



The Creator's Mandbook



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Section 1 Introduction

"The most convincing illusions are real."

When most people heard that phrase, they thought it referred to actual illusions, but Andrea knew better. Would-be magical scholars claimed the quote referred to the way that convincing illusions made people believe they were real; that the illusion was 'real' to the viewer. To Andrea, the truth phrase was not nearly as esoteric.

The best way to convince someone there was a wall in front of them was to actually place a wall in front of them. If you needed to convince someone you were a merchant, the easiest method was to actually have goods for sale. It didn't mean the action wasn't still a deception or an illusion, but no deception was more believable than one that was more than half true.

That was what went through Andrea's head when she approached the city council building, on her mission from Doarr. The magical cat needed to convince the sitting council members that their plan for war was misguided, and that the Hounds would not and could not be transformed into soldiers. What better way to convince them of this than to send in an actual Hound to deliver the message?

Except it wasn't that simple. It never was.

"You want me to do what?"

"Kidnap the councilman," Doarr purred from beside her, the cat looking completely at home despite sitting illegally atop the manor wall. "It shouldn't be hard for someone with your skills."

Andrea rubbed her palm into her eye, half-expecting to wake up any minute now.

"Kidnap a councilman. Aside from ending my career, what will that accomplish?"

"It will prevent others from succeeding who also want to kidnap him," the cat said, flicking its tail lazily to the side. From her perch, Andrea followed the direction Doarr's tail had flicked and her eyebrows shot up in incredulity. Crouching in the shadows behind a wall was a figure, invisible to the house but not to Andrea from her perch.

"I hate you," Andrea said to the cat.

"I know," came its smug reply.

Andrea moved quickly, dropping from the wall and rushing as silently as she could. There wasn't time for subtlety if others were after the target, and she couldn't afford to waste time on the other kidnapper, just in case he wasn't working alone. However, her movement was noticed, because Andrea heard the soft landing of someone behind her, and turned her head to see the same figure she'd seen crouching earlier, bent over as if he'd just jumped the wall.

The element of surprise gone, Andrea hurled a bolt of fire over her shoulder to slow her pursuer, then rushed into the manor. She saw servants, but with a battle already raging most of them ducked behind whatever cover they could find. Or perhaps they recognized her Hound uniform and knew better than to interfere with whatever business brought her and her fire into their home.

Andrea knew the layout of manors like this, and while she didn't know this one specifically it wasn't hard to guess the master of the house would be in a bedroom on the second floor at this hour. Summoning a wall of flame to cover the entrance, she bolted for the stairs, taking them three at a time in her haste.

The master of the house was wearing an evening dressing gown and was nursing what looked like a cup of tea or some other drink. He was older as councilmen usually were, and his eyes grew wide as Andrea burst through the door, her uniform on full display.

The man burst through the door. He'd seen the Hound go this way, toward his query. But the room was empty. Empty? Impossible!

He ran to the window, but it was closed and locked. He pounded on the walls. Illusions? No, they were solid.

Hounds were tricky prey, magic-users most of all. Had they teleported, or maybe turned invisible and left while his back was turned? Irrelevant; they weren't present, and that meant his mission had failed. The Ailatock would not tolerate a failure like this.

The man had to leave, now, before authorities arrived. Had to withdraw and plan. Yes yes, that was it. The councilman was not the only target, after all.

The wall dissolved, and out stepped the councilman, Andrea, and Doarr. Andrea removed her had from the councilman's mouth, and he breathed gratefully as he straightened his dressing gown. His eyes betrayed a hundred questions, but he was apparently too professional to allow something as small as trespassing and manhandling to compromise his demeanor.

"Why didn't he find us?" he asked, looking the two of them over, perhaps deciding to start with the smallest question before working his way up. "I heard him pound on the wall."

"The most convincing illusions are real," Doarr purred, leaping onto the table to better look the councilman in the eye. "No amount of pounding will break my wall."

The councilman nodded, taking the talking cat in as much stride as the kidnapping. "And who are you?"

"A concerned citizen," Doarr purred. "Would you come with us please? We have much to talk about."



Section 2 Archetypes

Ingchi Warrior (Armorist Archetype)

Spellcasters who delve into the Creation sphere often have very different ideas about how the things they make actually come into being, but whatever the main source of any mage's power may be, it is on weaponry that the lingchi warrior's powers are concentrated. These spellswords are consummate warriors who learn to wield all variety of weapons and can call upon them at any time.

Weapon and Armor Proficiency: A lingchi warrior is proficient with all simple and martial melee weapons, one exotic melee weapon, light armor and shields (except tower shields).

Armory Arena (Sp): At 1st level a lingchi warrior can spend a spell point to call down a near infinite number of weapons around herself as a standard action. All creatures and objects within a 15 ft. + 5 ft. per 2 class level radius of the lingchi warrior take 1d6 + her casting ability modifier in slashing, piercing, or bludgeoning damage (your choice) (Reflex negates). When doing so, she may select a number of targets equal to her casting ability modifier to not take damage. The lingchi warrior who creates the armory arena never takes damage from this effect.

For I minute per level after, the affected area is treated as difficult terrain for everyone other than the lingchi warrior. Within this area, anyone may pick up any simple, martial, or exotic melee weapon that the lingchi warrior is proficient in or able to craft of their choice as a move action and wield it as if it were a normal masterwork quality item of its type that disappears when the armory arena expires or the weapon leaves the area of the armory arena. A lingchi warrior can only have I armory arena active at one time, with additional uses of this ability dismissing any currently existing arena. The lingchi warrior can dismiss the entire armory arena as a standard action but cannot dismiss specific weapons.

At 5th level, the lingchi warrior may *create* an armory arena as a move action and may pick up any weapon in the arena as a swift action.

At 15th level, the lingchi warrior may *create* an armory arena as a swift action and may pick up any weapon in the arena as a free action.

At 20th level, the lingchi warrior may *create* an armory arena as a free action once per round.

This ability replaces summon equipment and quick summons.

Enhanced Armory: Starting at 3rd level, the lingchi warrior's armory arena gains access to magically empowered weapons. Any weapon taken from the armory arena gains a +1 enhancement bonus. For every 3 levels the lingchi warrior possesses beyond 3rd, this bonus increases by +1 to a maximum of +6 at 18th level. These bonuses may be traded for special qualities according to the **Armorist's Table: Bound Equipment**, however the bonuses are determined by whoever wields the weapon at the time it is picked up.

Any arsenal trick that grants additional options to an armorist's bound or summoned equipment instead adds to the list of options available to the enhanced armory.

This ability replaces bound equipment.

Nimble (Ex): At 3rd level, a lingchi warrior gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the lingchi warrior to lose her Dexterity bonus to AC also causes her to lose this dodge

bonus. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level).

This ability replaces armor training.

Arsenal Tricks (Su): An lingchi warrior gains access to the following arsenal tricks. She cannot select any arsenal trick more than once.

Absolute Control: When a weapon is drawn from the lingchi warrior's armory arena, it is the lingchi warrior who determines how its enhancement bonus is divided between enhancement and special abilities and which special abilities, if any, it possess rather than the wielder. The lingchi warrior must be at least 12th level to take this arsenal trick.

Additionally, the lingchi warrior can dismiss individual weapons created by the armory arena without dismissing the entire armory arena.

Arena Burst: The lingchi warrior's armory arena is strengthened by her magical ability to a level far greater than any normal weapon can reach. By spending an additional spell point when she *creates* her armory arena the damage is increased to 1d6 points of damage per class level + her casting ability modifier and the save changes from Reflex (negates) to Reflex (half).

Once the armory arena is initially summoned, its damage returns to normal for the remainder of its duration if you also have Greater Mobile Arena.

Arena Patrol: As long as she remains inside her armory arena, as a full-round action the lingchi warrior can increase her threatened area to the entire area of the armory arena. As long as she moves no further than her speed in a round, the lingchi warrior may move anywhere within her arena to take an attack of opportunity against any foes inside the arena. This movement does not provoke attacks of opportunity. She may discard her current weapon and draw a new one from the arena as part of her attack of opportunity. The lingchi warrior must be at least 7th level to take this arsenal trick.

