

# The Battlemage's Handbook







# *The Battlemage's Handbook*

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## Section 1

# Introduction

*"Should we ready the Hounds?"*

*Meamuta Vince, councilwoman of Andrus, a woman who had spent most of her life amassing power and wealth, stared at herself in the mirror and felt helpless for the first time in years. What was the point in wielding vast swaths of power if the world still refused to bend?*

*"Is there no other option, Veita?" Meamuta asked, not looking away from her reflection. Behind her, Meamuta heard the rustling of papers that was her assistant's unconscious habit.*

*"We can review the council's report once again, councilwoman.."*

*"Bah," Meamuta said, turning on her heel. "I want your opinion, girl. Do you think we've truly searched out all other options? Exhausted our resources?" She paused and stared her assistant in the eye.*

*"Would you give the order if you were me?"*

*Veita shuffled uncomfortably. The girl was half-elven and quite pretty, but very young and inexperienced for the position she currently held. Meamuta usually liked assistants who were too young to second-guess her decisions, but today Meamuta found herself wishing she shared the room with an equal.*

*"If High Druid Evet is correct," she said carefully, "then we might already be too late. Someone let dinosaurs into the city, and the High Druid says a preemptive strike ..."*

*"And what if we're wrong?" Meamuta cut in, striding forward, her councilor's robe flapping in the dramatic fashion she'd practiced so much. "What if these druids in the Forest aren't the enemy Evet wants us to believe they are? Fiends, even if they are villains, is the first open war in our city's history a worthy cost to pay? Even if it destroys us?!"*

*The simpering girl cowered before Meamuta, her mouth opening and closing several times before stammering out a reply.*

*"I don't know, councilor."*

*Meamuta stared at her cowering assistant for a few seconds more before turning away abruptly, returning to studying herself in her mirror. When had she grown so old? She'd spent years building up a legacy, making no decision unless she was sure the outcome would benefit her. She'd crafted legislation, enacted backdoor deals, yet this one choice threatened to supersede all of her careful planning. After so many years as a politician, was this really what she would be remembered for?*

*After several minutes, Meamuta heard Veita approaching cautiously from behind.*

*"Ma'am?"*

*No. Meamuta stared at her reflection and saw her determination building. She had built her life around careful planning, and no one, not even High Druid Evet was going to take that away from her. If she was to gamble with the lives in her city, she would gamble them playing to her strengths, not to a druid's threats.*

*"Go to the University," Meamuta said. "I want you to have them search for any team of delvers who might be in the area Evet mentioned. Invent a job for them to do, I don't care what it is, and I don't care how much it costs, but I want them in, and I want eyes and ears with them. In the meantime, tell the Hounds to prepare themselves and to be ready at a moment's notice. If we catch even the slightest hint that Evet was right..."*

*Meamuta paused, her next words carrying the weight of a mountain.*

*"Then we go to war."*



*"A man does not go to war. A man goes to battle: a tribe goes to war."*

- Chieftain Stonegut, Dwarf Barbarian

The War sphere isn't simply about combat; it is about co-operation, tactical planning, and working together towards a common goal. War sphere abilities do not just affect a single person, they allow the caster to help all of their allies across the battlefield. The War caster doesn't just fight their enemies directly, they fight by helping their allies, and the more allies they have, the more formidable they become.

In this book, you'll find additional options for the War sphere. This includes not only new *totems* and *rallies*, but also new ways of using *totems* such as *totemic auras*, and the *mandate* and *momentum* mechanics that add completely new types of power to the War caster's arsenal.

## Navigating This Book

**Chapter 2 - Class Options:** This section of the book details new archetypes for Pathfinder classes and for spherecasting classes from *Spheres of Power*.

**Combat Engineer:** An alchemist that uses spheres to create alchemical device to create *totemic* effects.

**Dark Presence:** An eliciter that channels all the worst aspects of war directly into the minds of their enemies.

**Divine Heretic:** A warpriest that specializes in a small number of spheres to use on himself to increase his strength.

**Ghost Sovereign:** A soul weaver destined to rule in the afterlife, who learns the ways of leadership and command in their mortal life.

**Iron Mage:** A hedgewitch who is ready to fight on the front lines, and protects others more than they need to be protected themselves.

**War Hero:** A fighter that can generate *totems* attached to themselves as a supernatural power.

**Wardmage:** A magical warrior who defends her weaker allies from harm.

**Warmonger:** A symbiat who lives for the thrill of playing the game of war, using their allies as their playing pieces.

Also included are new options for the armorist, eliciter, mageknight and rogue.

**Chapter 3 - Basic Magic:** This section expands upon the *totem* concept, introducing *totemic auras*, and adding new types of War magic: *momentum* and *mandates*.

**Chapter 4 - Advanced Magic:** This section introduces more powerful abilities that the GM may wish to personally review before allowing into their game.

**Chapter 5 - Player Options:** This includes new traits, feats, and new drawbacks for casters and the War sphere specifically. New boons are also included.

**Chapter 6 - Equipment:** New equipment of various types to help support War casters, including new properties for armor, shields, and War staves.

**Chapter 7 - Bestiary:** This section includes a new template to create a new obstacle for players to overcome.

**Chapter 8 - Player's Guide:** A brief guide to different ways to build your War caster, including devoted War casters, casters who just want a few War powers to complement their primary function, and mixed martial casters who want to add magic to their arsenal.





## Section 2: Class Options

### Combat Engineer (Alchemist Archetype)

*"Pull the pin and run away."*

-A Gnome's Guide to Chemical Warfare  
(quoted in its entirety)

Combat engineers take their alchemical talents to the battlefield, using their science to construct tools to help their comrades and weapons to help them fight the enemy. They are best known for their explosive talents - thrown bombs that deliver damage and debilitating effects of every measure.

#### Casting

A combat engineer may combine spheres and talents to create magical effects. A combat engineer is considered a Mid-Caster, and uses Intelligence as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces alchemy.

#### Spell Pool

A combat engineer 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 Intelligence modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

#### Magic Talents

A combat engineer gains a magic talent every time he gains a caster level.

#### War College

At 1st level, the combat engineer gains the War sphere as a bonus sphere.

This replaces brew potion.

#### Alchemical Engineering

The combat engineer has the ability to create a unique alchemical item called a device. A device is a small item, easily held in palm of the hand, which combines several ampules of magically enhanced chemicals with spring-loaded gears and spark-generating switches. Each is a single use alchemical item which the combat engineer can use to enhance his sphere abilities that create a non-moving area of effect. By default, this only works with *totems*, but some discoveries allow the combat engineer to use this devices with other spheres. Using a device expends one of the engineers bombs, but unlike bombs, creating a device does not take any time, and using a device is part of the action to use the sphere ability implanted in it. A device can be used with a sphere ability that attaches an effect to a creature, but the engineer must make a touch attack with the device to do so. This does not draw an attack of opportunity.

A combat engineer can use a device when creating a *totem*. When the engineer uses the device, he may add 1 modification to the device, plus an additional modification for every 4 class levels after the 1st, up to a maximum of 5 modifications at 17th level. Some modifications are counted as multiple modifications. These modifications alter the way the sphere ability can be used, or the sphere effect that results.



The combat engineer may choose from the following modifications:

*Concentration Enhancement* - The device increases the caster level of the sphere ability by +1. This cannot increase the caster level beyond the character level of the engineer. This modification may be applied multiple times.

*Diffuser (2 Modifications)* - The device unleashes a powerful aerosol that increases the potency of the sphere ability. Any saving throw versus the sphere ability it carries must be successfully passed twice by any creature that breathes in the gas. Creatures that do not need to breathe or are holding their breath only need to make their normal saving throw.

*Experimental Chemistry (4 Modifications)* - The combat engineer may use this device to create a sphere ability they do not possess the talent for, chosen at the time of casting. The combat engineer must meet the prerequisites for the talent, and the sphere ability must be one that they can use with a device.

*Explosive Charge (2 Modifications)* - This device can be used to do bomb damage in addition to carrying a sphere ability. The combat engineer makes a ranged touch attack with the device as if it were a bomb, and it does damage normally. Any sphere effect included in the attack occurs at the point of impact - either the location where the device detonated or the location of the creature hit if it was successfully used against a target and the sphere ability can be attached to a target.

*Fuse* - A short delay occurs between the casting of the sphere ability and the sphere effect's creation, giving the combat engineer just enough time to throw the device. They may make an attack with the device as part of the casting, and the sphere effect appears at whatever location the combat engineer throws the device. If the device hits a creature, the sphere effect is created at the location they are standing and remains there. The device is considered a thrown weapon with a range increment of 10 ft.

*Miniaturization (2 Modifications)* - The device takes the form of a large piece of ammunition, such as an arrow or crossbow bolt. This works similar to Fuse, and the sphere effect appears wherever the ammunition ends after an attack is made with it or it becomes attached to a creature hit (if the sphere ability can be attached to creatures).

*Rare Ingredient (2 Modifications)* - The sphere ability treats creatures with SR as having an SR of 5 lower.

*Remote Detonator (3 Modifications)* - The device can be primed with a sphere ability, and then activated any time within the next hour, either with a timer or by a mental command from the combat engineer (a free action). The device may also be used as a dead man's switch, automatically activating the ability inside when the engineer loses consciousness. The device can be carried by the engineer, or by someone else, or be placed somewhere, and can be used as part of an attack action.

*Projector* - This modification increases the radius of the sphere ability by 50%.

*Resonator* - This modification increases the duration of the sphere ability by 2 rounds.

*Slow-Burning Agent* - A sphere effect created with this modification lasts an additional minute without any spell points needing to be spent or any concentration required.

*Sturdy Construction* - The sphere effect has a +5 on Magical Skill Defense checks to be dispelled or counterspelled.

This replaces instant alchemy, mutagen, persistent mutagen, poison immunity, poison resistance, poison use, swift alchemy and swift poison, and modifies bombs.

## Discoveries

The following discoveries are available to combat engineers:

**Abjuring Device (requires Protection sphere):**  
You may use devices to deliver *ward* effects.

**Deluminating Device (requires Dark sphere):**  
You may use devices to deliver *darkness* effects.

**Illuminating Device (requires Light sphere):**  
You may use a device to attach a *glow* to a creature or object by making a melee touch attack or by using the Fuse or Miniaturization modification.

**Personalized Modification (requires Combat Engineer 10):** Choose 1 modification that costs more than 1 modification. When you use it, reduce the modifications required by 1.



# Dark Presence

## (Eliciter Archetype)

*"Go now, my wretched friends. Go and sow chaos and spill blood and drive men mad with fear. Go and teach them that war is glorious...but only when you're winning."*

-Dayless, Master of the Bleeding Horde

In the most primal area of the mind lie the strongest emotions; the impulses to fight or flee. It is this area that is the target of those elicitors who seek to bring the most horrible aspects of war into their enemy's minds. The dark presence appears on the battlefield as a reminder of everything horrifying in war, and he can reach down into the minds of his enemies and bring every depraved and violent thought buried to the surface.

### Inciter

A dark presence gains the War sphere as a bonus sphere at 1st level and treats his class level as his caster level for this sphere. This stacks normally with caster levels gained from other classes.

This replaces enchanter.

### Ominous

The dark presence gains a +2 bonus to the DCs of his War sphere abilities and dark presence class features, as well as Bluff, Diplomacy and Intimidate checks. These bonuses increase to +3 at 6th level, +4 at 12th level, and +5 at 18th level.

This replaces persuasive. Class abilities and feats that refer to persuasive refer to ominous instead, and he may gain abilities that have persuasive as a requirement.

### Eyes of Onyx

At 3rd level, the dark presence gains Soul-Piercing Gaze as a bonus feat. The bonus from his ominous class feature applies to his Soul-Piercing Gaze.

This replaces defensive empathy.

### Hypnotism

The dark presence gains the following hypnotisms:

#### Recklessness

At 1st level, the dark presence places a seed of self-destructive rage into the target's mind, making them concentrate on their aggression to the detriment of defending their self. The target must make a Will save, or lose their Dexterity bonus to their AC for one round.

This replaces fascinate.

#### Confusion

At 4th level, the dark presence can sow confusion. The chaos of the battlefield leaves the target's mind disoriented as they try to make sense of the madness of war. They must make a Will save, or be confused for a number of rounds equal to the dark presence's class level. The target receives a new save at the end of each of their turns.

This replaces liberate.

#### Sadism

At 10th level, the dark presence can fill the target with pain. The target takes 1d8 non-lethal damage for every class level the dark presence has. A successful Will save reduces the damage to half.

This replaces inspire greatness.

#### Revulsion

At 16th level, the dark presence exposes their enemy to the gore and blood of war. The target must make a Fortitude save or become nauseated for a number of rounds equal to 1/2 the dark presence's class level. They receive a new save at the end of each of their turns. When a creature passes a saving throw, they are then sickened for the remainder of the duration.

This replaces inspire heroism.

#### Hopelessness

At 19th level, the dark presence can cause a target to be filled with hopelessness. If they fail their Will save, they become unable to attack, assist their allies, or do anything but move and defend themselves. Any emotional effect (such as an enchantment or Mind sphere effect) allows the creature to make a new saving throw, as they are given new purpose, but they receive a -2 penalty for each previous save they failed against the effect. Otherwise, the effect lasts a number of rounds equal to the dark presence's class level.

This replaces reverence.

### Darkest Presence

At 20th level, the dark presence can unleash a torrent of emotion across an area, invading the minds of all save for those the dark presence spares. Whenever the dark presence uses a hypnotism, he may spend four uses of hypnotism instead of one to affect all enemies within the area of effect of a single *totem* he has created. Enemies do not need to be visible to the dark presence to be affected, nor do they need to be within range of their hypnotism ability.

This replaces domination.



# Divine Heretic (Warpriest Archetype)

*"Men worship gods. Gods worship power."*

-the first lesson at the Black Steel Cathedral

For some, the desire to serve the divine leads not to a deity, but to an ideal. The Divine Heretic doesn't believe in a specific deity, or at least doesn't consider themselves a follower. At best, they are allied with a deity, because for them, deities are but a means to an end, and war is their sacrament.

