 20th level.

Mage's Triumph (Aristeia)

Aristeia amplifies your magical abilities.

Prerequisite: Casting class feature.

Benefit: In any situation where you could use Aristeia, you gain a +1 bonus to your caster level. While you are in Aristeia, your Aristeia bonus also applies to your caster level (this stacks with the normal bonus from this feat) and you gain a number of temporary spell points equal to your Aristeia bonus while in Aristeia. These temporary spell points vanish when you leave Aristeia.

Special: This feat counts as Sphere Focus (any one) or Spell Focus (any one) for the purpose of meeting prerequisites.

Manifold Spell Knowledge (Theurge)

You know of multiple ways to utilize your magic.

Prerequisite: Caster level 1st or higher with at least two casting traditions.

Benefit: You may pool your magic spheres and talents between two of your casting traditions, allowing you to select which casting tradition you use each of your magic talents with when you cast them. Any magic effects created with a casting tradition other than the original tradition it was selected with costs 1 additional spell point (or 1 spell point if it would not cost spell points). You cannot use this feat with the two talents you gain at 1st level for being a caster or with any talents gained through sphere-specific drawbacks. Add your caster levels from the two casting traditions together rather than determining them separately. For example, a 5th-level incanter with this feat who used two levels to advance in the Blood Magic tradition and three levels to advance in the Runist tradition would have a caster level of 5 for both traditions rather than a caster level of 2 when using Blood Magic and a caster level of 3 when using Runist magic.

Special: You may take this feat multiple times, each time adding magic spheres and talents from an additional casting tradition to the pool.

Ready Initiation (Champion, Combat, Teamwork)

When one of your allies primes a technique, you respond immediately.

Prerequisite: Knowledge of at least one technique.

Benefit: When multiple characters with this feat work together to initiate a multi-character technique, the technique is performed on the highest of the participants' initiative counts rather than the lowest. All participants have their actions for the turn moved up to the initiative count where the technique is performed.

Surging Triumph (Aristeia, Luck)

Your power enables you to achieve even greater effects while in Aristeia.

Benefit: The maximum number of hero points you may have at a time increases by 1. When you enter Aristeia, you gain a single hero point. This hero point is expended automatically when you leave Aristeia, and cannot be used with the Heroic Perseverance feat. When you enter Aristeia level 3 or higher, you instead gain two hero points which are expended when you leave.

Special: This feat counts as Hero's Fortune for the purpose of meeting prerequisites.

Tactical Aid (Combat)

Your aid fortifies your ally's martial capabilities.

Benefit: Whenever you use the aid another action, you may choose to increase the target's base attack bonus by 2 for the duration of the aid another action rather than providing the normal benefit. This ability cannot be affected by effects which would increase the benefit granted from aid another.

Technique Crafting (Combat)

You have learned how to create elaborate and unique actions.

Benefit: You gain the ability to create techniques, as per the technique rules.

Technique Prowess (Combat)

Your martial skills enable incredible technique usage.

Prerequisites: Base attack bonus +5, knowledge of at least one technique.

Benefit: When you expend martial focus to pay for the complexity cost of a technique that uses no magical spheres, the amount of the complexity cost paid by expending martial focus increases by 1 for every five points of base attack bonus you possess.

Theurgic Advantage (Theurge)

You isolate the advantages of your casting and transfer them across disciplines.

Prerequisite: Caster level 1st or higher with at least two casting traditions.

Benefit: When you create a magic effect with one casting tradition, you may spend an additional spell point to apply a single boon from another casting tradition to the magic effect. You may spend multiple additional spell points to apply multiple boons using this feat.

Unbreachable Heroism (Aristeia)

You are difficult to take down in your combat-enhanced state.

Benefit: Whenever you roll initiative or regain martial focus, you gain temporary hit points equal to twice your character level. These temporary hit points last for the duration of the encounter.

When you enter Aristeia, you gain temporary hit points equal to your character level times your Aristeia bonus. These

temporary hit points last as long as you remain in Aristeia, and you may replenish them as a free action by spending an additional Aristeia point.

Special: This feat counts as Toughness for the purpose of meeting prerequisites.

Versed Student

You have acquired many varied skills, enabling you to pick up more advanced tactics.

Prerequisite: Character level 5th.

Benefit: For the purpose of class features which are selected individually at advancing levels (such as alchemist discoveries, shifter bestial traits, striker arts, and witch hexes), you treat your character level as your class level for the purpose of determining which class features you can select (this includes advanced talents, grand hexes, and other such abilities which would normally only be selectable starting at higher levels). This feat does not grant any such abilities, but merely the ability to select them.