Bound Armory: When wielding a weapon *created* by her armory arena, the lingchi warrior gains a higher enhancement bonus than anyone else, gaining a +1 enhancement bonus for every 2 levels beyond 2nd to a maximum of +10 at 20th. These weapons cannot have an enhancement bonus greater than +1 per 3 levels of the lingchi warrior, any bonus beyond this must be traded for special abilities allowed by her enhanced armory ability. This also treats any weapon the lingchi warrior wields from her armory arena as a bound weapon for the purposes of class features. Dancing Arena: When creating an armory arena, the lingchi warrior may choose to reduce the total enhancement bonus available by enhanced armory (and bound armory) by 4 in order to animate every weapon summoned by the arena. All creatures in the arena except for the ones chosen on its creation to not take damage take Id8 + casting ability modifier damage per turn plus the effect of any remaining enhancement bonus, which may be traded for a special weapon property. This damage is of the same type chosen by the lingchi warrior when creating the armory arena. Creatures within the area may make a Reflex save every round to negate this damage.

Dancing arena weapons may still be drawn and wielded, but it requires one step longer than normal.

The lingchi warrior must be at least 15th level to select this arsenal trick.

(Example: A 15th level lingchi warrior with the friendly arena and bound armory arsenal tricks selects herself and 1 ally to not take damage from the arena when she creates the dancing arena. The lingchi warrior may draw a weapon with a total +3 bonus as a swift action from the arena and anyone else in the arena may draw a +1 weapon as a standard action. Everyone inside the arena except for the lingchi warrior and her ally take 1d8+1 + her casting ability modifier in damage every round they remain in the arena. At 18th level, she may opt to have the dancing weapon all deal damage as if they were +1 flaming weapons.)

Friendly Arena: The lingchi warrior may select any number of targets to not take damage from the arena, and these targets may move through the arena without treating it as difficult terrain.

Material Arena: When selecting the enhancement bonus of a weapon *created* by armory arena you also determine the type of material it is *created* from. At 5th level you may select cold iron, mithral, or silver. At 10th you may select adamantine. You must be at least 5th level to select this arsenal trick.

Mobile Arena: As a swift action, for a number of rounds equal to her casting ability modifier (minimum 1), a lingchi warrior can turn her armory arena into a whirlwind of blades every time she moves, gaining 20% concealment against ranged attacks for 1 round. A mobile arena always recenters itself on the lingchi warrior at the end of her movement, traveling the shortest possible distance.

Mobile Arena, Greater: (Requires Mobile Arena) When a mobile arena repositions itself, it deals damage as if it was just summoned to all creatures whose square it passes through or stops in. Additionally, her concealment is increased to 50% against ranged attacks and 20% against melee attacks. If used with arena burst, this damage is not increased, only dealing the damage that a normal summoning of the armory arena would cause unless an additional spell point is spent each round.

Ultimate Arena: The lingchi warrior can summon the ultimate weapons to her side, but like the blades she calls, this technique is double sided. As a full-round action she can spend three spell points to create an ultimate arena. This deals damage as if she had used an arena burst and called her armory arena. Additionally, by spending an additional spell point at the start of each of her turns while the arena exists, the strengthening effect remains on all weapons created by the ultimate arena, causing them to deal an additional 1d6 damage per two levels and allowing everyone who wields a weapon created by the arena to give it bonuses as if it were a bound armory and they were its summoner, however this reduces the duration the arena remains to I round per two levels. An ultimate arena cannot be made safe for its creator either, and can never gain the benefits of absolute control or mobile arena arsenal tricks.

The lingchi warrior must be 15th level and possess the empowered arena and bound armory arsenal tricks to select this arsenal trick.

Word Witch (Fey Adept Archetype)

Words have power. A simple but deep truth learned well by but a few, be they a simple bard singing in a town corner or a mighty king speaking to his court, the right words spoken in the right ears can change the world. But these are words that were created by mere mortals, vague ideas given crude form. But there are other words, older words, words that helped shape Creation when it was first wrought into being. This is the language of the gods themselves, and even knowing just a few words of it can grant great power. One who walks this path is the Word Witch, and when they speak, Creation itself listens.

Casting Ability Modifier: A word witch uses Intelligence as her casting ability modifier and for all class features instead of Charisma.

Creation Magic: At 1st level a word witch gains the Creation sphere as a bonus magic talent. If she already has the Creation sphere, then she may select a Creation bonus talent instead. This ability replaces fey magic.

Creation Mastery: Whenever a word witch ceases concentration on an object she has *created* and is maintaining through concentration or if she decides not to maintain the object at all after its creation, that object remains for a number of rounds equal to 1/2 her word

witch level (minimum 1) before disappearing. This ability replaces master illusionist.

Words of Creation: Word witches gain a limited ability to utilize words of creation. With this power, the word witch can *create* effects by conjuring forth physical manifestations of the words that describe them.

The word witch gains a pool of word points equal to her Intelligence modifier + 1/2 her word witch level (minimum 1). Unless otherwise noted, the saving throw DC for a word of power is equal to 10 + 1/2 the word witch's level + her Intelligence modifier. A word witch may spend word points to *create* any of the following effects as a standard action.

Fire: The word witch may spend a word point to *create* a set of flaming letters at 1st level and an additional set for every two caster levels she has beyond 1st, whose size and

Brillee

damage grow as she gains more levels. These letters may be launched altogether at a single target as a ranged touch attack at close range that deals 1d6 points of fire damage. If successful, the target must make a Reflex save to avoid catching on fire. This deals an additional 1d6 points of fire damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). Alternatively, you may fire each set at a separate target, each requiring a ranged touch attack to hit and dealing 1d3 points of fire damage, plus an additional 1d3 points of fire damage for every 2 levels beyond 1st (to a maximum of 10d3 at 19th level). When used in this way, targets are not at risk of catching fire and never take damage from more than one letter.

Ice: The word witch may conjure frozen pillars which quickly fly toward the target and attempt to trap them. The word witch must make a grapple combat maneuver check against the target, using her Intelligence modifier in place of her Strength modifier and her caster level in place of her base attack bonus, additionally, she uses the maximum size she may create in place of her size for determining her size bonus on this attack. If successful, the target becomes grappled and must make a Fortitude save each round or take 1 point of Dexterity damage as long as they remain grappled. The ice maintains the grapple every round (but never makes any action other than to maintain the grapple) for a number of rounds equal to your CAM plus 1/2 your caster level. At 7th level the word witch gains the benefits of Improved Grapple when using this ability. At 13th level she gains the benefits of Greater Grapple and may make a single attempt to Pin the target as a free action if the initial grapple is successful.

Iron: The word witch conjures 1 metal bar for every 3 caster levels she possesses (minimum 1) that launch themselves at enemies or objects. Each bar may be hurled at a target as a ranged touch attack and each deals 1d6 bludgeoning damage at 1st level and an additional 1d6 damage at 5th and every 4 levels thereafter. When striking a creature, she makes a bull rush attempt using her caster level as her base attack bonus, her Intelligence modifier in place of her Strength modifier, and gaining a size bonus fitting for the maximum size she can create with the Creation sphere. When striking an object, iron may make a Strength check using the word witch's Intelligence modifier and gaining a size bonus fitting for the maximum size she can create with the Creation sphere at her caster level to break that object. Regardless of whether she is targeting a creature or object, every bar beyond the first that targets the same entity grants a +3 bonus to the combat maneuver check or Strength check instead of an additional combat maneuver or Strength check.

Earth: The word witch *creates* a series of stone shapes which slam into the ground at a target location within close range. All creatures within a 10 ft. radius of the target location must make a Reflex save or fall prone as the stones smash into the ground with enough force to cause it to shake.

Wind: The word witch conjures a whirlwind burst of air. This word *creates* a severe blast of air (approximately 50 mph) that originates from the word witch, affecting all creatures in a 60 ft. line and persists for a number of rounds equal to her caster level. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 × 10 ft. and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled $1d_4 \times 10$ ft., taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a gust of wind effect.

This effect can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of Word of Power: *Wind*.

The force of the wind automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a Word of Power: *Wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Lightning: At 3rd level, the word witch gains access to a new Word. She may create arcing letters that dance with electricity before shooting out. All creatures within a 30 ft. cone take 2d6 points of electricity damage (Reflex half), and an additional 1d6 for every odd level beyond 3rd to a maximum of 10d6 points of damage at 19th level.