## Casting

The divine heretic may combine spheres and talents to create magical effects. The divine heretic is considered a Mid-Caster and uses Charisma as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, as well as the divine heretic's ability to spontaneously cast 'cure' or 'inflict' spells.

## Spell Pool

The divine heretic 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 Charisma modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

## Magic Talents

A divine heretic gains 1 magic talent every time he gains a caster level.

## Strength of Conviction

The divine heretic receives the Steadfast Personality feat as a bonus feat at 1st level, even if he does not meet the prerequisites. He uses his Charisma in place of Wisdom for any warpriest abilities he possesses.

## Domain Spheres

At 1st level, the divine heretic gains two spheres as his domain spheres. The first of these spheres is the War sphere. A divine heretic gains the War sphere and Totemic Aura as bonus talents, as well as the Personal Conflict drawback. This drawback may be bought off as normal. If the divine heretic already possesses the War sphere, then the Totemic Aura talent is gained as a bonus talent with no drawback. If both are already possessed, then he may choose any talent from the War sphere as a bonus talent.

The second domain sphere may be any sphere of the divine heretic's choice. A divine heretic uses his class level as his caster level with both his domain spheres. This





stacks normally with caster levels gained from other sources.

This replaces blessings.

### Fervent Casting (Su)

At 2nd level, as a swift action, a divine heretic can expend one use of this ability to use any sphere ability with a casting time of 1 round or shorter. When used this way, the ability can target only the divine heretic or equipment he is carrying, even if it could normally affect others or multiple targets. Abilities that create an area that moves with the divine heretic (such as a *totemic aura* or a *Fate consecration*) may be cast with this ability. The spell point cost of the ability must still be paid. If the sphere ability creates an ongoing effect, it lasts an additional number of rounds equal to the divine heretic's Charisma modifier.

The divine heretic may use his fervor a number of times per day equal to 1/2 his class level + his Charisma modifier.

This modifies fervor.

### Domain Mastery (Su)

At 10th level, the heretic can expend a two uses of his fervor to add any one magic talent from his domain spheres that he qualifies for to his list of talents known for the purposes of a single use of a sphere ability. They may use this ability with their fervent casting class ability without needing to spend additional fervor.

This replaces channel energy.

### Endless Fervor (Su)

At 20th level, once per day as a swift action, the heretic may connect with the cosmic source of all their power, unhindered by the interference of the divine. During this action, he may use an unlimited number of sphere abilities from his domain spheres that target himself or his equipment. He must pay spell point costs normally.

This replaces aspect of war.

## Ghost Sovereign (Soul Weaver Archetype)

*"I salute you in the name of the Twilight Court and the Knights of Neverafter. It is my honor to offer you our servitude eternal, from now until the day you live again, and then forever after."*

-Baron Umbric to an unknown peasant girl

The spirits that whisper in the dead of night speak of the kings and queens who will rule them in the beyond: the noble spirits still gestating in their mortal flesh until the

day Death escorts them to their thrones. These kings-of-after are attended to in this world by their twilight court, who will serve them in this life and the next. And until they ascend, the ghost sovereign will rule them in peace and in war.

A ghost sovereign frequently learns of their royal inheritance early in life. Most are born with an innate lack of fear of spirits, so when the first courtier arrives to tell them of their glorious fate, they are able to believe. Over the years, more spirits arrive to serve, until the sovereign ends their pre-life as a common mortal.

### Class Skills

The ghost sovereign loses Heal as a class skill and gains Knowledge (Nobility) as a class skill.

### Royal Command (Su)

Like any soul weaver, a ghost sovereign can influence the souls of any ensouled creature, causing powerful effects to allies and enemies. At 2nd level, a ghost sovereign may give royal commands to any ensouled creature.

**Proclamation:** At 2nd level, the ghost sovereign may choose an ensouled creature within close range and proclaim them a friend or enemy of the court. This is a standard action and requires that the ghost sovereign to expend a use of their Channel Energy ability. Only allies can be friends of the court. Friends of the court receive a +2 circumstance bonus to attacks rolls and AC against all of the ghost sovereign's enemies, while all of the ghost sovereign's allies receive the same bonus against enemies of the court. The proclamation lasts a number of rounds equal to  $\square$  the ghost sovereign's level plus their Charisma modifier. Allies only benefit from these bonuses while within close range of the ghost sovereign.

**Conscription:** At 6th level, a ghost sovereign may spend a swift action to conscript an ally within close range and have them make an attack on an enemy as if that enemy had provoked an attack of opportunity from them. Either the ally or the target enemy must be under the effects of a proclamation from the ghost sovereign.

**Mobilization:** At 10th level, whenever a ghost sovereign conscripts an ally, the ghost sovereign may also expend a move action to allow the ally to move their speed using any movement mode available to them before an attack. The ally's movement can draw attacks of opportunity normally.

**Devastation:** At 14th level, when the ghost sovereign proclaims, the bonuses from the proclamation increase from +2 to +5.

**Militarization:** At 18th level, a ghost sovereign may conscript as a standard action in order to have their ally



make a full-round attack. The ally may move their speed using any movement mode available to them before the attack if the ghost sovereign expends their own move action as well. This movement draws attacks of opportunity normally. The ghost sovereign can not use this ability and conscription on the same turn.

This replaces blessings and blights.

### Summon Twilight Courtier

At 4th level, the ghost sovereign can expend a soul to summon a member of their court to the nearest unoccupied square. The courtier appears as a finely dressed and slightly translucent member of the sovereign's race, and counts as a summoned creature. It remains for a number of rounds equal to the sovereign's Charisma modifier.

The ghost sovereign has 3 possible types of courtier they can summon at any given time. Each of these courtier types is designed as if they were creatures summoned using the Conjunction sphere, with the ghost sovereign possessing a caster level equal to their class level. Each is a medium-sized biped creature with the Undead Creature form talent, gained twice. They receive 3 hit points per hit die, are incorporeal, and can fly 30 ft. (perfect). Although undead, they still possess and use their Constitution attribute, and if the ghost sovereign channels positive energy, they are healed by positive energy and vulnerable to negative energy. If the ghost sovereign can channel both positive and negative energy, they are healed by both positive and negative energy. Twilight courtiers receive knowledge (nobility) as a bonus class skill, and any natural or manufactured weapons they receive from (form) talents gain the ghost-touch weapon property. Although incorporeal, they still have a Strength score and use it to determine damage, and can manipulate unattended objects.

The player may design their three types of courtier, and may change the design whenever they level. For every 4 class levels the ghost sovereign possesses, they may add an additional form talent to their courtier. They may choose any of the following form talents: Armored Companion, Battle Creature, Fortified Companion, Magical Companion, Powerful Companion, Quick Companion, Roguish Creature, Shield Bearer, Skillful Companion or Willful Companion. When choosing feats for their courtier, they may not choose feats with a limited number of daily uses, such as Stunning Fist.

This modifies bound nexus and replaces summon spirit I, II, III, IV and V.

### Merciful Soul

At 8th level, the ghost sovereign may expend a soul to rally themselves or any ally they can see with no *totem* or *mandate* needed. They may use any (rally) talent, even ones they do not possess. They must pay the any spell costs normally associated with the rally.

This modifies bound nexus and replaces blessed soul.

### Eternal Rule (Su)

At 20th level, the ghost sovereign inherits their kingdom in the spirit world. They may cross the barrier between life and death as an act of will. Whenever the ghost sovereign dies, they spontaneously come back from the dead 24 hours later (if not resurrected by some other means sooner). The process leaves them with 1 permanent negative level, but they are otherwise completely healed and rested. They may appear in any location they choose that they have visited. They do not have their original equipment with them.

They may also choose to disappear from the living world as a standard action, teleporting themselves to their kingdom. By crossing into the afterlife willingly, they get to retain their equipment, and gain no negative energy level for coming back. They still must wait 24 hours before they can return.

This replaces gravewalker.

### The Twilight Kingdom

Each ghost sovereign has a twilight kingdom which they will eventually become the ruler of (either by dying or by reaching 20th level). The kingdom is an area covering several square miles and has a physical appearance similar to wherever the ghost sovereign grew up. The population is approximately 2000 spirits, mostly of the same species as the ghost sovereign.

Where the kingdom exists varies. It might be a demiplane within the astral plane, or somewhere on an outer plane, or it might even exist within the mind of the sovereign herself (making her physical presence in the kingdom paradoxical, but somehow still possible). Treat the twilight kingdom as if the ghost sovereign had created it using the Create Demiplane talent. Within the kingdom, the sovereign's power is god-like: they can transform their own shape into whatever form they wish and alter the planar traits of kingdom itself at will.

Physical matter can not exist within the kingdom, save for the personal possessions of the ghost sovereign when she chooses to visit. Likewise, living beings other than the ghost sovereign can not enter the kingdom. Animated creatures can not enter the kingdom, nor can undead.



# Iron Mage

## (Hedgewitch Archetype)

*"If you're so worthless that you can't cast spells while holding a weapon, you're in the wrong academy."*

-repeated by many Iron Mage instructors.

The iron mage balances her study of magic with the study of the martial disciplines. Her best tools are not books, spell components, or even knowledge, but her allies. She often casts spells from the front lines, surrounded by the enemy, but more often is surrounded by the allies who will benefit from her powers - and who will bring her victory. The iron mage does not care who gets the glory of the kill, so long as the kill is made.

### Skills

The iron mage adds Intimidate, Knowledge (History), and Knowledge (Nobility) to her class skill list.

The iron mage gains 4 + Int modifier skills per level.

### Saving Throws

The iron mage has good Fortitude and Will saves, and poor Reflex saves.

This modifies saving throws.

### Traditions

Choosing the iron mage archetype replaces one of the character's traditions.

### Military Tradition

The iron mage gains the War sphere as a bonus talent, and uses her class level as her casting level with that sphere. This stacks with other caster level sources normally.

In addition, at 1st level they gain a bonus feat. This feat must be used to acquire an armor proficiency, shield proficiency, or weapon proficiency they qualify for, or the Improved Unarmed Strike combat feat.

### Authority (Ex)

The iron mage can call upon reserves of personal strength and tactical skill to perform her tactical duties more effectively and to inspire her comrades to greater feats of daring. At the start of each day, an iron mage gains a number of authority points equal to her casting ability modifier. Her authority changes throughout the day, but cannot go higher than this amount, barring special abilities. The iron mage spends authority by using commands, and regains it by succeeding in her goals.

Whenever an enemy within 60 ft. of the iron mage is reduced to 0 or fewer hit points by the iron mage or one of her allies during combat, she regains 1 point of authority. The enemy must have at least half as many Hit Dice as the iron mage for them to regain authority, and they must not be helpless unless she or her allies made them helpless.

### Commands (Ex)

Once per round, the iron mage may use a command to enhance her War sphere and other abilities. The iron mage has many different commands available to her, each with its own action cost. Once a command has been used, she can not use another until next turn. If she uses a command outside of her turn, it uses up this action for her next turn, and she can not use another command until after her next turn has ended. The iron mage may not use commands while she is dazed or stunned.

The iron mage gains access to all commands presented here as she levels:

**Answer the Call:** At 1st level, the iron mage may spend a point of authority as an immediate action to rally an ally she can see without the need of a *totem* or *mandate*. She must still pay the normal spell point cost of the *rally*.

**Close the Ranks:** At 1st level, the iron mage may spend a point of authority as a free action to allow an ally in a *mandate* she created to move their speed, provided their movement ends adjacent to the ally they are *mandated* with, or adjacent to an enemy that is adjacent to the ally they are *mandated* with. This provokes attacks of opportunity normally. Both allies must be within medium range of the iron mage.

**Face the Enemy:** At 1st level, as a free action, the iron mage may spend a point of authority to cause a *totem* she created that is within long range to move to her current location.

**Prepare for Battle:** At 5th level, the iron mage may spend a point of authority as a free action to add a number of temporary points to her *momentum* pool equal to twice her class level. These points are the first points spent when any ally spends *momentum*, and last until the end of her next turn.

**Pull the Trigger:** At 5th level, as a free action, the iron mage may choose an enemy she can see within close range and spend 1 point of authority to trigger every *mandate* she created which has at least one member within medium range and which has a trigger the is caused by the action of an enemy or the actions of a character on an enemy. Both members of each *mandate* receive the benefit of the *mandate* as if the other had just met the trigger condition against that enemy.



**Watch Your Back:** At 5th level, the iron mage may spend a point of authority to *rally* herself as a free action. She may only do this during her turn. The cost of the rally is reduced by 1 spell point (minimum: 0).

**Adapt to the Situation:** At 9th level, the iron mage may spend a point of authority as a free action to change a *totem* she controls into a different type of *totem* she can create. This still qualifies as creating a *totem*, so any additional spell point cost of the new *totem* must be paid, but the new *totem* inherits any remaining duration from the previous *totem*, and any metamagic effects it may have had. If a *totem* is replaced with exactly the same type of *totem*, creatures within must still make new saving throws required by the *totem*.

**Commit Your Forces:** At 9th level, when the iron mage *rallies* an ally, she may spend a point of authority as a free action to add the effects of a second, different *rally*. She must pay the spell point costs of both *rallies*. The second *rally* only affects the original target of the *rally*, even if multiple creatures will be affected by the *rally*.

**Lead the Charge:** At 9th level, when the iron mage rolls initiative, she may spend 1 point of authority to allow any ally in a *mandate* she created to share their initiative total (d20 roll + initiative bonus) with anyone they are in a *mandate* with. An ally may share an initiative total they received from someone else with even more allies, if they are in multiple *mandates*.

**Lend a Hand:** At 13th level, when using a sphere ability that targets an ally, the iron mage may spend 1 point of authority to allow her to target any ally she may currently *rally*, regardless of the usual range restrictions of the ability she is using. This does not increase the number of allies that can be targeted by the sphere ability.

**Muster Your Forces:** At 13th level, the iron mage may spend a point of authority as a free action to transfer hit points from one member of a *mandate* she created to the other member. This can not reduce either member to below 1 hit point. Transferring a single hit point to a dying ally stabilizes them. Temporary hit points may not be transferred.