Special: You may select this feat multiple times. Each time, it applies to talents from a different class.

Warrior-Disciple (Combat)

In spite of your diverse magical training, your armed discipline still remains.

Prerequisites: Base attack bonus +3; ability to cast 2nd-level spells, manifest 2nd-level powers, or spherecaster level 3rd.

Benefits: At every level that a prestige class advances spellcasting, manifesting, or spherecasting from one of your classes, you may choose to have it also advance as if the prestige class had the same Hit Dice, base attack bonus, and caster level progression of the class whose spellcasting it advances. For example, a mageknight 10/forest lord 3 could take this feat choosing mageknight as its advanced casting class at its forest lord levels, causing the forest lord Hit Dice to become dros, for the forest lord to grant full base attack bonus progression rather than normal 1/2 base attack bonus progression, and for the forest lord's caster level progression to advance at 1/2 class level as per a mageknight.

Chapter 5

Variant Rules

The following are some variant rules which can be utilized in your campaign, allowing players and GMs to better customize their characters, worlds, and magical functions.

Diversified Casting Ability Scores

While combat-focused characters must frequently pay attention to numerous ability scores in order to make a functional character, casters can typically get away with enhancing only their casting ability score. Some GMs may wish to force casters to diversify their abilities or simply to homogenize magic across a setting rather than assigning each class or character a distinct casting ability score.

Under these rules, classes do not possess casting ability scores. Rather, the components of a character's casting ability score and casting ability score modifier is divided among Intelligence, Wisdom, and Charisma. If a character can cast using another ability score (such as Constitution), they may use the other ability score in place of one of the three options.

Intelligence is used to determine the number of spell points in a character's spell pool and to determine the number of uses per day of various class abilities (such as an incanter or soul weaver's channel energy).

Wisdom is used to determine the caster's concentration checks as well as to determine the duration of any sphere talent or class ability with a duration based on casting ability score modifier (such as the mageknight's bleeding wounds mystic combat or the Energy Aura talent from the Destruction sphere).

Charisma is used to determine the DCs of your sphere abilities and the DCs of your class abilities which would be based on your casting ability modifier (such as an eliciter's hypnotisms or an incanter or soul weaver's channel energy). If an effect would add your casting ability modifier to damage dealt or healed

by an effect or would change the number of targets based on your casting ability modifier (such as Healing Aegis from the Protection sphere or Selective Blast from the Destruction sphere), such abilities use Charisma.

GMs may exchange the effects of the three ability scores at their discretion if they so wish. Some games may wish to make Diversified Casting Ability Scores a casting tradition drawback, in which case it should be worth one drawback.

Integrated Aristeia Progression

Although the Aristeia system is powerful, some GMs may wish to integrate it as a natural progression of characters rather than as a series of optional feats. This works particularly well for high-powered games.

At 3rd level and every 2 levels thereafter, all characters gain an Aristeia feat as a bonus feat.

Some GMs may wish to take this further by removing the system of Aristeia points entirely, allowing the characters to enter whatever level of Aristeia they feel is appropriate whenever their situations arise.

Oath Points in place of Wealth

Managing character wealth is a difficult but necessary task for many GMs, as many situations are designed with the expectation that players possess certain numbers-boosting pieces of equipment. Oath boons provide alternative sources for many of these item-based bonuses, and a GM may wish to grant free Oath boons to PCs as an alternative to typical magical gear. This diminishes the bookkeeping necessary for many high-level characters.

Generally, a character given half of the normal wealth for their level and 7 free Oath points worth of Oath boons should be similar in power to a character with normal wealth for their level. Similarly, 15 Oath points should be sufficient to give a

character with little wealth beyond mundane equipment a similar degree of strength and versatility to a character who possesses normal wealth for their level. If GMs feel that these numbers are unbalanced in their particular campaign world at a specific level, they may wish to grant or revoke Oath points in order to reach the proper balance in conjunction with the expensive or unique equipment they may wish to supply players.

This process can be applied to low-wealth NPCs as well. An NPC who possesses mundane equipment and 5 Oath points worth of free Oath boons is likely to be of similar strength to an NPC with more typical wealth.

As wealth is much more limited in this ruleset, Oaths which rely on wealth limitation (such as Oath of Offerings and Oath of Poverty) should not be allowed or should be appropriately reduced in the number of Oath points they grant. Similarly, Oath points granted in place of wealth should not count towards the maximum number of Oath points a character can benefit from.



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