Targets wearing metal armor or who are primarily made of metal take a -3 penalty to this Reflex save.

Life: At 6th level, the word witch can imbue her creations with a semblance of life. By spending a word point in conjunction with any *create* effect, the object is affected as if by Animate Object, treating your word witch level as your caster level in the Enhancement sphere. This effect lasts for as long as the word witch concentrates to maintain the creation or for up to 1 minute per level if she spends an additional spell point.

Silver: At 6th level, the word witch's magical vocabulary grows. She may now conjure sharp, silvery characters that seem fluid before they break apart into a barrage of needles. This deals 1d6 piercing damage for every odd word witch level in a 30 ft. cone. This damage is considered silver for the purposes of overcoming damage reduction.

Additionally, the word witch may instead target up to 6 creatures. These creatures take on a silvery, metallic sheen and their natural and manufactured weapons are treated as silver for up to 1 minute per level.

Adamantine: At 12th level, the word witch learns how to call upon the ultimate metal. She may create adamantine by spending 1 word point in conjunction with any non-in-stantaneous duration create effect.

In addition, she may spend two word points to turn a target creature into a dangerous living weapon. This grants the target a +6 enhancement bonus to Strength, damage reduction 10/adamantine, and a single simple or martial weapon of her choice made of adamantine with an enhancement bonus of +4 (this bonus increases to +5 at 15th level) for 1 round per caster level. While in this form, the target's speed is reduced as if they were wearing full plate and suffers a -4 penalty to Dexterity.

This ability replaces shadowstuff.

Permanent Creation: At level 20, the word witch can make one of her creations permanent. She may select any object she has conjured through the *create* ability and increase its duration to permanent. Only one creation can be made permanent in this way at one time. If another creation is designated as permanent, the previous creation expires.

This ability replaces permanent illusion.

Dustbringer (Mageknight Archetype)

"Look, I don't know how many more ways I can say this before it gets through your thick skulls. When we rode back to the camp that night, it was just gone. I don't mean abandoned, burnt down, washed away in a flood, or even squashed flat by a stampede of cattle. I mean GONE!!! Not so much as a helmet or even a head to put it on! There was just a huge circle of this black powder covering the ground in piles! Must've be a quarter mile wide at least, right where our camp had been, stretching all the way to the edge of the wood. Or rather, it WAS the edge of the wood now, so yes, I ran!"

> - Last testimony of Lectar Nagasha, Spearman in the Dalerian Army, the day before being executed for desertion

It's a harsh but undeniable truth of reality that it is always easier to destroy than to create. Working from the idea that you need to understand something to efficiently break it, those dangerous few known as dustbringers arise from the arts of transmutation, applying their arts more to destroy than to create. While they have some skill in other forms of magic, their true power lies in breaking things so thoroughly that all that's left behind is an extremely fine black powder, the dust that gave them their moniker.

Weapon and Armor Proficiency: A dustbringer is proficient with all simple weapons, monk weapons, and light armor.

This modifies weapon proficiencies.

Accursed Destruction: The dustbringer's talent at causing damage is more than just trained, it's supernatural. At 1st level the dustbringer gains the Wrecker oracle curse, treating her dustbringer level as her oracle level.

The dustbringer gains the Creation sphere with Limited Creation (create) drawback as a bonus talent at 1st level, and uses her class level as her caster level when using the *alter* (destroy) ability of this sphere in place of the normal bonus talent that the drawback would grant. If the dustbringer already possesses the Creation sphere, neither the talent nor the drawback is gained. This stacks normally with caster levels gained from other sources.

This replaces the bonus talent gained at 1st level.

Unarmed Strikes: At 1st level, a dustbringer gains Improved Unarmed Strike as a bonus feat. A dustbringer may attack with fists, elbows, knees, and feet. This means that a dustbringer may make unarmed strikes with her hands full. A dustbringer applies her full Strength modifier (not half) on damage rolls for all her unarmed strikes.

Usually, a dustbringer's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A dustbringer's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons.

A dustbringer also deals more damage with her unarmed strikes than others, as shown on the following table.

Table: Dustbringer.

Level	Damage (Medium)	Damage (Small)	Damage (Large)
ıst-3rd	1d6	1d4	1d8
4th-7th	1d8	1d6	2d6
8th-11th	ıdıo	1d8	2d8
12th-15th	2d6	ıdıo	3d6
16-19th	2d8	2d6	3d8
20th	2d10	2d8	4d8

Destructive Blows: At 3rd level, the dustbringer gains Improved Sunder as a bonus feat even if she does not meet the prerequisites. Additionally, whenever she attempts an unarmed strike to sunder an object, she adds her *alter (destroy)* damage to the attack.

At 7th level, she gains Greater Sunder as a bonus feat even if she does not meet the prerequisites and she gains Greater Destroy as a bonus talent. If she already has

> Greater Destroy she may select any other Creation talent as a bonus

talent instead.

This ability replaces stalwart and marked.

Mystic Combat: A dustbringer gains access to the following mystic combats in addition to the ones normally available to a mageknight. She may not select any mystic combat more than once unless stated otherwise.

All is Matter (Ex): You have delved deeply enough into the mysteries to see that organic and inorganic matter are the same thing. Your alter (destroy) ability can now also affect living things as if they were objects. This bypasses all types of damage reduction. Any living creature reduced to 0 hit points by the dustbringer's alter (destroy) ability sees their bodies crumble to dust. This prevents raise dead and resurrection (although true resurrection works as normal). The dustbringer must be 10th level to select this mystic combat.

Dustbringer's Flurry (Ex): The dustbringer gains the ability to make a flurry of attacks. A dustbringer can make a dustbringer's flurry as a full-attack action. When performing a dustbringer's flurry, the dustbringer can make one additional attack at her highest base attack bonus. This additional attack stacks with the bonus attacks from *haste* and other similar effects. When using this ability, the dustbringer can make these attacks with any combination of her unarmed strikes and weapons that have the monk special weapon quality. She takes no penalty for using multiple weapons when performing a dustbringer's flurry, but she does not gain any additional attacks beyond what's already granted by the flurry for doing so. (She can still gain additional attacks from a high base attack bonus, from this ability, and from *haste* and similar effects). She does not need to use two different weapons to use this ability.

A dustbringer applies her full Strength modifier to her damage rolls for all attacks made with dustbringer's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A dustbringer can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of dustbringer's flurry. A dustbringer with natural weapons can't use such weapons as part of dustbringer's flurry, nor can she make natural weapon attacks in addition to her dustbringer's flurry attacks.

At 11th level, a dustbringer can make an additional attack at her highest base attack bonus whenever she performs a dustbringer's flurry. This stacks with the first attack from this ability and additional attacks from haste and similar effects.

Dustbringer's Aura (Su): The dustbringer's ability is unavoidable. When struck by a manufactured weapon in melee, the attacker must make a Reflex save or suffer damage to their weapon as if it has been targeted by the destroy ability (even though it is an attended object) of the Creation sphere. This has no effect on ranged weapons. Additionally, the dustbringer gains a +1 deflection bonus to AC. This bonus increases by +1 at 4th level and every 4 levels thereafter. The saving throw DC for this ability is equal to 10 + 1/2 the dustbringer's level + her casting ability modifier. If the dustbringer is of sufficient level to have the 15th level upgrade of the wrecker curse, the weapon must save against both effects separately.

Dustbringer's Aura, Greater (Su): The dustbringer's aura expands outward, protecting them from missiles. Any manufactured or natural weapon projectile targeting the dustbringer or passing through her square is subject to her destroy ability, even if it would otherwise be an invalid target. If the missile survives this damage with more than 1/2 hp, it is unaffected and strikes its target normally. If this damage would be enough to give the missile the broken condition, all effects of that condition apply, including penalty to attack, reduced critical threat range and multiplier. If this damage would destroy the missile outright, then it does so and the attack fails, regardless of the results of the attack roll. The dustbringer must have the dustbringer's aura mystic combat to select this mystic combat.

Dustbringer's Power (Ex): The normal limits of creation magic no longer applies to you. Your alter (destroy) ability can now affect animated objects such as golems and constructs. You can also affect attended and magical objects, though these get a saving throw versus magic.