**Take the Offensive:** At 13th level, when combat begins, the iron mage may spend a point of authority to create a *totem* at the beginning of the first round in which they will get to act. This must be a *totem* they can create in a full-round action or less, and they lose the action it took to create the *totem* from their first turn.

**Bring the Pain:** At 17th level, the iron mage may spend a point of authority as a standard action to cause a *totem* they control to explode in a storm of mystical energy.

Each enemy within the *totem* must make a Will save vs a DC equal to 10 + 1/2 the iron mage's class level + her casting ability modifier or be stunned for 1 round. The *totem* ends.

**Press the Advantage:** At 17th level, the iron mage may spend a point of authority as free action to refill her *momentum* pool. She must spend a spell point as is normally required.

**Respond to the Situation:** At 17th level, the iron mage may spend a point of authority to *rally* an ally other than herself as if using an immediate action, but without expending her immediate action. She may do this even if she has used her immediate action already, or if she has been deprived of her immediate action (such as at the beginning of combat) but not if she is helpless. She must pay the spell point cost of the *rally* in addition to the point of authority.

## Tradition Secrets

The iron mage may choose from the following secrets in addition to the normal secrets available to them:

### Battle Hardened

You gain the stalwart ability, as the mageknight class feature.

### Decorated Officer

The iron mage's maximum authority increases by 2. You may take this secret multiple times. It's effects stack.

### Field Tested

The iron mage gains an extra War talent. You may take this secret multiple times. Each time, choose a different talent.

### Imbued Weapon

Choose a weapon with which you have proficiency. You can add your casting ability modifier instead of your Dexterity or Strength modifier to attack rolls when wielding this weapon.

### Sabre Rattling

The iron mage gains one swashbuckler deed of her choice, using her class level as her swashbuckler level and using authority in place of panache for the purpose of this deed. The deed is considered a command, and when used, prevents the use of other commands until the end of the iron mage's next turn.

## Grand Tradition Secrets

### Battlefield Casting

The iron mage may take 10 on concentration checks to use War sphere abilities.



### High Alert

The iron mage may add her current authority to her initiative rolls.

### Lead from the Front

Whenever the iron mage makes a full-round attack, they receive a +4 insight bonus to their attack rolls.

### Personal Touch

Whenever the iron mage confirms a critical hit on a creature, they regain one point of authority. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the iron mage's character level does not restore authority.

## War Hero (Fighter Archetype)

*"The sun rises,  
The night falls,  
The world turns,  
We destroy."*

-motto of the Tenth Legion

Many pursue power through the sure knowledge or by allying with entities, but some take power by sheer force of will. Believing that the spark of the divine lies in all creatures, the war hero reaches deep into their soul and pulls that power into existence. For them, real power can only be taken, not stolen or given. They command, and the world obeys - if they are strong enough.

### Greatness (Ex)

The war hero is bound for greatness, and when he walks the path fate has laid out for him, it covers him in glory. The war hero can achieve greatness by dropping an enemy to 0 or fewer hit points, confirming a critical hit on them, passing a saving throw against one of their abilities, or by sundering one of their weapons, their shield or their armor so that it is destroyed. The enemy must have at least half as many Hit Dice as the war hero has.

Whenever the war hero achieves greatness, he may activate one of his heroic auras.

At 1st level, the war hero gains one lesser heroic aura. This is a 30 ft. aura centered on the war hero that moves with him and that duplicates the effects of the totem chosen. The war hero may choose any basic totem talent that does not require a spell point to use, or he may choose Totem of War. Once chosen, the totem can not be changed until the war hero gains another heroic aura. Only a totem that can be created without spending a spell point can be duplicated with a lesser aura. If the war hero chooses a totem that allows spell points to be spent to improve it, he may not do so, even if he possesses spell points. For the purposes of this totem, the war hero uses his base attack bonus as his caster level, and his Charisma as his casting ability.

To activate an aura, the war hero must achieve greatness. When the war hero achieves greatness, he may activate his aura as a free action. This may be done outside his





turn. This aura lasts for 1 minute, but that minute restarts whenever the war hero achieves greatness again.

This ability does not make the war hero a spellcaster and he has neither spell points nor spheres. Likewise, his aura is not a true *totem* and does not interact with other abilities (such as *rallies*) even if the war hero has sphere abilities from another source.

This replaces the bonus feat gained at 1st level.

### Many Paths

At 4th level, the war hero gains a second lesser heroic aura, and chooses a *totem* for that aura following the same restrictions as the aura gained at 1st level. He may also retrain the *totem* chosen at 1st level.

The war hero may activate either aura whenever they achieve greatness, and may have them active simultaneously if he achieves greatness multiple times. Achieving greatness only allows for the activation of one aura, but always resets the duration of all active auras.

This replaces the bonus feat gained at 4th level.

### Expanding Influence

At 8th level, the war hero gains a third lesser heroic aura, and may retrain any previous *totems*. In addition, while the war hero has at least 3 auras active, the radius of his auras increase to 60 ft.

This replaces the bonus feat gained at 8th level.

### Increasing Power

At 12th level, the war hero gains his first greater heroic aura. The totem chosen for a greater aura may require up to 1 spell point to be activated. He is not required to spend any spell points when he creates this aura.

He may also retrain his lesser auras. His lesser auras are still (and will always be) limited to totems that do not require a spell point to be activated.

This replaces the bonus feat gained at 12th level.

### Legendary Response

At 16th level, the war hero gains his second greater heroic aura. He may also retrain his previous *totems*.

When the war hero achieves greatness, he may activate 2 auras instead of 1.

This replaces the bonus feat gained at 16th level.

### Eternal Warfare

At 20th level, the war hero gains his third greater heroic aura, and may retrain any previous *totems*. When the war hero makes a successful attack against an enemy with

at least half as many Hit Dice as himself, he may activate an aura as an immediate action.

This replaces the bonus feat gained at 20th level.

## Wardmage (Mageknight Archetype)

*"I cannot save everyone, but at least I can save a few."*

-Rehal, Knight of the Alabaster Order

The wardmage is a knight that has learned the ways of magic, and uses them to protect their allies. They are expert bodyguards, escorts, and attendants, able to step in and protect their charges with supernatural ability.

### Mystic Warding (Su)

The wardmage may create a mystical connection between herself and up to two allies called a mystic ward. It takes one minute to create or change this connection, during which the wardmage must touch the target. A mystic ward lasts 24 hours.

When an enemy she can see attacks a mystically warded ally with an attack that requires an attack roll, the wardmage may intercept that enemy as an immediate action. When the wardmage intercepts an enemy, they make an attack with a weapon or natural weapon, if able. This can be a ranged attack, but it will draw attacks of opportunity if it is. If the wardmage hits, the enemy receives a penalty to their attacks equal to her casting ability modifier until the end of the current turn. This is in addition to the normal damage and effects of the attack.

The choice to intercept must be made before the attack is rolled. Spells and supernatural abilities can trigger an interception, but only if they require an attack roll. Intercepting a sphere ability does not disrupt the ability, it just causes it to miss.

This replaces the magic talent gained at 1st level.

### Virtues

The strength of the mystic ward is modified by the wardmage's virtues. The wardmage receives one virtue at 1st level and an additional virtue every 4 wardmage levels beyond that. She may choose from the following virtues:

#### Charity

All allies are considered warded while they remain adjacent to the wardmage.

#### Courage

Whenever she uses an immediate action to make an intercepting attack, the wardmage may move up to



20 ft. closer to the enemy before the attack as part of the same action. This movement does not draw attacks of opportunity.

### **Decisiveness (requires Destruction sphere)**

Whenever she uses an immediate action to make an intercepting attack, the wardmage may spend a spell point to use a *destructive blast* as her intercepting attack. She may use any blast that she can normally use as a standard action, except that she may not apply a blast shape to the blast. Using this ability does not provoke attacks of opportunity, but it will still draw attacks of opportunity if used as a ranged attack.

### **Dedication**

As a standard action, the wardmage can prepare to perform her duty multiple times. Until the beginning of her next turn, she may make an unlimited number of intercepting attacks as free actions outside of her turn. Each enemy may only be attacked once this way.

### **Devotion**

When the wardmage makes an intercepting attack, she may automatically confirm any critical hit, and on a critical hit the enemy must make a Fortitude save with a DC equal to  $10 + 1/2$  the wardmage's class level + her casting ability modifier or be dazed until the end of its next turn.

### **Discipline**

Once per round, when an enemy attacks a mystically warding ally, the wardmage may make an intercepting attack as a free action, even if it is not her turn.

### **Majesty (requires Warp sphere)**

When using an immediate action to make an intercepting attack, the wardmage may spend a spell point to use her *teleport* ability of the Warp sphere to teleport adjacent to the enemy. The maximum range of this teleport is 5 ft per caster level.

### **Reliability**

When the wardmage makes an intercepting attack with a ranged attack, she can make ranged attacks at the enemy without taking the standard  $-4$  penalty on her attack roll if they are engaged in melee, and she ignores the AC bonus granted to targets by cover. In addition, she may draw a small or medium weapon as part of the action, or reload a weapon that can normally be reloaded as a free action.

### **Righteousness**

When the wardmage makes an intercepting attack against an enemy, she deals bonus damage equal to her class level.

### **Sacrifice**

When the wardmage intercepts an attack against an adjacent ally, she may move into that ally's square while moving them into a square now adjacent to them as part of the interception. This causes the intercepted attack to be redirected to the wardmage.

### **Selflessness**

The wardmage may have up to 3 of her allies warding at the same time.

### **Vigilance (requires War sphere)**

The wardmage may *rally* mystically warding allies. When she uses an immediate action to intercept an enemy attacking a warding ally, she may *rally* that ally as part of the same action. The *rally* occurs after the intercepting attack resolves, and occurs whether or not the attack hits.

This replaces resist magic.





### Mark of Warding (Su)

At 7th level, a wardmage who successfully deals damage with a weapon or natural attack to a target may, as a swift action, leave a magical mark on that target. When a marked enemy attacks an ally other than the wardmage, she may intercept them as if the target were mystically warded, even if they are not. This mark lasts for 1 round per class level, or until the wardmage marks someone else.

This replaces marked.

### Self Defense (Su)

At 11th level, a wardmage is prepared for the attacks of enemies she has intercepted. Whenever the wardmage successfully intercepts an enemy, she receives damage reduction equal to half her class level until the beginning of her next turn against attacks made by that target.

This replaces mystic defense.

## Warmonger (Symbiat Archetype)

*"It's better to lose by an inch than win by a mile."*

-Tellen, Master of Games

The aberration that inhabits the symbiat's mind is alien not only in nature but in desires. While some might pursue knowledge, or power, or even material wealth, some are only interested in the challenge, excitement, and glory of war. They have come to this world to play a game only mortals can play: a game of life and death. Violence is a game, and people are playing pieces to be moved around. The warmonger chooses a piece, and transforms it to suit his needs, sacrificing it if necessary; all with a sociopathic glee.

### Class Skills

The warmonger removes Fly from his list of class skills and adds Bluff to his list of class skills.

### Weapon and Armor Proficiencies

The warmonger is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. He is not proficient with any armor or shields.

This modifies weapon and armor proficiencies.

### A Genius for War

The warmonger gains the War sphere and Totemic Presence as bonus talents, as well as the Personal Conflict drawback. This drawback may be bought off as normal. If the warmonger already possesses the War sphere, then the Totemic Presence talent is gained as a bonus talent with no drawback. If both are already possessed, then he may choose any talent from the War sphere as a bonus talent. The warmonger uses his class level as his caster level for this sphere. This stacks normally with caster levels from other sources.

Any totem the warmonger creates attached himself has a radius of 60 ft. In addition, allies within 60 ft. of you may spend momentum from his *momentum* pool.

This replaces mental powers.

### Opening Move

At 3rd level, the warmonger's experience allows him to react faster to combat. He gains a +1 competence bonus to initiative. This increases by +1 every 3 levels, to a maximum of +6 at 18th level.

This replaces trap sense.

### Psionics

The warmonger gains the following psionic abilities:

#### Opening Gambit

The warmonger fills the mind of an ally with a powerful understanding of the tools of killing. While under the effect of this ability, the target may use 1d8 in place of the normal weapon damage die for all manufactured weapons and unarmed attacks. This increases to 1d10 at 9th level and 1d12 at 17th level. The target also can make an extra attack at their full base attack bonus when making a full attack. This does not stack with similar effects, such as the *haste* power from the Time sphere. In addition, the target does not provoke attacks of opportunity by attacking unarmed or using combat maneuvers.

At 1st level, the warmonger can only target one ally. He may target an additional ally for every 4 warmonger levels, to a maximum of 5 allies at 17th level. Each ally must remain within 60 ft. of the warmonger or the effect ends for that ally.

This replaces telekinetic manipulation.

#### Sacrificial Pawn

At 6th level, by maintaining contact with his allies, the warmonger can capitalize on their misfortune



strategically. So long as this effect is active, the warmonger may, as an immediate action, duplicate the effect of a successful weapon attack made against an ally within 60 ft. of the warmonger. The attacker suffers the same damage and effects that were just inflicted upon the ally. Any resistances or immunities the attacker possesses apply. The warmonger does not need to actually make an attack of their own, or have line of sight to the attacker - only to their ally.

This replaces telekinetic edge.

### Countermove

At 11th level, the warmonger may choose an enemy he can see. Allies within 60 ft. of the warmonger gain spell resistance equal to 15 plus the warmonger's level that applies only to abilities of that target. This does not stack with other sources of spell resistance.

They are also protected from bodily contact by creatures summoned by the enemy. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the ally. The protection against contact by summoned creatures ends if the allies makes an attack against or tries to force the barrier against the summoned creature.

This replaces psionic fortress.

### Game Changer

At 16th level, the warmonger may channel martial power into an ally. That ally gains proficiency with all martial weapons, a +4 circumstance bonus to attack rolls, AC and saving throws, and uses their character level as their base attack bonus (which may grant multiple attacks). In addition, they gain all the benefits of being the under the effect of your *opening gambit* ability.

While under this effect, the target can not cast or maintain spells or sphere abilities, even if they come from items. The target of this ability may end it as a free action. If the warmonger uses this ability on himself, he can not use any other psionic ability, or use any other sphere ability until they end the effect or fall unconscious.

This replaces telekinetic colossus

# Extra Class Features

## Armorerist Arsenal Tricks

Armorerists may choose from the following tricks:

- **Fighter Armor Training (requires Armorerist 6, Armor Training class feature):** You gain an advanced armor training ability as a fighter of equal level. You use your armorerist levels in place of fighter levels, and if you have both, they stack.
- **Imbued Arsenal (requires Bound Weapon class feature):** You can add your casting ability modifier instead of your Strength or Dexterity modifier to attack rolls when you are wielding a bound or summoned weapon.
- **Valiant (requires Bound Equipment class feature):** Add Aggressive\* (+1), Alerting\* (+3), Carved\* (+1) and Watchful\* (+2) to the special qualities you may add to your bound and summoned staves.  
\*see Chapter 6: Equipment

## Eliciter Emotions

Eliciters may choose from the following emotions:

### Loyalty

Minor: *Clarity (Su)*: You can touch a willing creature, filling it with a powerful desire to protect and serve its allies. This lasts a number of rounds equal to your eliciter level. While under this effect, the creature may perform an aid another action as a swift action. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Lesser: *Nobility*: When the loyal creature uses the aid another action, the ally they aid may apply the bonus to both their attack roll and their AC instead of just one of them.

Greater: *Aura of Synchronicity (Su)*: You can emit a 30-foot aura of cooperation for a number of rounds per day equal to your eliciter level. Whenever you or an ally within the aura would gain a bonus to attack rolls or to AC due to aid or battlefield positioning, such as flanking, higher ground, or cover, that bonus is increased by +2. This ability is a swift action to activate. These rounds do not need to be consecutive.



*Master: Compassion (Su):* Whenever the loyal creature aids another willing ally, they may also transfer any number of hit points, temporary hit points, or magic effects attached to them to the person they are aiding.

### **Resolve**

Minor: *Determined (Su)* - You can touch a willing creature as a standard action, filling it with courage and the will to do what needs to be done. The creature gains a morale bonus to attack rolls, skill rolls, and saving throws that starts at 0, but increases by 1 any time they fail an attack roll, skill roll, or saving throw, up to a maximum equal to your Charisma modifier. When they succeed on one of these, the bonus decreases by 1 to a minimum of 0. The effect disappears after 1 minute. You may do this a number of times per day equal to 3 + your Charisma modifier.

Lesser: *Willful* - While under the effects of resolve, the creature is immune to fear, and to any spell or sphere effect that possesses or exercises mental control over them (including enchantment [charm] effects and enchantment [compulsion] effects).

Greater: *Implacable (Su)* - As an immediate action, you may allow an ally within close range to reroll a saving throw they just failed. They receive a bonus to this saving throw equal to half your class level, and if they succeed, they are completely unaffected by the ability they saved against, even if it normally has a reduced effect on a successful save. You can use this ability once per day at 8th level and one additional time per day for every four levels beyond 8th.

Master: *Relentless* - While under the effects of resolve, the creature is immune to the effects fatigued and sickened conditions (though they may still have those conditions). In addition, they treat the confused, dazed and stunned conditions as being equal to the staggered condition for as long as they are relentless. Finally, if they are reduced to less than 1 hp, their resolve immediately ends, and they remain at 1 hp without falling below it.

## **Mageknight Mystic Combats**

Mageknights can choose from the following abilities when they choose a mystic combat ability:

**Arcane Weapon Focus (Su):** You may spend a spell point as a swift action to deal damage with your attacks as if you had the warpriest's sacred weapon class feature with all your weapons, treating your class level as your warpriest level. This works for both melee and ranged weapons, and unarmed attacks. This effect lasts a number of rounds equal to your casting ability modifier.

**Chivalry** (requires resist magic class feature, War sphere): Allies you share a *mandate* with benefit from your resist magic class feature. You may spend a spell point to create a totem that allows allies to benefit from your resist magic class feature.

**Imbued Weapon (Su):** As a swift action, you may spend a spell point to charge a melee weapon you are holding with magical energy. It remains charged for a number of minutes equal to your casting ability modifier. You can add your casting ability modifier instead of your Dexterity or Strength modifier to attack rolls when wielding this weapon.

If the weapon is a melee weapon, you may use the weapon as a thrown weapon with an increment of 20 ft. The weapon keeps its own damage and critical hit characteristics, and is not considered an improvised weapon.

When an imbued weapon is used as a thrown weapon, the weapon teleports back to your hand at the end of your turn, or the beginning of your next turn if used outside your turn. When an imbued weapon is a ranged weapon, then making ranged attacks with the weapon does not draw attacks of opportunity.

**Instinct for War (requires War sphere):** *Totems* you create use your class level instead of your caster level to determine their effects, but not their size or duration. This stacks normally with caster levels from other classes.

**Mark of Pain (requires marked class feature):** Whenever you mark a target, you may also spend a spell point to lower their damage reduction and energy resistance against your attacks by your mageknight level. This condition lasts as long as the mark does.

**Martial Adaptation (Ex):** You may spend a spell point as a swift action to gain the benefits of one teamwork feat. You must meet all the feat's prerequisites. All of your allies are treated as if they possessed the same teamwork feat for the purpose of determining whether you receive a bonus from the teamwork feat acquired. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. Your allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus. You keep the feat for a number of minutes equal to your casting ability modifier, or until you spend another spell point to acquire a different feat.

**Relentless Pursuit (requires marked class feature):** You may spend a spell point as a swift action to make a single manufactured or natural weapon attack against an enemy you have marked. This attack is made at your highest base attack bonus, and receives a circumstance bonus to damage equal to your mageknight level.



**Shared Marking (requires marked class feature, War sphere):** When you mark a target, allies you share a *mandate* with gain the same static benefits from the mark that you do. This does not give your ally abilities that trigger from your mark, such as relentless pursuit.

**Shining Armor (Su):** You may spend a spell point as a swift action to cause your armor to give off a slight glow as it becomes partially translucent. While in this state, you take no armor check penalties for wearing the armor, nor do you take any penalties to your speed from wearing armor, and your Dexterity bonus to AC is unlimited. This lasts a number of rounds equal to your casting ability modifier.

**Strategic Planning (requires War sphere):** At the beginning of the day, choose a (mandate) talent or (totem) talent you qualify for. You gain that *mandate* or *totem* for the duration of the day. At any time during the day, you may change your choice by meditating for 10 minutes.

## Rogue Talents

Rogues can choose from the following abilities when they choose new rogue talents:

### Duplicitous (Ex)

Whenever a spell, spell-like ability, sphere ability, or supernatural ability is used that benefits multiple allies of a

caster, the rogue is considered an ally and benefits as well. The rogue must be within range of the caster's ability for this to work. This ability does not prevent them from also being considered an enemy by the same ability, and does not cause any additional costs to be paid by the caster.

### Enlightened Self Interest (Su)

Choose a (rally) talent that does not cost more than 1 spell point to use. You may *rally* yourself with this talent as an immediate action without the need of a *totem*. This is a supernatural ability, and does not require spell points. For purposes of the *rally*, your caster level is equal to your rogue level and Charisma is your casting ability. You may use this *rally* twice per day.

You may choose this talent multiple times: each time you do, choose a different *rally*.

### A Pact Made in Shadows (Su) (requires Rogue 10)

Choose a *mandate*. You may create this *mandate* with an adjacent ally as a standard action. For purposes of the *mandate*, your caster level is equal to your rogue level and Charisma is your casting ability. The *mandate* lasts one round per rogue level, or until you create another *mandate* with this ability.



## Section 3:

# Basic Magic

*"There are two reasons to learn magic: to gain knowledge, or to gain power. In a century of study, I have learned two things: we have no knowledge and we have no power."*

-Torn, Elven Wizard

The War sphere's magic is divided into four types of abilities: *totems*, *rallies*, *momentum* and *mandates*.

*Totems* allow the War caster to create an area with all allies within getting a bonus, or all enemies within getting a penalty. *Totems* are fixed to a specific location, unless the caster has the Totemic Aura or Totemic Presence talent which allow *totems* to be attached to creatures and move with them. These *totems* are called *totemic auras*. *Totems* that are specifically not auras are called *fixed totems*. Some *totems* require a spell point to be spent at the time of creation, some do not, and some give you the option to spend a spell point when the *totem* is being created to give it a greater effect.

*Rallies* are immediate actions that allow War casters to let their allies perform actions. The target of a *rally* must be able to perform the action, and must be either within range of one of the War caster's *totems*, or share a *mandate* with the the War caster. Some *rallies* can be used in response to other events, in which case the *rally* occurs before the triggering event completes, unless noted otherwise. *Rallies* that work from triggers can only be used when that trigger occurs, and can only affect those allies that the trigger applies to.

Some War talents do not provide a static benefit to allies, but instead provide a resource that allies can use. A War caster who has at least one (momentum) talent can use that talent as a standard action by spending a spell point. This gives them a momentum pool. This pool lasts 1 hour per caster level, and holds a number of points of *momentum* equal to the war caster's caster level plus their casting

ability modifier. Allies within 30 ft. of the War caster can spend points of *momentum* from this pool to activate any ability from any of the caster's (momentum) talents. A War caster can only have one pool of momentum, and all of their (momentum) talents draw from the same pool. Using a (momentum) talent refills the momentum pool to its maximum value (any surplus *momentum* generated is lost). Using *momentum* is not a sphere ability and does not draw attacks of opportunity. The caster level of any momentum ability used is determined by the caster level of caster when they last filled their momentum pool. Being knocked unconscious or made helpless makes the momentum pool inaccessible until the caster is conscious again.

*Mandates* are effects that exist between a pair of allies, each of whom benefits from the actions of the other. As a standard action, a War caster can create a *mandate* between two allies within medium range, or between themselves and one other ally in medium range. Each *mandate* has an objective that activates the *mandate*, and an advantage which gives a bonus to the other member of the *mandate*, allowing the two characters sharing the *mandate* to help each other in a unique way. This advantage sometimes takes the form of an immediate action, and other times it is a static bonus. Bonuses granted last until the end of the next turn of the ally who received the bonus. The advantage of a *mandate* can be triggered over and over again, though it does not stack with itself.

A War caster can concentrate to maintain a *mandate*, or can spend a spell point to make it last 1 minute per level. A *mandate* only works while the two sharing the *mandate* are within medium range of each other, and both are conscious and able to act. A creature can be part of multiple *mandates* with the same or different creatures, but can not be a member of the same *mandate* type talent multiple times.



# Basic Talents

## Absolute Totem (totem)

You must spend a spell point to create an *absolute totem*. Within this *totem*, the weapons, armor and equipment allies are wearing or carrying receive a bonus to their hardness equal to your caster level. While using these weapons, allies receive a +1 competence bonus to sunder attempts. This increases by +1 for every 5 caster levels, and whenever an enemy strikes them with a melee attack using a manufactured weapon, they may attempt to sunder their opponent's weapon as an immediate action.

## Adroitness (mandate)

When a member of this *mandate* is missed by an enemy, the other member of this *mandate* receives a +4 morale bonus to damage rolls against that enemy.

## Aggressive Momentum (momentum)

As a swift action, any ally may spend 3 points of *momentum* to grant themselves an additional attack made at their highest base attack bonus for that round. This stacks with effects that grant extra attacks as part of a full-round action.

## Aptitude (mandate)

When a member of this *mandate* succeeds in a skill check, the other member gains +4 morale bonus to the same skill. If both members of a *mandate* make a skill check at the same time with the same skill and one succeeds, it can change the results of the other's skill check.

## Awareness (mandate)

When a member of this *mandate* damages an enemy, the other member can make attacks without the enemy benefiting from any form of concealment, displacement, invisibility or effects that attempt to prevent an attacker from knowing where a target is.

## Bleeding Battlefield

When you create a *totem*, enemies within your *totem* can't heal naturally, and fast healing and regeneration are halved. Multiple *totems* do not reduce the healing further. Magical healing works normally.

## Blood Bond

When you create a *mandate* and spend a spell point to maintain it without concentration, the *mandate* lasts for 10 minutes per caster level rather than 1 minute per caster level. If you are a member of the *mandate*, it instead lasts 1 hour per caster level.

## Call to Arms

You may spend an additional spell point when creating a *totem* or *mandate* to create it as a move action.

You may take this talent a second time. If you do, you can create a *totem* or *mandate* as a move action, or spend an additional spell point to create it as a swift action, but not both in the same round.

## Close Cooperation

Allies you share *mandates* with are considered within touch range for the purposes of your sphere abilities and supernatural abilities.

## Combat Inertia

Whenever you spend a spell point to use a War sphere ability, you regain a point of *momentum*, provided you currently have at least one point of *momentum* remaining.

## Counterattack (rally)

When an enemy misses an ally with a melee attack, you may spend a spell point to *rally* that ally, allowing them to make an attack with a natural or manufactured weapon on the enemy that missed them. If the attack hits, the ally gains a +4 dodge bonus against that enemy until the end of their next turn. If the ally was flat-footed against the enemy, they are no longer flat-footed, unless they are somehow immobilized or the attacker successfully feints after the counterattack.

## Damaging Momentum (momentum)

Whenever an ally hits an enemy with a weapon attack, natural weapon attack or unarmed strike, they may spend 2 points of *momentum* to add your casting ability modifier to the amount of damage done. The damage is of the same type as the attack. This may be done only once per attack.

## Declaration of War

When you create a *totem*, you may designate a type or subtype of creature (using the ranger's favored enemy categories). Enemies of that type take a -2 to saving throws against that *totem*.

## Demoralizing Momentum (momentum)

Whenever an ally hits an enemy with an attack, they may spend a point of *momentum* as an immediate action to try and demoralize that enemy with their intimidate skill. If the enemy is already shaken, they may instead spend 3 points to attempt to make the shaken enemy frightened. If they are already frightened, they may instead spend 5 points to attempt to make the frightened enemy panicked.