Touch of Dust (Su): By focusing their magic, dustbringers can cause whatever they touch to simply fall into pieces. You can spend a spell point to cause your *alter (destroy)* ability to deal 1d6 damage per caster level. This cannot be combined with the dustbringer's flurry or the dustbringer's aura mystic combat abilities.

Destructive Diversity (Ex): Your power to destroy is no longer limited to merely touch. Each time you choose this ability, you can choose a (blast shape) talent from the Destruction sphere. This talent can now be applied to your *alter (destroy)* ability, with the normal spell point cost. You may select this mystic combat multiple times. Each time it is selected, choose a different (blast shape) talent.

Knight of Willpower (Thaumaturge Archetype)

All knights need weapons. That's a simple truth of the world. But there are some that have lost their faith in mere steel. Steel rusts, bends, melts, shatters and inevitably grows dull. Aaah, but Will, that is a different matter entirely. As long as you keep your faith in yourself, Will shall never fail you.

> - Cordath Tazakir, Commander of the Knights Aetheris

Knights of willpower are warrior-mages who have specialized in a very narrow field of magic. Able to create objects made from nothing but pure will, they wield their force of personality as both blade and armor. Focusing their power inward, they can make themselves unmovable in their cause. Focused outward, they can achieve feats of magic far beyond that of mere dabblers in the arts of Creation, Light and Telekinesis.

Mind Over Matter: When using the forbidden lore class feature, the knight of willpower is particularly powerful with certain spheres at the cost of others. When using forbidden lore to strengthen an effect from the Creation, Light, or Telekinesis sphere, the increase to his caster level is 50% higher than normal. This increase does not affect the bonus granted by invocations. When using forbidden lore to strengthen the effect of any of the

other spheres, the increase to his caster level is only 50% of the normal value.

A knight of willpower may push themselves beyond their normal limits and apply this bonus to any sphere, eliminating the usual penalty to those spheres (or apply it a second time to the Creation, Light, or Telekinesis spheres for a total of a 100% increase to those spheres), by increasing the chance of backlash to 30% and increasing the penalty to attack rolls, saving throws, skill checks, and their effective caster level to -2. When used in this way, his forbidden lore bonus for the purposes of invocations is treated as if it were 50% higher. When using forbidden lore in this way the chance of backlash occurring cannot be reduced by any means.

This modifies forbidden lore.

Invocations: The knight of willpower gains the following invocations, each of which replaces an existing invocation.

- *Strength of Will:* At 1st level, a knight of willpower may reroll a failed Will save as an immediate action. This invocation replaces meditation.
- *Power of Fear:* At 1st level, when using forbidden lore to augment a Light sphere glow effect, the knight of willpower may use an invocation to cause all enemies in the area of the light to become shaken as long as they remain within the area (Will negates). He may also use this invocation when using the Creation sphere to *create* an object which causes any creature touching the object to become shaken as long as they remain in contact with the object (no save). This replaces lingering pain.

Strength of Will: At 2nd level a knight of willpower gains immunity to fear and any other non-allied creature normally immune to fear loses that immunity while within 10 ft. of the knight of willpower, replacing their usual immunity with a +4 bonus to saves against fear effects. The knight of willpower must consciously determine who is an ally and may do so as a free action. At 6th level, allies within 10 ft. of the knight of willpower gain a +1 morale bonus on saving throws against fear effects and enemies take a -1 penalty on saving throws against fear effects. This bonus and penalty increases by 1 for every additional 4 levels the knight of willpower has to a maximum of +/- 4 at 18th level. This ability only functions while the knight of willpower remains conscious, not if he is unconscious or dead.

This ability replaces occult knowledge.

Bonus Feats: The knight of willpower's bonus feats must be Enhanced Creation, Extra Magic Talent (which must be a Creation, Light, or Telekinesis sphere talent), Forceful Creation, Iron Will, Kinetic Creation, a teamwork feat, or any feat which has Iron Will as a prerequisite.

This alters the bonus feats a thaumaturge normally gains at 4th, 8th, 12th, 16th, and 20th levels.

Incanter Specializations

Master of Creation (2 specialization points)

An incanter cannot possess both Master of Creation and Sphere Focus (Creation).

At 1st level, you gain the Creation sphere as a bonus magic talent. If you already possess the Creation sphere you may instead select any Creation sphere talent as a bonus talent.



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Starting at 3rd level, any *create* effect you perform costs 1 fewer spell point than normal (to a minimum of 0). This spell point reduction is not applied to the creation of a casing for a creature.

At 5th level, you gain a +1 bonus to caster level for *create* effects. This stacks normally with caster levels gained from other sources.

At 8th level, you gain Exquisite Detail as a bonus magic talent. If you already possess this talent, you may instead select any other Creation sphere talent as a bonus talent.

Sword Birth (3 specialization points)

You gain armory arena at 1st level and enhanced armory at 3rd level as a lingchi warrior of your incanter level. You gain 1 arsenal trick at 5th level and every 5 levels thereafter. You may select arsenal tricks as if you were a lingchi warrior of your incanter level.

Hedgewitch Traditions

Transmuter

Class Skills: Knowledge (engineering), Knowledge (nature), Intimidate

Famous for turning troublesome adventurers into toads, transmuters practice a special form of witchcraft wherein they can transform objects, animals, and even people into whatever they desire.

Tradition Benefit: You may treat your character level as your caster level for the purposes of create effects from the Creation sphere.

Tradition Power: As a standard action you may touch one object to change it into a different shape and material with a permanent duration as long as the resulting object is one you could target with this ability. You may do this a number of times per day equal to 3 + 1/2 your Hedgewitch level. Attended targets may always attempt a Fortitude save (DC 10 + 1/2 hedgewitch level + casting ability modifier) to negate the effect. Treat your hedgewitch level as your caster level for the purposes of removing your transformations. You may always restore an object to the state it was in prior to your transformation as a free action.

At 1st level you may only affect Small or smaller, unattended, non-magical objects made of vegetable matter (including wood) or stone.

At 5th level you may affect attended objects, Large or smaller objects, and creatures of the animal type that are Medium or smaller. You may affect any object as if you had Expanded Materials: Classic Substances. You may turn objects into animals that are Small or smaller with I HD. When used in this way the targeted object gains HD as if it were a typical creature of its new type. You may turn living creatures into objects, but the duration is reduced from permanent to I round + I round for every 4 levels beyond 1st, and creatures are entitled to a Fortitude save every round until they return to normal. You may not turn a living creature into another living creature.

At 9th level, you may affect Huge or smaller objects, Large or smaller animals, Medium or smaller humanoids, and magical objects. Transforming a humanoid into any form has a duration of 1 round + 1 round for every 4 levels beyond 1st and they are entitled a Fortitude save every round until they return to normal. You may transform a living animal into the form of another animal. You may permanently transform an object into a Medium or smaller animal with 5 or fewer HD. When transforming a living creature into another living form, rather than gaining the HD of their new form they instead are affected by the shapeshift Alteration ability except that they gain traits based on your Creation caster level as if you possessed Extra Traits and must choose traits from Animalistic Transformation, Animal Mind, Aquan Transformation, Avian Transformation, Blank Form, Serpentine Transformation, Subterranean Transformation, Extra Limbs, or Size Change and these traits must be chosen in such a way as to most closely match the chosen form's natural abilities.

At 13th level, you may affect Gargantuan or smaller objects, Huge or smaller animals, and Large or smaller humanoids. You can permanently transform an animal with 5 or fewer HD into an object or another animal. You may permanently transform an animal or object into a humanoid with no racial HD.

At 17th level, you can permanently transform a humanoid with 5 or fewer HD into an object, animal, or other humanoid with 5 or fewer HD.

Tradition Secrets: A hedgewitch with the Transmuter tradition adds the following secrets to those she may select:

Implanted Training: When you transmute an object into a living creature or an animal into a different type of animal, you may give it basic operational knowledge of its new body. When you transmute an object or animal into an animal choose one of the following types of training: Combat Training, Fighting, Guarding, Heavy Labor, Hunting, Performance, or Riding. The animal is treated as if it has been trained for that purpose (see the Handle Animal skill) for the duration of the transmutation. *Practiced Transmutation:* Increase the size of objects and creatures you may affect (either target or resultant creature/object) by I step.

Ranged Transmutation: You may use your transmuter tradition power at close range instead of touch.