### Divisive Totem (totem)

You must spend a spell point to create a *divisive totem*. While within this *totem*, enemies lose trust in all other creatures. They have no allies except themselves, only enemies. If an effect can only target allies, they can only use it on themselves. They resist the help of other creatures, make saving throws even when an ability is harmless (such as healing), and resist being touched. Enemy creatures can not move through other creatures squares. Summoned and conjured creatures no longer obey commands. This is a mind-affecting compulsion ability.

A creature within this *totem* gets a Will saving throw upon first encountering it, and an additional Will saving throw at the end of each turn they are affected by it until they successfully save. Even when a successful save is made, their allies may still treat the creature as an enemy if they are also within the *totem* and have not made a save.

### Empower (rally)

You may spend a spell point to *rally* a target, giving them a +4 morale bonus to attack rolls, AC, saving throws, concentration checks, spell penetration checks, CMB

and CMD. The bonus from this *rally* lasts 1 round. The decision to use this *rally* in response to an attack must be made prior to the attack roll, and the decision to use this *rally* in response to a saving throw must be made before the save is rolled.

### Engage (rally)

You may spend a spell point to *rally* a target, allowing them to make an escape artist check, draw a weapon, ready a shield, set a weapon against a charge, retrieve a stored item, stand-up from a prone position, or any other simple, non-offensive action the GM deems appropriate. The action is taken by the ally immediately as a free action and does not draw any attacks of opportunity.

### Eternal Vigilance

You may *rally* any ally within 30 ft. of you even without a *totem* in place, and you can always *rally* yourself.

### Favorable Momentum (momentum)

Allies may spend two points of *momentum* to add a 1d6 circumstance bonus to any skill or attribute roll. The





decision to add this bonus must be made before the skill check is rolled. Each ally may do this only once per turn.

### Finish (rally)

You may spend a spell point to *rally* an ally, allowing them to reroll an attack roll (even an attack roll to confirm a critical hit) or CMB check. The decision to roll must be made before the results of a roll are announced, and the second result must be used.

### Giving Totem (totem)

You may spend a spell point to create a *giving totem*. Whenever a creature is subjected to a positive energy effect that causes them to regain or lose hit points (but not temporary hit points granted or ability damage dealt) the number of hit points gained or lost increases by your caster level or by the original value, whichever is less.

### Guile (mandate)

When a member of this *mandate* succeeds in a combat maneuver against an enemy, the other member gains full concealment against that enemy.

### Gyroscopic Totem (totem)

You must spend a spell point to create a *gyroscopic totem*. Gravitational fluctuation keep enemies within this *totem* unbalanced while they remain within. An unbalanced creature moves with less grace and agility than normal. They can still move, but entering squares draws attacks of opportunity as if they had left the square, and the creature can not take 5-ft. steps.

In addition, at the end of any movement with a total distance greater than 5 ft., the creature must make a Reflex save or fall prone. If the creature has more than 2 legs, it gains a +1 bonus to this saving throw for each additional leg, and creatures that are flying, crawling, swimming, or burrowing are unaffected, as are creatures that are not affected by gravity, such as incorporeal creatures. Teleporting creatures do not draw attacks of opportunity because of this *totem*.

### Hammer and Anvil

Whenever you enter a *mandate* with an ally, you may choose a combat or teamwork feat you possess. Your ally gains the benefits of that feat for the duration of the



*mandate*. This ally must qualify for the feat in order to gain its benefits. You may share an additional feat for every 10 caster levels you possess.

### Haunting Totem (totem)

Enemies within this totem must make a Will save, or become distracted by hallucinations at the edge of their perception. If they fail, any of the caster's allies threatening them are considered to be flanking them. This lasts as long as are in the *totem*, ends if they leave the *totem*, and resumes if they reenter the *totem*. They do not get a new saving throw if they leave and then reenter the *totem* area. This is a mind-affecting illusion (phantasm) effect, and creatures with blindsense or blindsight automatically pass their saving throw.

### Intercept (rally)

You may spend a spell point to *rally* a target, allowing them to swap positions with an adjacent ally. This does not draw attacks of opportunity. Both allies must be capable of movement for this to work, even if they can only crawl. If this is done in response to an attack, then the target of the attack changes to the other ally.

### Lingering Resentment

When you cease concentrating on a *totem* or *mandate* effect, you may choose to have it remain for two rounds before dissipating.

### Marauding Momentum (momentum)

On their turn, an ally may spend a point of *momentum* to move 5 ft. This is a free action that draws attacks of opportunity normally. The ally may do this up to 4 times on their turn, and these movements may be taken between attacks.

### Mental Assault

When you use a mind-affecting ability against an enemy that is within the area of one of your *totems*, the DC to resist increases by +2. This includes sphere abilities, but not the abilities of the *totem* itself or any other *totem* it might overlap areas with.

### Mobility (mandate)

When a member of this *mandate* moves adjacent to a creature, the other member may use an immediate action to move up to their speed, provided this movement ends in a square adjacent to the same creature.

### Perseverance (mandate)

When a member of this *mandate* regains hit points, the other member gains an equal number of temporary hit points, up to a maximum equal to their maximum hit

point total. The temporary hit points gained do not stack with each other, and last until the *mandate* ends.

### Quickening Totem (totem)

You and your allies gain a +2 dodge bonus to AC vs attacks of opportunity. This increases by +1 for every 4 caster levels you possess.

### Rebellious Totem (totem)

You create a *totem* that interferes with charm and compulsion magic as well as other powers that let a caster enforce their will on others. Whenever a creature attempts to exert or maintain mental control over another creature inside your *totem*, they must make a magic skill check against your magic skill defense or else their attempt fails, and their control is suspended for as long as the target remains within the *totem*. During the intervening time, the controlled creature is free. A mindless creature may do nothing, or continue in their previous activity, while a creature with their own mind may act normally. They are still under the effects of any ability that controlled them, they simply are not receiving new orders. The controlling caster may attempt to resume control on their next turn.

This *totem's* effects apply to summoned (but not called) creatures, mindless creatures, or creatures that are controlled against their will. It does not expel a controlling life force (such as a ghost or projected spirit), but it does prevent them from controlling the target.

This *totem* ignores spell resistance, spell immunity or any other effect that would render a creature invulnerable, as it is the interaction that is affected by the *totem*, not the creature itself.

### Redeployment

You can move *totems* you created as a swift action. In order to move a *totem*, it must be your *totem*, and it must be within the range you can create *totems*. The *totem* can be moved to anywhere in range. It is still the same *totem*, so creatures which made saving throws against it do not reroll.

If you have the ability to create *totemic auras*, then you may move auras between creatures (even while they are unconscious), or turn them into *fixed totems* and back again. Doing so may change the range of the *totem*.

### Resilient Momentum (momentum)

Whenever an ally takes hit point damage, they may spend a point of *momentum* to reduce the damage of the attack by your casting ability modifier (minimum: 1). This is not a form of damage resistance.



### Resolve (mandate)

When a member of the *mandate* hits an enemy with an attack, the other member gains a +4 morale bonus to AC and CMD against that enemy, and a +4 morale bonus to saving throws against that enemies' abilities.

### Resounding Rally

Whenever you *rally* an ally other than yourself, you may also *rally* yourself at the same time with the same *rally* without expending any additional spell points. If the *rally* is triggered by an event, that event must affect you for the *rally* to affect you as well.

### Resourcefulness

The maximum size of your momentum pool increases by the number of (momentum) talents you possess. In addition, when you refill your momentum pool, it refills to its maximum value, including these additional points. You may take this talent multiple times; its effects stack.

### Ruthlessness (mandate)

When a member of this *mandate* misses an enemy with an attack, the other member may use an immediate action to use a combat maneuver against that enemy. This does not provoke attacks of opportunity.

### Strike (rally)

You may spend a spell point to *rally* an ally, allowing them to use a combat maneuver (but not an escape check or grapple) on an enemy they threaten. The combat maneuver does not provoke an attack of opportunity, and receives a morale bonus to CMB equal to your caster level.

### Steadfast Totem

When you spend a spell point to make a *totem* last 1 round per caster level without concentration, it lasts for 1 minute per caster level instead.

### Tactical Momentum (momentum)

When an ally attempts a combat maneuver, they may spend a point of *momentum* to receive an insight bonus equal to your casting ability modifier (minimum: 1). If they do, the combat maneuver does not provoke any attacks of opportunity. Only one point of *momentum* may be spent per combat maneuver.

### Tactical Totem (totem)

When you activate this *totem*, choose a teamwork feat you possess. Allies within the totem that qualify for that feat gain the benefits of that feat. In addition, all allies are considered to have that feat for the purpose of determining whether other allies benefit from that feat. For every 10 caster levels, choose an additional teamwork feat.

When you create this *totem*, you may choose to spend a spell point. If you do, you may share any teamwork feats you qualify for, not just teamwork feats you possess.

### Taking Totem (totem)

You must spend a spell point in order to create a *taking totem*. Whenever a creature is subjected to a negative energy effect that causes them to regain or lose hit points (but not temporary hit points granted or ability damage dealt) the number of hit points gained or lost increases by your caster level or the original value, whichever is less.

### Tenacity (mandate)

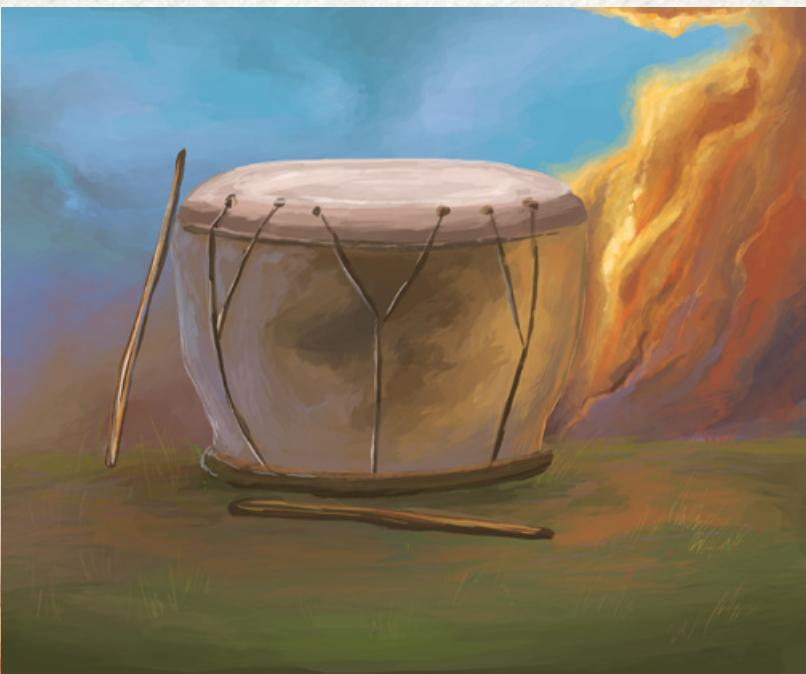
When a member of this *mandate* succeeds in a saving throw, the other member gains +4 morale bonus to saving throws. If both members of a *mandate* make a saving throw at the same time and one succeeds while the other fails, the bonus can change the results of failed allies' saving throw if the bonus is sufficient to meet the original DC required.

### Threatening Momentum (momentum)

When an ally hits an enemy with a weapon attack with a natural roll of 16 or greater, they may spend a point of *momentum* to have the attack be considered a critical hit for the purpose of triggering critical feats. This does not make the hit an actual critical hit, and no confirmation roll is required. This can allow a critical feat to be triggered even if the target is immune to critical hits. The normal rules for critical feats apply. If the attack was already a threat, they may spend a point of momentum to confirm it instead. They must do this before rolling to confirm.

### Totemic Aura

You may create *totems* attached to yourself or to other creatures. A *totem* attached to a creature is called a *totemic aura*. It functions as a regular *totem*, except that it has a





radius of 30 ft., it moves with the creature it is attached to, becomes inactive if that creature is knocked unconscious and is dispelled if they are killed. They continue to function if they go beyond long range of their creator, but the creator can only *rally* those within that totem (including the creature it is attached to) if they are within long range.

The recipient must be within range (adjacent to you, or in close range if you possess the Ranged Totem talent). An unwilling creature can have a *totem* attached to them as a touch attack; no saving throw is allowed, but the Break Enchantment talent from the Life sphere or a similar effect can dispel the *totem* before its natural duration expires. An enemy with a *totem* attached to them still receives any saving throws the *totem* allows to avoid being affected. A successful save means they are unaffected by the *totem*, but it remains attached to them and it still affects those within range of it.

Spell resistance can prevent a *totemic aura* from being attached to a creature. A failed spell penetration check dispels the *totem*.

### Totemic Presence

You may create *totemic auras* attached to yourself as if you were using the Totemic Aura talent. In addition, when you create a *totemic aura* attached to yourself, you may do so as a move action, or you may spend a spell point to create a *totemic aura* attached to yourself as a swift action.

### Totem of Deep Thought (totem)

Your allies gain a +4 competence bonus to concentration. This increases by +1 for every 5 caster levels you possess.

When you create this *totem*, you may spend a spell point. If you do, the bonus applies not only to concentration rolls, but spell penetration rolls as well.

### Totem of Expulsion (totem)

You must spend a spell point to create a *totem of expulsion*. The *totem* creates a field of energy that applies interdimensional pressure to creatures that do not belong on your plane, and weakens them. All non-native outsiders (including allies) within are sickened (no save) while they remain inside the area of the *totem*. In addition, they receive a penalty to any damage reduction, energy resistance, and spell resistance they possess equal to your caster level. Energy immunity is also affected: treat immune creatures as having a resistance equal to twice their total Hit Dice, then subtract your caster level as you would with normal resistance, to a minimum of 0.

You can only create this *totem* on your home plane.

### Totem of Foresight (totem)

You must spend a spell point to create a *totem of foresight*. Whenever an ally in the area of the *totem* attacks, they may choose two possible target enemies for the attack, and then roll the d20 for each target. They may then choose which enemy they attack, and use the d20 rolled for that enemy as their hit roll.

### Totem of Insanity (totem)

You must spend a spell point to create a *totem of insanity*. Enemies within this *totem* are filled with bloodlust and confusion, and must make a Will save upon entering the area of the *totem* or upon it being created. If they fail, then on the beginning of their next turn there is a 50% chance they will attack their own nearest ally instead of their enemy. If they do, they are considered an ally for the purposes of your *totems* for the duration of the attack. At the end of any turn they do this, they receive another saving throw.

Leaving the *totem* causes the effect to end for a creature, but re-entering it causes the effect to resume if they have not yet made a successful saving throw. The effects of this *totem* are a mind-affecting, compulsion effect.

### Totem of Screaming Skin (totem)

You must spend a spell point to create a *totem of screaming skin*. Enemies within this are haunted by the sensation of a pain from far away. Whenever their skin is even slightly broken, a wound rips open in the shape of a mouth and screams, making even the smallest injuries horrific. Whenever a weapon or natural weapon attack is made on an enemy inside the *totem*, if the attack roll misses by 5 or less, and is not a natural 1, the attack is a glancing blow and does damage equal to your caster level. Effects that trigger on a hit, such as a melee touch attack delivering a sphere ability, do not trigger on a glancing blow.

### Totem of Shared Sight (totem)

You and your allies can share perception, seeing through each other's eyes and hearing through each other ears. Anything visible or noticed by one is also perceived by everyone else, including with special senses such as blindsense or scent. This can prevent a character from being surprised. If any ally within the *totem* successfully saves versus an illusion effect, then everyone else automatically passes their saving throw as well, even if they previously failed. This *totem* does not prevent allies from being flanked.

### Totem of Tactical Coordination (totem)

Allies within this *totem* do not take hit point damage from attacks, spells, or abilities of other allies within this



*totem*, and may choose to automatically pass any saving throws vs the abilities of allies within the *totem*.

### Totem of the Dragonslayer (totem)

You and your allies gain a +1 competence bonus to Reflex saves vs area effects. This increases by +1 for every 5 caster levels you possess.

When you create this *totem*, you may spend a spell point. If you do, whenever an ally makes a Reflex saving throw that benefits from this *totem* against an attack that normally deals half damage on a successful save, they take no damage on a successful save instead.

### Totem of the Heroic Heart (totem)

You must spend a spell point to create a *totem of the heroic heart*. Allies gain a +4 competence bonus to checks and skill checks using Strength, Constitution, or Dexterity. This increases by +1 for every 5 caster levels.

### Totem of the War Dance (totem)

You must spend a spell point to create a *totem of the war dance*. You and your allies may use your move actions to allow other allies to move. The giving character can not move (or take a 5-ft. step), while the receiving ally gets another move action to spend. This extra move action must be used immediately and can only be used with a

movement ability. They may not leave the area of the *totem* during this move. Their actions provoke attacks of opportunity normally. No single ally can be moved by more than 2 allies until their next turn has occurred.

Any ally may swap places with an adjacent ally as a move action. This does not provoke attacks of opportunity. Both allies must be capable of moving for this to work.

### Totem of Whispers (totem)

The area of your *totem* is filled with quiet voices that distract and unnerve your enemies. Enemies take a -1 penalty to their concentration checks and Perception checks involving listening. This increases by -1 for every 2 caster levels you possess. This does not work against deaf enemies, or enemies in an environment where it is difficult to hear. The whispers also interfere with using abilities that require speaking - such an ability has a 20% chance of failing when used, even if the user is deaf. Whenever a creature uses such an ability, they can attempt a Perform (oratory) or similar Perform check with a DC of 20 to negate this effect.

### Vindictiveness (mandate)

When a member of this *mandate* is hit by an enemy, the other member of this *mandate* receives a +2 morale bonus to attack rolls and CMB against that enemy.



## Section 4

# Advanced Magic

*"There is no such thing as a useless spell, just a useless spellcaster."*

-Halfling expression

### Carry the Flag

**Prerequisites:** War sphere, 10th caster level or higher.

If you are the commander of a ship or similar large vessel weighing at least 2,000 pounds, you may create a totem attached to the vessel itself. The area of the totem includes the entire vessel, and extends outward for it to affect any creature within close range of the vessel.

### Monument

**Prerequisites:** War sphere, 10th caster level or higher.

The caster may attach a *totem* to a manufactured object that is at least 2,000 pounds and is of high quality - such as a great statue, masterwork building, or impressive sailing vessel. The object can not be animated, and can not become animated without dispelling the totem first. The range of the *totem* increases to 1 mile per caster level, and it remains for one day per caster level. Multiple *totems* may be attached to the same monument. The owner of a monument does not need to stay within range of it to maintain it, and they can share ownership with allies, allowing those allies to use it to *rally* their own allies. When created, the creator must specify an easily perceived condition by which allies of the monument will be identified, such as their race, uniform or equipment.

Creating a monument takes 8 hours.





## Section 5

# Player Options

*"Never confuse magic and power. Many wizards have died at the end of spears."*

-foreword to "A Beginner's Guide to Arcana"

## Feats

### Armored Casting

**Prerequisites:** Light Armor Proficiency.

**Benefit:** You may add the armor bonus from any armor you are wearing (but not armor enhancement bonus or natural armor bonus) to concentration checks made to cast defensively or while grappled. You must be proficient with the armor in question.

### Battlecry (Drawback)

**Prerequisites:** Verbal Casting drawback.

**Benefit:** Whenever you use a sphere ability, you can unleash a powerful battlecry as part of your verbal casting. Until the end of your next turn, you receive a bonus to your intimidate checks equal to half your caster level.

**Note:** A drawback feat is a feat that requires a drawback as a prerequisite and may be taken as a feat or as a boon.

### Battlefield Tactics (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** You may give your actions to members of your squadron. The type of action required to do this is equal to the type of action given: swift, move, standard, full-round, or attack of opportunity. If you give an attack of opportunity action to another squadron member, they must use it to attack the target that provoked the attack of opportunity from you. A character can not receive more than one extra action per round this way, regardless of how many squadrons they might be a member of.

### Black Totem (Dual Sphere)

**Prerequisites:** Dark sphere, War sphere.

**Benefit:** When you create a *totem*, you may spend a spell point to add the effects of a *darkness* ability you have to it. If you do, the entire area of your *totem* is a *darkness*, and your melds work within this *totem* as if they were within any other *darkness* that you created.

### Channel Resolve

**Prerequisites:** Channel energy class feature.

**Benefit:** When you channel energy, instead of its normal effects, you may instead grant those within range a single attack. These attacks are made immediately in initiative order. Each attack receives a bonus to damage equal to the number of dice you would have rolled for your channel energy.

### Close Formation (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** When members of your squadron use the aid another action on other squadron members, they grant their ally an additional +2 bonus.

### Deduction

**Prerequisites:** War sphere, studied combat class feature.

**Benefit:** Whenever you create a *mandate* that you share with another ally, they benefit from your studied combat ability, receiving the same bonuses you do against the same target. If you possess abilities that trigger from studied combat (such as studied strike), they may trigger that ability as well. Only one ally (other than yourself) can benefit from your studied combat this way.



### Defensive Vigilance (Dual Sphere)

**Prerequisites:** Protection sphere, War sphere.

**Benefit:** While an ally is within the area of one of your *wards*, you may *rally* that ally. When you *rally* an ally who has an aegis you created attached to them, you may sacrifice an *aegis* to reduce the spell point cost of the rally by 1 spell point.

### Dodging Rally (Combat)

**Benefit:** Whenever you are *rallied*, you receive a +4 dodge bonus to AC until the end of your next turn.

### Enhanced Vigilance (Dual Sphere)

**Prerequisites:** Enhancement sphere, War sphere.

**Benefit:** While an ally is under the effect of one of your *enhancements*, you may *rally* that ally. The ally must be the target of the enhancement, not an object they are carrying or wielding.

### Ensouled Totem

**Prerequisites:** War sphere, bound nexus class feature.

**Benefit:** You may expend a soul from your bound nexus to create a bound *totemic soul*. A *totemic soul* works as a normal *totem*, but it can move as it were a soul (they normally orbit the character, but the soul weaver can move any number of them as a move action and they have a fly speed of 40 ft), and it has a radius of only 30 ft. A *totemic soul* continues to exist for 10 minutes per level in the class that grants you the bound nexus class feature without needing concentration. You must still pay the normal spell point cost for creating the totem.

### Expanding Presence

**Prerequisites:** Totemic Aura, antipaladin or paladin.

**Benefit:** The range of your antipaladin or paladin auras increases to that of any *totemic aura* you created that is attached to you.

### Focused Fire Tactics (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** As a swift action, you may spend a spell point and designate a target. Until the beginning of your next turn, whenever a member of your squadron hits that target, all members of your squadron receive an additional +1 circumstance bonus to attack rolls and damage against that target. Members with iterative attacks can benefit from bonuses generated earlier in the same turn. This bonus stacks with itself, up to a maximum equal to your War sphere caster level.

### Forbidden Totem

**Prerequisites:** War sphere, forbidden lore class feature.

**Benefit:** Whenever you successfully use forbidden lore with a *totem*, all allies within the *totem* receive a morale bonus equal to your base forbidden lore bonus to one of the following, chosen by you when you create the *totem*: attack rolls, damage rolls, AC, saving throws, skill checks, magic skill checks, or CMB and CMD. Bonuses to your forbidden lore bonus do not increase this bonus. Multiple *totems* can give allies multiple bonuses, but two similar bonuses do not stack.

### Impassion

**Prerequisites:** War sphere, emotion class feature.

**Benefit:** You may spend a spell point to *rally* an ally with any emotion from your emotion class feature that targets a single creature. You do not need to be within touch range, even if the emotion normally requires it.

### Illuminated Vigilance (Dual Sphere)

**Prerequisites:** Light Sphere, War sphere.

**Benefit:** While an ally is within 30 ft. of any object that you have caused to *glow*, you may *rally* them.

### Instructive Command (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** Choose a skill you are trained in. All members of your squadron are treated as having at least as many ranks in that skill as you. If you possess the skill unlock for that skill, members of your squadron may use the skill unlock powers made available by your number of ranks in the skill.

### Invigorating Rally (Dual Sphere)

**Prerequisites:** Life sphere, War sphere.

**Benefit:** Whenever you *rally* an ally, you may also invigorate them.

### Lightning Tactics (Squadron)

**Prerequisites:** Squadron Commander, 10th caster level or higher.

**Benefit:** After you roll initiative, you may spend a spell point. If you do, squadron members may use your natural d20 roll in place of their own roll. They keep their own modifiers.



## Martial Magic

**Prerequisites:** Base Attack Bonus +1, War sphere.

**Benefit:** When you create a *totem*, you may use your base attack bonus as your War caster level for purposes of effect (but not size or duration).

## Martial Presence (Combat)

**Prerequisites:** Base Attack Bonus +1, Combat Stamina.

Choose a basic *totem* from the War sphere (including Totem of War). You can spend 5 points from your stamina pool to create a 30 ft. aura that moves with you and that duplicates the effects of this *totem*. The action required to activate this ability depends on the *totem*. If the *totem* has no spell point cost, it is a swift action to create it, if the *totem* requires a spell point to be created, then activating it is a move action, and if it requires more than 1 spell point, it requires a standard action. For the purposes of the *totem* ability, use your base attack bonus in place of your caster level and use your highest mental ability modifier as your casting ability. The aura created is not a true *totem*, and does not qualify for feats that alter *totems*.

Once activated, the aura remains active for 1 minute. Falling unconscious or dying causes the aura to end. This is an extraordinary ability.

## Martial Reflexes (Combat)

**Prerequisites:** Base Attack Bonus +1, Combat Stamina.

**Benefit:** Choose a basic (rally) talent. You may *rally* yourself at any time without spending spell points by spending 5 stamina points for every spell point you would normally need to spend. If you do so, the *rally* is considered an extraordinary ability, and may be used within areas where magic does not function. For the purposes of this *rally*, you use your base attack bonus as your caster level and your highest mental ability for your casting ability. This ability is not a true *rally* and does not interact with other abilities that affect *rallies*.

This is an extraordinary ability.

## Mass Command (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** You may spend an additional spell point when using a sphere ability that targets a willing creature to affect any number of targets in your squadron. All targets must be within range.

## Mixed Formation (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** Members of your squadron do not provide cover to enemies, and members do not take penalties for shooting into melee against enemies in melee exclusively with other squadron members.





### Mobile Tactics (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** Squadron members may use a swift action to move a squadron member who is in a square adjacent to them to another square that is also adjacent to them. This does not provoke attacks of opportunity.

### Mystic Assault

**Prerequisites:** Casting class feature, base attack bonus +6.

**Benefit:** You may spend a spell point to make a full-round attack that replaces the first attack with any sphere ability or supernatural ability that can be used as a standard action and requires an attack roll. You must pay any costs required by this sphere ability or supernatural ability, such as spell points. Using the ability replaces your first attack among your iterative attacks. If you are using two weapons, then it replaces both the primary and secondary weapon attacks.

Using the sphere or supernatural ability can provoke an attack of opportunity (if it normally does so), and if the ability is disrupted, the associated attack is lost, but the remaining iterative attacks are not. You may decide after you have used your sphere or supernatural ability whether to continue with your full-round attack or if you wish to take a move action instead. The spell point is spent when you decide to proceed with your full-round attack.

Abilities that replace any of your attacks in a full-round attack are not compatible with mystic assault, nor are other abilities that allow you to use a supernatural or sphere ability as part of an attack. Abilities that grant extra attacks (such as the *haste* ability of the Time sphere) are compatible. You can still use other abilities that can normally be used during a full-round attack as part of a mystic assault.

### Mystic Assault, Improved

**Prerequisites:** Mystic Assault.

**Benefit:** You do not need to spend a spell point to use mystic assault.

### Mystical Reinforcement

**Prerequisites:** War sphere, Circle Casting.

**Benefit:** You may use your circle casting to aid other spellcasters within *totems* you control or whom you share a *mandate* with as if they had the Circle Casting feat.

### Phalanx Formation (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** While a member of your squadron is adjacent to another member of your squadron, they receive a +2 circumstance bonus to AC and melee attack rolls. This bonus increases by +1 for every additional member adjacent after the first.