Transformations: Increase the number of times you may transform a target in a day by 2. If you cannot transform targets (as per this ability), you may now do so 2 times per day, as the Transmuter tradition power. You may select this secret multiple times. The effects stack.

Tradition Grand Secrets: A hedgewitch with the transmuter tradition adds the following secrets to those they may select:

New Life: Living targets which fail their save to resist transformation must make a Will save or lose all knowledge of their previous life for the effect's duration, behaving in all ways as if they were the new creature all along. When the transformation ends, their memory returns.

Greater Transformation: Increase the amount of HD that you may permanently transform a creature from or into by I. Increase this amount by I for every 3 levels beyond 10th. (At 10th you may turn an object into a creature with 2 HD. At 13th you may turn an object or animal with 7 or fewer HD into an animal with 7 or fewer HD. At 17th you may turn an object or animal or humanoid with 8 or fewer HD into an object or animal with 8 or fewer HD).

Expanded Transformation: Add constructs, outsiders, magical beasts, vermin, and aberrations with the same size limitations as humanoid targets to the list of creatures you may target with your transformation ability or turn other targets into.

Tradition Mastery: You may spend spell points in place of transmuter tradition power uses, and may expend 2 transmuter tradition power uses in place of a spell point for Creation sphere effects.

Hedgewitch Tradition Secrets

Amateur Transmuter: You gain the Transmuter tradition benefit. You count as possessing the Transmuter tradition when qualifying for secrets. You cannot select this secret if you already possess the Transmuter tradition.

Unchained Rogue Talents

Create Tools (Sp): An unchained rogue with this talent gains the ability to conjure by magic any mundane tool they need for the task at hand. A number of times per day equal to 3 + the unchained rogue's Intelligence modifier, she may create the precise non-magical tool she needs weighing up to 2 lbs. per unchained rogue level. This tool can be as simple as a steel rod to as complex as a disguise kit with a single use. This tool persists for 10 minutes per unchained rogue level as long as it remains in the rogue's possession or was placed firmly in a location by the unchained rogue. The tool vanishes in 1d3 rounds if touched by anyone other than the rogue. Though this tool can be used to forge documentation (allowing you to make a Linguistics check to create falsified documents as a standard action) its short duration outside of the unchained rogue's hands make this a risky endeavor. Create Tools can never be used to forge coins, gems, or trade goods for a bribe or transaction, as they vanish too quickly for a deal to be completed.

Section 3 Basic Magic

Alchemical Creation

You may *create* items that require mixing, such as alchemical items and poisons. You may spend 1 spell point to *create* an alchemical item(up to a maximum value of 25 gp per caster level). This functions exactly as the normal alchemical item except that any DC is 10 + your casting ability modifier + 1/2 your caster level and any damage it deals is increased by your casting ability modifier. These alchemical weapons remain for the normal duration of a *created* object at which point they disappear as usual. You may also *alter* mundane alchemical weapons up to a maximum value of 25 gp, enhancing their potency in the same way for the normal duration, at which point the items return to their normal damage and saving throw DC. This does not stack with other effects that increase the item's DC.

As your caster level increases, so does your ability to create and sustain more materials. At caster level 5 you may *create* alchemical items costing up to an additional 25 gp per caster level (a total of 50 gp per caster level). Every 5 caster levels beyond this increases the total value you can *create* by an additional 25 gp per caster level (75 gp per caster level at 10th, 100 gp per caster level at 15th, and so on).

If you possess Divided Creation you may create any number of alchemical weapons whose total value is less than half the maximum value you may *create* and whose total size is less than or equal to your maximum size (with each alchemical weapon counting as a small object) but only one object *created* this way increases its saving throw DC and damage, all others retain their base, non-magical statistics.

If you possess Plasma Production then any time you create an alchemical weapon that includes a fuse as the method of activating it (such as with a fuse grenade and its variants, or fireworks) you may create it with the fuse pre-lit. This allows you to treat the weapon as if you had used it as provided in its description. (For example, *creating* a fuse grenade with this option causes the grenade to explode in 1d4 rounds.)

Altering Burst

You may *alter* all unattended non-magical objects in a 10 ft. radius around yourself. You may only affect objects half the size of your usual maximum. If you spend a spell point, you may *alter* objects up to your normal size limitation as per your caster level and increase the radius to 20 ft. You may choose any number of materials that you can *create* within this area to be affected. (For example, you may choose to *destroy* a stone wall while leaving the wooden dresser resting against it unharmed.)

If you possess Distant Alteration, you may center this effect anywhere within range. If you possess Potent Alteration, when spending a spell point to *alter* bigger objects in a larger area, you may *alter* up to one attended and/or magical object for every 4 caster levels you possess that remains within the size limitations of the effect in addition to other objects in the area.

Created Momentum

When *creating* an object and dropping it on a target at the same time, the falling object never deals half damage, no matter how short the fall. Additionally, you may attack walls and other targets in this fashion, even if it would normally be impossible to drop an object on top of them, by hurling the created object sideways. The *created* object only needs to fall 75 ft. rather than 150 ft. to deal double damage.

Distant Alteration

You gain the ability to *alter* objects at range. When using *alter* you may instead make a ranged touch attack at a valid target within close range instead of a touch attack. You may select this talent multiple times. Each time it is taken, increase the range by I step (close to medium, medium to long).

Expanded Materials

This is an update of the Expanded Materials talent found in *Spheres of Power*. Replace the text with the following:

When you take this talent, you may choose one of the following options. You may take this talent multiple times. Each time, choose another option you haven't taken yet.

Classic Substances: When you *create* or *alter* an object, you may work with any non-harmful material with a hardness of 5 or less, including glass, ice, or leather. You may *create* water (3 cubic ft. equals a Small creature), but not gases or flesh. You may make objects with multiple materials, provided you can create all the materials required. As you gain caster levels, you also gain the ability to make steadily more materials, as detailed in the table below. Adamantine cannot be *created* or *altered*, except for the repair and destroy abilities.

Note: Objects of stone or harder materials deal double damage when dropped on a target.

Note: Feats, advanced talents, and drawbacks found in *Spheres of Power* which refer to Expanded Materials now refer to Expanded Materials: Classic Substances.

Table: Classic Substances

Caster Level	Materials
ıst	Stone
5th	Basic metals (copper, iron, steel)
ıoth	Precious metals (gold, silver)
15th	Specialty metals (cold iron, mithril), gems

Acidic Creation: By spending an additional spell point when you *create* or *alter* an object, you may work with material with basic acidic properties. You may *create* acidic liquids (3 cubic ft. equals a Small creature) or apply an acid coating to a solid object, but may not *create* gases without Gaseous Generation.

When first *created*, this acid deals 1d6 points of acid damage to any creature or object it touches every round plus 1d6 per 2 caster levels beyond 1st. After 1 round per 2 caster levels the acid will lose potency and only deals its minimum damage. If attached to an object dropped on a target, acid damage is never increased for hardness or distance.

If the acid is *created* in a way that it would immediately harm a creature, they are entitled to a Reflex saving throw to negate the damage (unless the acid is attached to a target dropped onto them, in which case an attack roll is made as usual). If they fail this saving throw and are coated in acid, they may continue to make Reflex saves every round as a move action to clean away the affected areas and prevent further damage. By spending a fullround action that provokes an attack of opportunity they may remove the acid without a saving throw.

If you possess Gaseous Generation you may *create* acidic gases. These follow the rules of Gaseous Generation for determining volume but at 1/2 your normal caster level.



This acidic gas deals 1d6 acid damage per round, and an additional 1d6 damage for every four caster levels beyond 1st. When an acidic gas loses its potency it is dispersed entirely.

If you possess Lengthened Creation, any acid created using it maintains its potency for 10 minutes per caster level. If you *create* acid with Create Materials, the acid loses its potency after one week if not refreshed by repeated castings of Create Materials.

Gaseous Generation: By spending a spell point when you *create* or *alter* an object, you may work with gaseous materials. You may *create* gases (5 cubic ft. equals a Medium creature, you may fill a 5 ft. square for every two caster levels. You may fill only half of a cube as a Small creature but this decreases the DC of any *created* gaseous effect by 2 and halves any damage from harmful gases) or change their composition into any other known substance with Change Material. You must have line of sight to accomplish this, and as such cannot *alter* the air in a creature's lungs into stone.

As you gain caster levels, you also gain the ability to make more dangerous gases as detailed in the table below. Vacuums cannot be *created* or *altered*, and gases cannot be destroyed by damaging effects. Creatures standing in a square filled with unbreathable air must hold their breath or suffer the effects of suffocation, following the normal rules for doing so.

A half-filled square of non-transparent gas obscures sight beyond 10 feet. Any creature behind more than 10 ft. of squares half-filled with a gas has concealment (attacks have a 20% miss chance). A square filled with a gas obscures sight beyond 5 feet. A creature within 5 ft. has concealment and creatures further away have total concealment (50% miss chance and attackers cannot use sight to locate the target). If a square is filled with a condensed gas (by treating a single square as a Large object) it obscures vision as above and is difficult to move in, halving movement speed of all creatures within it as well as imposing a -2 penalty to melee attack and damage rolls, preventing normal ranged attacks (siege weapons and magic attacks function normally), and treats anyone standing in a harmful gas as if they were exposed to it twice. (For example, taking double damage from acidic vapors, or two doses of poison from poisonous fumes.)

A moderate wind (11+ mph) disperses any *created* or *altered* gas in 4 rounds. A strong wind (21+ mph) disperses the gas in 1 round.

Note: The Pathfinder Roleplaying Game is not designed to be a perfect simulation of reality, and attempting to interject real-world physics and chemistry into it is often disastrous. As such, the gases that may be *altered* or *created* have been simplified from what their real world counterparts would be. If you wish to *create* a more specific gas, you are encouraged to discuss the matter with your GM - its effects should not exceed those of the gases normally available at your caster level.

Table: Gaseous Generation

Caster Level	Gaseous Material
Ist	Breathable air
5th	Unbreathable air, gaseous forms of non-harmful objects (for example, steam, smoke)
10th	Non-magical inhaled poisons (using your sphere DC rather than the stan- dard poison DC)
15th	Highly flammable gases (1d6 fire damage per ignited 5 ft. cube of gas to all targets within a 20 ft. radius of any ignited cube, Ref half), highly corro- sive gases (2d6 acid damage per round of exposure, Fort half)

Plasma Production: You may create or alter a non-magical fire with your normal limitations on size. A fire that has insufficient fuel quickly burns itself out.

In addition, you may create or alter non-magical electricity. With no battery or other way to store electricity, however, the energy quickly dissipates. Generating electricity on an object deals 1d6 points of damage per two caster levels to the object and any creature or object that interacts with it (Reflex negates). Every round thereafter, the electricity deals 1d6 fewer points of damage until it reaches o, at which point it dissipates entirely. If used on a battery or other electrical storage object, this deals no damage and creates a number of charges equal to the number of dice used for the initial damage.

Repairing a plasma restores it to the size (for fire) or stored energy (for electricity) it had in the previous round. This allows a fire to retain its size indefinitely without fuel so long as it is repaired every round. Destroying a plasma reduces its size or stored energy by 1 size category or 1d6 points of damage for every 5 points of damage dealt to it.

If you use Change Material to turn an object into a plasma which dissipates entirely before the duration expires, then the object is destroyed when it regains its normal form. Otherwise, when the duration expires, the object reverts to its previous form with no apparent difference or damage that wasn't preexisting.

Magnify/Minimize

You may *alter* an object's size for 1 minute per caster level. When using alter you may cause any object you may affect to increase or decrease by 1 size category. This doubles or halves the object's height and width and multiplies or divides its weight by 8.

By spending a spell point, you can increase the number of steps you may enlarge or shrink an object by 1 + 1 per 5 caster levels (to a maximum of Colossal and a minimum of Fine).

If you have Lengthened Creation, you may spend an additional spell point to alter the object for up to 1 day per caster level.

Effects which depend upon a target object's size which would not function due to size alterations are automatically suppressed, continuing to count down their duration as normal, when the object no longer meets the size requirements.

Worn items affected by Magnify/Minimize impede their wearer. Magical armor and clothing made too large or small make movement difficult and treat the wearer as if they were encumbered. Non-magical worn equipment made too small forces the wearer to make a Strength check (with a +2 bonus per size category) against the break DC of the object. Success destroys the object while failure results in encumbrance as if it was a magical item. Non-magical equipment made too large may encumber the target or simply fall to the ground at GM discretion. Other effects of similar severity may occur at the GM's discretion.

If cast on a creature using Potent Alteration the target creature gains the same adjustments as if the Size Change Alteration talent had been used on them to adjust them to the target size.

Mass Liquid Generation

You may create water even if you do not possess Expanded Materials: Classic Substances.

When attempting to *create* a liquid, you can treat 5 cubic ft. as a Small object. By spending an additional spell point when using create to fill an area with a non-harmful liquid, you may instead treat a full 5-ft. cube (125 cubic ft.) as a Small object.

Object of Force

You may *create* objects made of solid force energy. Force objects have no weight and prevent incorporeal creatures from passing through them. Force objects have hardness equal to two times your caster level and hp equal to 10 times your caster level per inch. A wall 5 ft. by 5 ft., 1 in. thick of force is treated as a Small object. If you possess Wall Master you may instead treat a 10 ft. by 10 ft., 1 in. or a 5 ft. by 5 ft., 4 in. thick wall of force as a Small object.

Objects of force are translucent but easily noticeable and require no Perception check to see while imparting a -2 penalty to Perception checks to see through them. If you possess Transparency you may make the object invisible (as Illusion sphere's Invisibility using your Creation caster level) or entirely opaque without spending an additional spell point, chosen at the time of its creation.

Practiced Creation

You may increase the casting time of any create effect by 1 step to reduce the spell point cost by 1 (to a minimum of o)

Precise Destruction

You may destroy moving components and locks in lieu of disabling them more conventionally. When attempting to disable a complex device or lock you may instead simply target the offending part of the object with destroy.

You may make Disable Device checks as if it was a class skill using your caster level in place of skill ranks and your casting ability modifier in place of Dexterity. Doing so requires a standard action, regardless of how long a typical disable device check would take.

If you possess Potent Alteration you may spend a spell point to disarm magical traps.

Replication

By spending an additional spell point when you create an object less than half of your maximum size, you may delay your creation so that rather than create a single object once, it creates a multitude of identical objects over time. The total size of all created objects cannot exceed double your create maximum size. You must set a parameter when this effect is created for when and where within range the items are created (for example, creating a new arrow in a quiver whenever the previous arrow is removed, or dropping a new anvil each round onto a target location, determined at the time of casting). This continues for the duration of the create effect or until the maximum size (or another non-standard limit) has been reached, whichever comes first. Using this talent allows the create effect to persist for I minute per caster level without concentration at no additional cost.

Restrictive Casing

When attempting to *create* a casing for a creature, you may spend an additional spell point to create a full-body confinement casing. Treat this as an object the same size as the creature. They may still make Strength checks to escape, but are otherwise unable to attack the casing or take any action which requires movement.

Additionally, you may create non-harmful objects directly on a creature. An unwilling target is always entitled a Reflex save to avoid having an object created directly on them, causing the object to fall harmlessly to the ground. (For example, you may create manacles on a target's wrists, but if they make a successful Reflex save the manacles miss and fall to the ground.)

Rigidity (alter)

You can spend one spell point to manipulate how rigid an object is. You cannot *alter* an object that is larger than you can create and the normal restrictions apply. This talent has no effect on gases or liquids, or creatures without hardness as a defensive ability.

Increasing an object's rigidity improves its hardness by 1, but decreases its hit points by 2 (walls lose 2 hit points per inch of thickness) per two caster levels, as the object's structure becomes harder, but is in turn more prone to shattering. Objects cannot be reduced to less than _____

I hit point (walls cannot have less than I hit point/ inch of thickness), and the bonuses to hardness stop when the minimum amount of hit points is reached.

Decreasing an object's rigidity lowers its hardness by I, but increases its hit points by 2 (walls gain 2 hit points per inch of thickness) per two caster levels, as the object's structure becomes more flexible, but it is no longer as able to resist damage as the original. Objects cannot be reduced to a hardness lower than 0, and the bonuses to hit points stop when the minimum hardness is reached.

This effects lasts for one minute per caster level for altered objects, or for the full duration of created objects, whichever is shorter.