### Pincer Formation (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** When two or more members of your squadron flank an enemy, their flanking bonus applies to damage rolls as well as attack rolls.

### Platoon Commander (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** The number of members of your squadron increases. Your squadron includes 5 allies plus an additional ally for every 2 caster levels you possess. You must include yourself in your squadron.

### Practised Reflex (Combat)

**Prerequisites:** Base attack bonus +5, grit, ki pool, luck pool, or panache class feature.

**Benefit:** Choose a (rally) talent. You may *rally* yourself with this talent at any time by spending two points of grit, ki, luck or panache. When doing this, treat your Dexterity attribute as your casting ability and 1/2 your base attack bonus as your caster level. This is an extraordinary ability.

### Primal Emblem

**Prerequisites:** Banner class feature.

**Benefit:** Choose a (totem) talent that does not require spell points to be spent when it is created. Your banner can also create the effects of that *totem*, using your class level as your caster level and your Charisma modifier as your casting ability modifier. If the *totem* produces the same type of bonus as your banner, these bonuses stack and are considered as a single bonus. You can create the effects of the *totem* for a maximum number of rounds per day equal to your Charisma modifier + 1/2 your base attack bonus (minimum: 1). Activating this ability is a free action, and a free action must be spent each round to maintain it.

You may purchase this feat multiple times. Each time choose a different *totem*. Rounds of use of one *totem* can not be used to fuel a different totem. You may only have one *totem* active at a time.

This is an extraordinary ability.



### Psionic Vigilance

**Prerequisites:** War sphere, psionics class feature.

**Benefit:** You may *rally* allies who are currently under the effects of your psionics. You are considered under the effects of your psionics whenever they are active.

### Ranged Command (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** You may choose to have your sphere talents or abilities which target a willing creature have a range of close rather than touch when targeting members of your squadron.

### Reflexive Magic

**Prerequisites:** War sphere, base attack bonus +11.

**Benefit:** You gain 2 spell points that can only be spent to *rally* yourself. You regain each of these spell points 1 minute after they are used.

### Requested Command (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** Any member of your squadron may expend a standard action requesting assistance. You may immediately respond by using a sphere ability that targets them (and only them, not an area around them) as a free action. You must be in range, and you must be able to use the sphere ability. Using the sphere ability draws attacks of opportunity normally.

### Savagery

**Prerequisites:** War sphere, animal focus class feature.

**Benefit:** Whenever you create a *mandate* that you share with another ally, they benefit from any animal focuses you have active. Only one ally (other than yourself) can benefit from your animal focuses this way.

### Scouting Tactics (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** As a swift action, you may spend a spell point to mentally communicate with the rest of your squadron the location of an enemy you have successfully damaged that turn. Until the beginning of your next turn, the target does not benefit from concealment or any form of stealth.

### Shared Magic

**Benefit:** When you use a sphere ability that has an ongoing effect, you may spend a free action to designate an ally within close range as the owner of the ability. That ally gains control of the ability at the beginning of their

next turn. The new owner is considered the creator of the spell, and can do whatever the owner can with the spell, including concentrating to maintain it, dismissing it, moving it (if it can be moved), spending spell points on it, or any other effect that can take place after the ability has been created. The new owner must be a spherecaster with a caster level equal to a minimum of half the caster level of the sphere ability they are being given. They use their own concentration and magical skill bonus to maintain the spell, but the sphere ability still uses your caster level.

### Shielded Formation (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** Whenever a member of your squadron leaves a square adjacent to another member of your squadron, they do not provoke attacks of opportunity from adjacent enemies.

### Shoulder to Shoulder

**Prerequisites:** Grit, luck pool or panache class feature.

**Benefit:** When you gain this feat, choose a *mandate*. You may spend a point of grit, luck or panache to create this *mandate* between yourself and an adjacent ally as a swift action. This is a supernatural ability. For purposes of this *mandate*, the attribute that governs the maximum amount of grit, panache or luck you can possess is your casting ability and your base attack bonus is your caster level. The *mandate* lasts for one minute, or ends immediately if you create another *mandate* with this ability, fall unconscious, or if you move beyond 60 ft. from each other.

If the person you share the *mandate* with performs an action that would allow you to regain grit, luck, or panache, then you may regain grit, luck, or panache as if you had performed the action yourself.

### Soul-Piercing Gaze

**Prerequisites:** Emotion class feature.

**Benefit:** As a standard action, you may attempt to make eye contact with all enemies within close range. The enemies must be able to see and hear you to be affected. Each enemy receives a Reflex saving throw against a DC 10 + 1/2 your class level + your Charisma modifier against the gaze. Enemies may attempt to avert your gaze as they would a gaze attack (such as by averting their eyes or wearing a blindfold).

If at least one enemy fails their saving throw, you may choose one enemy that failed their saving throw and use an emotion from your emotion class feature on them as if you had made a successful melee touch attack. They still







receive the regular saving throw against the emotion, if any. If every target succeeds on their saving throw against your gaze, the emotion is not expended.

When using Soul-Piercing Gaze, it is difficult for observers to detect the use of any supernatural ability. You may make a Bluff check vs the passive perception of any observers to disguise what you are doing.

### Spirit Beacon

**Prerequisites:** War sphere.

**Benefit:** When you create a *totem*, you may make it manifest as a glowing pillar of ethereal light that extends upward for hundreds of feet (though not through ceilings). Any creature within 100 ft. per caster level that can see the light is affected by your *totem*, even if they are seeing the *totem* indirectly. For enemies, it is trivial to avert their eyes (so they can choose to simply not be affected by the *totem*), but any ally with a line of sight to the spirit beacon can easily keep it in view.

### Squadron Commander (Squadron)

**Prerequisites:** War sphere.

**Benefit:** You have a squadron of allies who experience greater benefits from your *totems*. Your squadron can include up to 4 total allies, plus an additional ally for every 5 caster levels you possess. One of these allies must always be yourself. You can change the membership any time you rest and regain spell points, but you must touch a creature to add it to your squadron. You must spend 1 minute every day renewing the links between you and your squad members. You must have access to each member you wish to include. Your caster level at the time you renew this connection is used for this ability through the day, even if your caster level changes.

Squadron members must be specific individuals. Squadrons can include summoned companions that are effectively the same creature being summoned each time (such as the companion summoned with the Conjuration sphere), but not spontaneously created creatures.

Members of your squadron gain increased bonuses from your *totems*. If a *totem* grants a bonus to any d20 roll or any number that is the target of a d20 roll (such as AC, attack rolls, saving throws, CMB, CMD, ability checks, skill checks, concentration checks, or spell penetration checks), that bonus increases by +1, and an additional +1 for every 10 War caster levels you possess.

### Staff Technique (Combat)

**Prerequisites:** Base attack bonus +1.

**Benefit:** When you use a staff as a weapon, the base damage die increases to that of a weapon two sizes larger.

### Succor

**Prerequisites:** War sphere, lay on hands class feature.

**Benefit:** You may spend a spell point to *rally* an ally, and use your lay on hands class feature on them. This costs the normal number of uses of your lay on hands class feature in addition to the spell point cost of the *rally*, but does not require the ally to be within the normal range of your lay on hands ability.

### Totem of the Darkest Aberration

**Prerequisites:** War sphere, forbidden lore class feature.

**Benefit:** You must spend a spell point to create a *totem of the darkest aberration*. When an ally within this *totem* uses a sphere ability, you may use an immediate action to allow them to benefit from your forbidden lore class feature. If backlash occurs, it affects only you, but the ability still fails. A sphere ability can only benefit from forbidden lore once.

### Totem of the Deepest Curse

**Prerequisites:** War sphere, forbidden lore class feature.

**Benefit:** You must spend a spell point to create a *totem of the deepest curse*. The area of this *totem* is desecrated with the aberrations you commune with. Enemies within this *totem* must make a Will save or they suffer the effects you currently suffer from due to any backlash you have accumulated.

### Totem of Undoing

**Prerequisites:** War sphere, 10th caster level or higher.

**Benefit:** You must spend a spell point to create a *totem of undoing*. Enemy creatures must make a Fortitude save or become faded for as long as they remain within the *totem*.

A faded creature has become less real and less material than before. This is similar to being incorporeal, but the influence is reversed. A faded creature treats all other creatures as incorporeal. They can not pass through solid objects, but solid objects can pass through them without resistance as the creature is pushed out of the way. Any character can bull rush the creature just by walking into them. Faded creatures do half damage with attacks and abilities, unless that attack or ability does full damage against incorporeal creatures (such as force damage or a ghost touch weapon).

Faded creatures can fall and take double normal falling damage while the surface they fall onto takes none. Faded creatures cannot make trip or grapple attacks, but can be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, but are still subject to such actions



themselves. Faded creatures have no weight and do not set off traps that are triggered by weight.

### Totem Tactics (Combat)

**Prerequisites:** War sphere.

**Benefit:** Allies inside any of your *totems* or sharing a *mandate* with you are treated as if they possessed the same teamwork feats as you for the purpose of determining whether you receives a bonus from those feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus.

### Totemic Channeling

**Prerequisites:** War sphere, channel energy class feature.

**Benefit:** When you use your channel energy feature, instead of affecting everyone in a specific radius, you may spend a spell point to have it affect all allies or all enemies in a *totem* you control. You do not need to be within the totem chosen.

### Totemic Stamina (Combat)

**Prerequisites:** War sphere, Combat Stamina.

**Benefit:** When you create a *totem* or *mandate*, you may spend a stamina point each round to maintain it as a free action. You are still considered concentrating and can have your concentration disrupted as usual. You may maintain multiple effects this way. You can not recover the stamina points spent while the *totem* or *mandate* maintained this way remains in effect.

### Tribal Mark (Dual Sphere)

**Prerequisites:** Enhancement sphere, War sphere.

**Benefit:** You may use your *enhance* sphere ability to create *enhancements* that duplicate the effect of being within *totems*. The tribal mark works as an *enhancement*, using your Enhancement caster level. If used on a creature, the creature is treated as if being within the *totem* that is the basis for the *enhancement*. If used on an object, then any creature carrying the object is affected as if they were the target of the *enhancement* their self. Only the creature *enhanced* or carrying the *enhanced* object is considered inside the *totem* for effects that require another ally or an enemy to also be within the *totem*. The *enhancement* can not be used to *rally*.

### Tribal Rhythm

**Prerequisites:** War sphere, bardic performance or raging song class feature.

**Benefit:** The character gains the ability to attach *totems* they create to their songs. When they do so, the *totem* affects all allies (but not enemies) who are affected by the song. As long as the song continues, the character may maintain the *totem* as part of the song without concentration or spending spell points. They must still pay its regular spell point cost to create the *totem*.

Allies affected by a *totem* attached to a song can be *rallied*. In the case of a raging song, the ally need only have the choice to be affected; they do not need to choose to be affected in order for the caster to be able to *rally* them.

Whenever the character creates a new *totem*, they may attach it to their song or create it normally. *Totems* attached to songs can be ended as a free action. If the character has the ability to move *totems*, they may attach and detach *totems* from their song as if the *totems* were *totemic auras* attached to themselves.

When you begin a song, you may create a *totem* attached to it as part of the same action.

### Vigilant Command (Squadron)

**Prerequisites:** Squadron Commander.

**Benefit:** You may *rally* any ally in your squadron within long range or that you can see, even if they are not within range of a *totem*, and you can always *rally* yourself.

### Witch Hunt

**Prerequisites:** War sphere, judgment class feature.

**Benefit:** Whenever you create a *mandate* that you share with another ally, they benefit from judgments you have active. Only one ally (other than yourself) can benefit from your judgments this way.

## Traits

*"Never forget who you are. I may be known for my great battles and incredible victories, but what really makes me who I am is the fact that I was an elven math prodigy who was cast out as a child because of a prophecy and then raised by dwarves who were killed by ogres who briefly enslaved me until I escaped and learned martial arts from an ancient monk so I could fight an evil necromancer who is actually my long-lost sister. And that's why I wear black leather all the time."*

-Twelve-Fingers,  
the Rogue with the Electrum Tongue



### Allied with the Spirits (Faith)

As a child, you had many friends to play with, but your parents always wondered who you were talking to.

**Benefit:** When determining the effect of your *totems*, gain a +2 trait bonus to your caster level. This can not increase your caster level above your character level.

### Force of Spirit (Faith)

Your *totems* have always had the deepest roots into the earth; implacable and unmoving.

**Benefit:** When you create a *totem* and pay a spell point to make it continue without concentration, the duration of the *totem* increases by 2 rounds.

### Iron-Plated Mind (Combat)

The screams of agony, smell of blood and sight of abject terror can be comforting once you get used to them. Even slightly funny.

**Benefit:** Choose a sphere: you gain a +4 trait bonus on magic skill checks to cast defensively with that sphere.

### Military Historian (Social)

You've studied all the most important people in history: the soldiers, the sailors, and the swordsmen.

**Benefit:** You gain a +4 trait bonus to Knowledge (history) checks and Knowledge (local) checks when dealing with military history, important military leaders, famous soldiers, or historic battlefields. One of these skills (your choice) is a class skill for you.

### Sense of Self-Preservation (Combat)

You know how to remain vigilant about watching your own back. After all, you can't help your allies if you're dead.

**Benefit:** You may always use an immediate action to *ral-ly* yourself, if you have one.

### Transcendent Intuition (Magic)

Your connection to your magical power goes beyond intellectual learning, and into your soul. You have an instinctive understanding of what you know, even if you don't know how you know.

**Benefit:** Choose a knowledge skill. You may use your Wisdom modifier or Charisma modifier (whichever is higher) instead of your Intelligence modifier when making checks with this skill.

## General Spellcasting Drawbacks

### Center of Power

You have an obvious physical feature which is the source of your magical power. Whenever you cast, any creature within 30 ft. of you can clearly see that your magic originates from your center of power. If a critical hit is confirmed on you, your center is disrupted, and you lose 1d4 spell points (if you have them) and are dazed for 1 round.

A creature can target this with a called shot. The center of power is considered a tricky shot (-5).