Transparency (alter)

You may convert any material into a more transparent version of itself as long as you concentrate for up to I minute per caster level, but you may always spend a spell point to allow the effect to remain without concentration for its maximum duration. This does not affect the object's composition, hardness, or have any effect other than offer a clear view through the object. The object may be of any size of which you can create or, if larger, may be as large as a two square ft. per caster level that can penetrate up to I ft. of material per caster level.

The caster may choose to affect the object's opacity in a way that allows peering through an object while remaining unobserved from the other side. When used in this way, Perception checks through the object suffer a -4 penalty, but it requires a DC 15 Perception check to notice that the object is see through from the other side. If you possess Exquisite Detail, the penalty to Perception decreases to -2 and the Perception DC to notice that the object is transparent increases by your caster level.

If you possess Lengthened Creation you may use it to extend the duration as normal.

Section 4 Advanced Salents

Costly Creation

Prerequisites: Creation sphere, Lengthened Creation, Create Materials or Permanent Change, 15th caster level or higher.

You may spend 5 additional spell points when using Create Materials or Permanent Change to spontaneously *create* valuable raw materials. You may now *create* instantaneous, conventional, nonmagical, normal versions of any material you could *create*, including gems, precious metals (such as gold or silver), and rare metals (such as cold iron or mithral). When using this talent your caster level is halved for determining the quantity of material that can be created.

Note: This talent can be unbalancing for a game, and GMs should consider its role in their setting before allowing it to fall into player hands. However, if handled correctly, this talent can lead to interesting interactions between players and setting. For example, the players might flood a market with rare jewels only to find their value plummets as the market floods. This applies to the selling of a mass amount of mithral or adamantine as well. Also remember that towns have a maximum buy value and attempting to sell items that exceed this value cannot be done.

Additionally take note of how this talent could affect the world at large outside of PC hands. If many high level Creation casters exist, then normally rare materials might be commonplace in the setting, their rarity long since diminished by industrious casters, or perhaps the materials are not naturally occurring at all and the few mages with the ability to create them charge a fortune for their use, keeping their prices high. This ultimate secret of Creation might even be passed down only among those of a certain order, limiting the talent's availability to a select few, like medieval guilds, with well guarded, secret recipes whose methods could be lost.

Dissolution (alter)

Prerequisites: Creation sphere, Greater Destroy, Potent Alteration.

You may spend a spell point when using *destroy* on a non-magical, unattended object. The ability doesn't deal damage and instead simply disintegrates as much as a 10-ft. cube of nonliving matter.

When targeting an attended non-magical object, magical object, or creature (by spending an additional spell point via Potent Alteration), you may spend another spell point to reduce the target to its component parts. The target is entitled a Fortitude saving throw. Failure results in the target taking 2d6 point of damage per caster level that bypasses all hardness, resistances, and damage reduction. A successful save reduces this damage to the normal damage of the greater destroy ability. If this damage reduces the creature or object to o or fewer hit points, it is entirely disintegrated.

Duplicate

Prerequisites: Creation sphere, Exquisite Detail, 5th caster level or higher

You may touch a single object and, as a full-round action, create a perfect duplicate of the object either in your hand or an adjacent square. The object is an exact replica in every way, and the only way to tell the object is not the original is the lingering Creation aura surrounding the object. You must be able to *create* all of the materials included in its construction, otherwise the object created is crafted from materials you can create and colored to appear like the original, which could give away the ruse. Magical items duplicated are always non-magical but otherwise flawless imitations. If you possess Create Materials, you may spend an additional 2 spell points to duplicate the object as an instantaneous effect, in which case it has no lingering creation aura.

If you possess the Fleshcrafting and Bestow Life advanced talents, you may create a duplicate of a target creature. This duplicate appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You must make a Disguise check when you cast the spell to determine how good the likeness is (you may use your caster level in place of your ranks in Disguise). If you possess Exquisite Detail you may add your caster level as a bonus to this check, even if you use your caster level in place of your ranks in Disguise. A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check. The duplicate creature is not under your control, though it recognizes you are its creator and functions as a faithful companion, as described under the Bestow Life talent. Creating a duplicate in this manner costs I spell point + I additional spell point for every 3 HD of the duplicate creature and you may not create a duplicate of a creature with more HD than your caster level. These duplicates are incapable of growing in power, but otherwise age as normal (if made permanent with Create Materials). No magical effects affecting the target are duplicated.

Material Body (alter)

Prerequisites: Creation sphere, Expanded Materials, Change Material, 5th caster level or higher.

You may spend a spell point to change a willing, touched creature's skin into another solid material you can *create* as long as you maintain concentration to a maximum of 1 minute per caster level. You may spend an additional spell point to maintain this effect without concentration. If you possess Lengthened Creation, the duration of this ability is increased to 1 hour per caster level.

The creature gains damage reduction equal to the material's hardness. This damage reduction is bypassed by adamantine as long as the material's hardness is 20 or less. Once this damage reduction has prevented a number of points of damage equal to the material's hp per inch per 3 caster levels the effect ends.

If you possess the Fleshcrafting advanced talent, the effect increases, granting the target a +4 bonus to saving throws against diseases and poisons, and a 50% chance that any critical hit or sneak attack against the target is treated as a normal hit, as if the target were wearing medium fortification armor.

State Shift (alter)

Prerequisites: Creation sphere, Change Material, 10th caster level or higher.

When using Change Material, you may turn gases, liquids, and solids into either of the other two states. If you have Plasma Production you may also convert matter into a plasma and vice versa. This is a magical effect and the change in form itself has no additional effect on the condition of the target object, dealing no damage to it.

When turning a solid into a liquid or gas the resultant object disperses as normal, but recombines when the effect ends and in the same location unless its component parts have been collected and moved elsewhere. If all pieces of an object are not present, the object still regrows from the largest remaining piece.

If a magical object is converted into a new form, its magical properties cannot be used unless they are still applicable to its new state of matter.

Magma Mastery

Prerequisites: Creation sphere, Expanded Materials: Plasma Production, Nature sphere (Fire package), caster level 10th or higher.

You may *create* or *alter* lava and magma (3 cubic ft. equals a Small creature).

Mythical Material Maker

Prerequisites: Creation sphere, Expanded Materials, 15th caster level or higher.

Add adamantine and any similarly incredibly rare material that is known to you, subject to GM discretion, to the list of materials you can *create*. Treat your caster level as 1/2 for determining both size and duration for effects involving adamantine and similar extremely rare materials.

Note: Metals and other materials similar to adamantine in rarity or power may not exist in all campaign settings. In these situations, the GM is encouraged to add any setting specific extremely rare materials not normally able to be affected by create/alter to the list of affected materials granted by this talent. The purpose of this talent is to allow access to even the rarest of materials, save for those that are divine in nature.

Ooze Originator (create)

Prerequisites: Creation sphere, Expanded Materials: Acidic Creation, caster level 5th or higher.

You may *create* and animate a self-sustaining ooze creature. You must spend an additional spell point for every 4 HD of the desired ooze; you cannot create an ooze with more HD than your caster level or that is larger than you can create. The magic behind the ooze's creation allows it to recognize you as its creator and obey basic commands such as "attack", "defend", or "move" and to follow them to the best of its ability, but it otherwise is a normal, mindless member of its kind and will act appropriately. This ooze may be any un-templated creature of the ooze type or a unique creation subject to GM discretion. You may not control more Hit Dice of ooze than your caster level; if you *create* more than this, the earliest-created oozes no longer recognize you as their creator until you are under this limit again. Oozes can be made permanent through the Create Materials advanced talent.

Plasma Projection

Prerequisites: Creation sphere, Expanded Materials: Plasma Production, caster level 5th or higher.

When holding any object that could be reasonably used as a hilt or wielding a melee weapon you may spend a spell point to *create* in the space above the hilt or *alter* the weapon into a blade of plasma. The shape of the plasma can take any form you wish, but regardless of its form treat this weapon as an energy sword (see Equipment section) that you are proficient with that lasts for I round per caster level without concentration. You may spend



an additional spell point when this duration expires to renew its duration as a free action. This duration can be extended by Lengthened Creation as normal. While the effect persists the energy blade can be turned off or on again by the wielder as a swift action.