At the GM's discretion, certain kinds of physical restraint might also make spellcasting require a concentration check equal to 20 + the caster level of the ability, depending on the nature of the center of power and the restraint. An undesirable polymorph effect may also produce the same results.

You can not take this drawback if you took the Magical Signs drawback.

### Galvanized

Your magic was forged by war, and is integrated with your fighting abilities. To use or concentrate on your abilities, you must wield a martial or exotic weapon with at least some metal components (even some metal decorations on a wooden weapon are sufficient). You must be able to attack with the weapon, and have proficiency with it. The weapon itself has no special properties, but can not have the broken condition.

Being disarmed, or having the weapon sundered counters any sphere abilities you are casting or maintaining. If a polymorph spell causes the weapon to become part of your body you lose your abilities, unless you can still attack with the weapon somehow. You can still switch between weapons while maintaining sphere abilities.

You can not take this drawback if you took the Focus Casting drawback.

### Strenuous

Your magic takes a physical or mental toll on you that limits how quickly and easily you can use it. You can not spend more than 1 spell point from your spell pool per round, and never as part of an immediate action. You can still use an ability that requires multiple spell points by voluntarily increasing the casting time to a number of rounds equal to the cost in spell points.

You can not take this drawback if you took the Extended Casting drawback.



# War Sphere Drawbacks

## Inspirational Caster

You must create your magic by giving a powerful speech, striking an intimidating pose, or similarly imposing your will. You must succeed at a Diplomacy or Intimidate skill check to use any War sphere talent or ability. The DC of this skill check is 10 + the caster level of the ability +1 for every 5 ft away the target location (for a ranged totem) or the farthest target you want to affect (for a mandate or rally) is. Failing this skill check causes the ability to fail, and any spell points to be used are lost.

You can not take this drawback if you took the Skilled Casting drawback as part of your tradition.

## Personal Conflict

You can only create *totems* attached to creatures. You must use the talent gained from this drawback to purchase the Totemic Aura or Totemic Presence talent. Turning any *totem* you create into a *fixed totem* (such as through the

use of the Redeployment talent) dispels it. You can create *mandates* and *rallies* normally.

You can not take this drawback if you took the Battle Manipulation drawback.

## Small Unit Strategist

You do not gain Totem of War. You must select a (mandate) talent or a (momentum) talent with the bonus talent gained through this drawback.

You can not take this drawback if you took the Battle Manipulation drawback, or any drawback that causes you to lose Totem of War.

## Squadron Elite

Your War magic only works for those in your squadron. Creatures outside your squadron can not benefit from your *totems*, be *rallied*, use *momentum*, or be in *mandates*. When you take this drawback, you do not gain an additional talent. Instead, you gain the Squadron Commander feat.

You can not take this drawback if you took the Battle Manipulation drawback.





## Section 6

# Equipment

*"Money is a language that everyone speaks, but it only has one word: gimme."*

-from a famous gnome poem

### Armor Properties

The following property may be applied to armors:

**Selfless:** Selfless armor allows the wearer to give of themselves so that others may follow their example. Once per turn as swift action, the wearer can choose to accept 1d6 hit points of non-lethal damage. This damage can not be healed by any means other than getting a full night's rest, which removes all of this damage. Whenever the wearer does this, allies other than their self within 30 ft. gain a bonus for 1 round. The wearer chooses the bonus, and all allies gain the same bonus. The options are:

- +4 morale bonus on attack rolls with weapons and natural weapons
- +4 morale bonus on weapon and natural weapon melee damage rolls
- +4 morale bonus on saving throws
- +4 morale bonus on Strength, Dexterity, and Constitution checks, or skill checks using those skills.

Moderate necromancy; CL 10th; Craft Magic Arms and Armor, War sphere; Price +2 bonus

### Shield Properties

The following property may be applied to shields:

**Intercepting:** An intercepting shield allows the bearer to use an immediate action to switch places with an adjacent ally when that ally is attacked. The attack is redirected to the shield's carrier.

Moderate enchantment; CL 6th; Craft Magic Arms and Armor, War sphere; Price +1 bonus

### War Staff Properties

These properties may only be applied to staves which give a caster level bonus to spells from the War sphere.

**Aggressive:** The bearer and all allies within 30 ft. gain an insight bonus to initiative equal to the staff's enhancement bonus.

Moderate enchantment; CL 8th; Craft Staff, War sphere; Price +1 bonus

**Alerting:** Whenever you roll initiative, you may spend a spell point to allow allies within 30 ft. to use your initiative count (if it is higher than their own). You still act before them, and others use their original initiative order to settle the tie.

Strong enchantment; CL 15th; Craft Staff, War sphere; Price +3 bonus

**Carved:** This staff has been enchanted to conduct primal energies through channels engraved in it. The caster may use a swift action to move any *totem* they own within long range so that it is centered at their current location.

Moderate enchantment; CL 6th; Craft Staff, War sphere; Price +1 bonus

**Watchful:** With this staff, you may *rally* an ally (but not yourself) as a free action once per round. You may take this action even when it is not your turn, but not while you are unable to use immediate actions. You must pay the normal spell point costs required by the *rally*.

Moderate enchantment; CL 10th; Craft Staff, War sphere; Price +2 bonus



# Wondrous Items

## Banner of the Warlord

**Aura** moderate War; **CL** 10

**Slot** wondrous; **Price** 30,000 gp; **Weight** .1 pounds

### DESCRIPTION

This ornate strip of cloth is small enough to tie around a weapon but colorful enough to be seen easily from a distance. Although worn and frayed around the edges, the cloth is magically clean and its colors never run. It has 10 hit points per inch of thickness, and, impossibly, has a hardness of 30.

Each banner of the warlord is imbued with a *totem*, chosen when it is made. Its *totem* does not change. It can be activated by tying it to a pole (or polearm) and openly displayed. It continues to be effective, whether carried, wielded as part of a weapon, or planted on the battlefield. Whether the banner can be actually seen is not important, only that it is not being hidden.

Before being used, it must be attuned to a creature who will determine who its allies and enemies are. It takes a standard action to attune the banner, and all it requires is for the holder to hold it aloft and make a brief (but stirring) speech, or just screaming really loud.

If it is lost, either by having its owner die or having a non-ally take away the banner physically, another creature can attune it as a standard action. The banner remains attuned to the original owner as long as no one else attunes to it..

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, War sphere; **Cost** 15,000 gp

## Banner of the Warlord, Major

**Aura** strong War; **CL** 20

**Slot** wondrous; **Price** 60,000 gp; **Weight** .1 pounds

### DESCRIPTION

This is the same as a banner of the warlord, but its effective caster level is 20.

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, War sphere; **Cost** 30,000 gp

## Banner of the Warlord, Minor

**Aura** moderate War; **CL** 5

**Slot** wondrous; **Price** 15,000 gp; **Weight** .1 pounds

### DESCRIPTION

This is the same as a banner of the warlord, but its effective caster level is 5.

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, War sphere; **Cost** 7,500 gp

## Remnant of Courage

**Aura** faint War; **CL** 10

**Slot** wondrous; **Price** 2,250 gp; **Weight** .1 pounds

### DESCRIPTION

Each remnant is small piece of metal or fabric fastened to the neck, shirt or wrist. Each has its own history, and many pieces are debris from the armor and uniforms of fallen heroes. Each remnant has an associated *rally*, which the wearer can use on an ally within 30 ft., but not on their self. A single user can not activate more than one remnant in a single 24 hour period, and each remnant can only be used once per 24 hour period.

### CONSTRUCTION REQUIREMENTS

Forge Ring, War sphere; **Cost** 1,175 gp

## Stone Hemispheres

**Aura** strong War; **CL** 15

**Slot** wondrous; **Price** 27,500 gp (per pair); **Weight** .5 pounds each

### DESCRIPTION

Each of these stones starts out as a smooth sphere engraved with geometric patterns that has been splintered into two pieces. When the stones are carried by two separate individuals, they benefit from a specific *mandates*, determined when the stone was created. There is no range limit on how far apart the stones can be and still function, provided both stones are still on the same plane of existence.

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item; War sphere; **Cost** 13,750 gp (per pair).



## Section 7

# Bestiary

*"A thousand stings may kill a dragon dead,  
And some o' the bees may survive the worst,  
But t'is then I must ask all o' my kin,  
who 'ere among us wants to be the first?"*

-from the halfling play  
"The Short Life of Wix Longfoot"

### **Blood Brothers** (+2 CR Template)

Blood brothers (and sisters) have trained together for years; perhaps their whole lives. They have thus gotten very good at watching each other's backs. Each member has a number of tricks they can employ in combat. Their tricks are simple to counter and avoid once they have been witnessed, but most people will fall for them the first time. Treat each trick as being usable only once per combat by any group of blood brothers (not once per creature), except against those who do not witness the trick when it happens. The blood brothers template can be applied to any humanoid creatures, but often applied to a group of the same creatures, and often sized small or smaller.

### **Special Abilities:**

*Ab!MoveItMoveIt (Ex)* - As an immediate action, a blood brother can move an adjacent target blood brother to any other square adjacent to them. They may do this in response to an enemy moving adjacent to the target blood brother.

*HaHaBrokeYourToy (Ex)* - As a reaction to an adjacent enemy missing with a melee attack on one of their brothers, a blood brother can make a free sunder attempt on the weapon the enemy used without provoking an attack of opportunity.

*JustKidding (Ex)* - As a free action, a blood brother can turn a missed melee attack into a feint. When the blood brother misses, they may make a Bluff skill check. The DC of this check is equal to 10 + their opponent's base attack bonus + their opponent's Wisdom modifier. If their opponent is trained in

Sense Motive, the DC is instead equal to 10 + their opponent's Sense Motive bonus, if higher. If successful, the next melee attack made by a blood brother (other than the one who feinted) against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before the opponent's next turn.

*MineMineMine (Ex)* - As an immediate action, a blood brother can make a free steal combat maneuver on an enemy that has just been struck by a different blood brother.

*HandsOff (Ex)* - As an immediate action, a blood brother can attempt a trip combat maneuver on an adjacent enemy who just damaged another blood brother with a weapon attack.

*OuttaTheWay (Ex)* - As an immediate action, a blood brother can swap places with an adjacent enemy without provoking an attack of opportunity.

*SnapOutOfIt (Ex)* - As an immediate action, a blood brother can let an adjacent brother reroll a Will save.

*StepOnYourFace (Ex)* - When a blood brother makes a charge attack through a square occupied by another blood brother, that blood brother may use an immediate action to launch the charging brother into the air. The charger may make a Athletics check with a bonus equal to their brother's Strength modifier. The extra movement from the jump is added to their movement, and their bonuses from the charge are doubled. If the jump is vertical, it can be used to strike targets not accessible from the ground.

*TossShorty (Ex)* - As a standard action, a blood brother can pick up and throw another blood brother. The blood brother being thrown must be conscious to guide the throw. The blood brother doing the throwing makes a Strength check with a DC of 10. If they succeed, they throw their brother 5 ft., plus an additional 5 ft. for every 5 they beat the DC by. If the thrown brother delayed their action, they can now take their action to make a full-round attack.



## Section 8

# Player's Guide

There are a number of different ways to build an effective War caster. Each will employ *totems*, *rallies*, and *mandates* differently, and will require other spheres and other abilities to be most effective.

### The Channeler

Casters with strong energy channeling features such as the cleric or soul weaver will think about picking up Totem With Many Faces to allow them to drop *totem* effects at the same time that they channel, improving their action economy. The hallowed and unhallowed *totems* have good synergy with channel energy, and are free to cast, and the giving and taking *totems* are also good if the channeler can acquire the other spheres that are prerequisites. Channel Resolve can also provide a powerful alternative use for their energy channeling.

### The General

The general wants to drop *totems* as often as possible. With the large size of *totems*, they don't worry about needing to get into battle, and instead concentrate their resources on getting more *totems* in play with talents like Call to Arms (possibly multiple times) and on moving *totems* with Redeployment. They are effectively force multipliers, and benefit from having as many allies as possible to enhance. When they don't, they resort to *totems* that weaken their enemies instead. These also increase in usefulness as the number of enemies grows. They are least useful in smaller fights, and might need to supplement their *totems* with *rallies*, *mandates*, and *momentums*.

### The Interceptor

The interceptor is a highly mobile fighter with casting ability who uses *rallies* to respond to events. They often possess a form of vigilance that allows them easy *rallying* such as the Eternal Vigilance talent, and have ways of *rallying* multiple allies, such as with Greater Rally. They are especially adept at *rallying* themselves, such as with Resounding Rally, and have extra resources to do so like Reflexive Magic and have abilities that trigger from them

being *rallied*. Interceptors are more likely to use *totemic auras* so they can enhance themselves and nearby allies.

### The Master

War casters make allies stronger, so it's not surprising that an effective tactic is to have an ally with you at all times who can be on the receiving end of your helpful spells. One of the best ways to do that is to have a conjured companion or to have a battle-capable companion through your class features (such as druids and hunters do). *Mandates* can be extremely useful to this kind of caster if they don't want to invest heavily in the War sphere or have a low caster level. The Battlefield Strategist drawback can exchange the base *totem* with a *mandate* of your choice, and the Blood Bond talent can give you an all-day duration on your ally. With a shared *mandate* in place, you can target your *rallies* on them without a *totem*.

### The Vanguard

The vanguard is a melee combatant as well as a caster. Often, they are heavily armored with a high base attack bonus and a lower caster level. Many will take the Martial Magic feat. The vanguard attempts to empower themselves and nearby allies, or lay down controller effects by attaching *totems* to themselves with Totemic Presence. They use their swift actions to create *totems* while using full-round actions to attack. They will often possess several costless *totems* to activate when they have swift actions to spare, plus a few *momentums* they can prepare outside of battle.

Vanguards are the warcasters most likely to multiclass into non-caster classes, and will often have extremely limited spell points. The strenuous drawback can be of help with this if they are willing to sacrifice *rallies*, the Totemic Stamina feat is suitable for some martial classes, and the Squadron Elite drawback for the War sphere is suitable for them. Finally, Gift of War can enhance their combat effectiveness.



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