You may spend an additional spell point as a swift action each round to increase the length and intensity of the 'sword' for I round. The sword's damage increases by IdIO (for a Medium energy sword) and an additional IdIO for every 5 caster levels you possess beyond 5th. When enlarged in this way, the energy sword may threaten and make attacks at a reach of IO ft. or against adjacent targets at no penalty.

Sustenance

Prerequisites: Creation, caster level 1st or higher.

You may spend 10 minutes to *create* enough bland food and drink to sustain a number of Medium-sized creatures equal to your casting ability modifier. If you possess Exquisite Detail you may create any normal assortment of food or drink using Profession (Cook) and gaining a bonus to this check equal to 1/2 your caster level. This is an instantaneous creation effect that costs no spell points. Alternatively, you may use this ability as a standard action by spending 1 spell point.

Additionally, by spending I spell point, you may *create* or *alter* any one object with normal size and material limitations to be edible. The object becomes nutritious enough to sustain a number of creatures based on its total size, with a Tiny-sized object being enough for a Medium creature. The object is treating as having a hardness of o against bite attacks, and creatures that do not have bite attacks can bite it to deal Id3+I/2 Str modifier damage to the object. Objects

in this way only retain this property for a limited period of time as normal for altering objects, but any part of the object that was devoured during this time is instantaneously converted into food. If you possess Permanent Change, you may make this an instantaneous effect by spending an additional spell point.

Section 5 **Player Options** Feats **Benefit:** You may ready an active When an ally within range of y

Before Creation Comes Destruction Prerequisites: Creation sphere.

Benefit: You gain a pool of temporary spell points that can only be used to *create* objects. This pool has a maximum value equal your casting ability modifier (minimum 1). When using the destroy function of alter, if you reduce an object to 0 hp you may gain I temporary spell point up to your maximum value. These spell points may only be spent on *create* effects from the Creation sphere and only to create objects of equal or smaller size to the smallest object destroyed. Temporary spell points not spent expire when you refresh your normal spell point pool. You may gain a number of temporary spell points this way per day up to 3 + your casting ability modifier.

Creation Mastery

Prerequisites: Creation sphere, Expanded Materials (any).

Benefit: Treat your character level as your caster level for *create* effects. This only affects type of materials that can be created (with Expanded Materials or other talents). This has no effect on total size of materials, duration, or any use of alter.

Special: You cannot have both Creation Mastery and Master of Remaking.

Cooperative Destruction

Prerequisites: Creation sphere, Greater Repair, Expanded Materials: Plasma Production, Destruction sphere. **Benefit:** You may ready an action to assist an allied caster. When an ally within range of your *alter* uses a *destructive blast* with a blast type that deals any amount of electric or fire damage you may attempt to repair the spell effect to increase its power. The caster level of the *destructive blast* increases by I and an additional +I for every 4 caster levels of the repair effect. By spending a spell point, you may instead activate this ability as an immediate action.

Additionally, you may pay a spell point and increase the casting time of your fire or electric *destructive blasts* by 1 step in order to attempt to strengthen your own destructive blasts following the same method. You may spend two spell points to activate this ability as a swift action instead of increasing the casting time.

If you possess Expanded Materials: Acidic Creation, you may also apply this effect to *destructive blasts* that deal acid damage. Other talents may increase the available damage types at GM discretion.

Destructive Counter

Prerequisites: Creation sphere, Expanded Materials: (Any).

Benefit: When targeted by a ranged attack or spell effect that originates from another square (such as a destructive blast but not a vortex from water geomancy), or being in a square that such an effect passes through (such as an Energy Orb *destructive blast*), you may attempt to destroy the projectile or spell effect as an immediate action by spending I spell point (this spell point cost can not be reduced in any way). If the attack is a projectile, it functions as normal unless it loses half or more of its hit points and gains the broken condition, suffering the usual effects, or is destroyed at which point it deals no damage. If the target is a spell effect of a material you can affect with your alter ability (for example, a fire damage *destructive*

blast with Expanded Materials: Plasma Production, or a dropped stone object with Expanded Materials: Classic Substances) you may attempt to damage the spell effect. You must succeed at a magic skill check against the caster in question. If you succeed then the targeted effect is damaged.

Reduce the damage the spell effect would deal by 1d6 per caster level (increasing to 1d8 per caster level plus your casting ability modifier if you possess Greater Destroy). If this would reduce the spell's damage to 0, the effect ends when it reaches your square. If the targeted spell deals no damage, instead lower any save DC it might have by your casting ability modifier. If this would reduce the save DC to 9 or lower, the effect ends when it reaches your square. Any effect that would occur in or beyond your square is negated while any square the effect passed through prior to yours is affected normally.

Enhanced Creation (Dual Sphere)

Prerequisites: Creation sphere, Enhancement sphere.

Benefit: When using *create* to create an object you may enhance the object with one enhancement you possess as part of the same action. You may concentrate on maintaining the enhancement and the *creation* as part of the same action.

Any enhancement that would increase attack or damage also increases the attack roll and damage roll of the object if dropped on a target. If you possess Divided Creation you can only enhance one object created, unless you also possess Mass Enhancement, in which case you may target every object created regardless of your usual limits.

Floating Creation (Dual Sphere)

Prerequisites: Creation sphere, Enhancement sphere, lighten

Benefit: When you *create* an object, you can make it weightless.

If your floating *creation* is a 5 ft. cube of solid matter as hard as stone or harder, each floating cube can support approximately 1,000 pounds of weight. Lighter materials can only support half as much weight, and some materials may not be able to support any, at the GM's discretion.

Forceful Creation (Dual Sphere)

Prerequisites: Creation sphere, Telekinesis sphere.

Benefit: When you *create* an object, as long as you maintain concentration you may initiate and maintain the sustained force or bludgeon Telekinesis abilities as part of *creating* the object, so long as the object is within the normal limitations of those abilities. Additionally, if you possess Lengthened Creation, by spending a spell point to maintain the item without concentration for I hour per caster level, you may choose to maintain sustained force on the object for the same duration without spending an additional spell point.

Precision Bombardment

Prerequisites: Creation sphere, Create Momentum

Benefit: When using *create* to drop objects on a target, you may treat the attack as a weapon attack roll. When doing so the attack targets normal ac rather than touch ac, but has a range increment of 40 ft. with no maximum increment. You may treat *creating* and dropping an object on a target as a standard action as an attack action. Additional damage from feats or talents such as Deadly Aim or Vital Strike are not multiplied based on hardness or falling distance.

Dropped Objects and Range

Dropping an object requires a ranged touch attack with a range increment of 20 feet.

Normally, dropping an object on a target has a range defined from the distance between the object and the target. This means that creating an object 100 ft. above a target that is adjacent to you is treated as if 100 ft. away for the purposes of feats and effects dependent upon range, as well as range increment, the same as if you were standing on a cliff 100 ft. above the target and attempted to drop an object on them through mundane means.

Precocious Creation

Prerequisites: Creation sphere, Expanded Materials (any).

Benefit: When attempting to *create* or *alter* material, you may spend an additional spell point to treat your caster level as 5 higher for determining the types of material that you may affect. This has no effect on the size, duration, caster level, or any other numerical effect of the ability.

Master of Remaking

Prerequisites: Creation sphere.

Benefit: Treat your character level as your caster level for *alter* effects. This affects the types of materials that can be altered (with Expanded Materials or other talents) and damage dealt/healed. This has no effect on any use of *create*.

Special: You cannot have both Creation Mastery and Master of Remaking.

Wall Master

Prerequisites: Creation sphere

Benefit: When attempting to *create* a wall anchored into another object, double the size of the wall you can create.

Wondrous Wardrobe

Prerequisites: Creation sphere, Expanded Materials: Classic Substances

Benefit: You need not spend a spell point to *create* or *alter* non-magical clothing, non-magical fake jewelry, or other parts of a mundane disguise. You are still limited to the materials you can create. Fake jewelry created by this talent is difficult to tell apart from real jewels at a glance. A full minute of study and a DC 15 Appraise check is needed to reveal their fraudulent nature. If you possess Exquisite Detail you increase the DC of the Appraise check by 1/2 your CL. This is a permanent effect that lasts until dispelled or dismissed.

This allows you to *create* or *alter* any mundane disguise on yourself or a willing creature, treating the target as having



used a disguise kit. Since the *create* or *alter* is an instantaneous effect, this is not a magical disguise. If you possess Exquisite Detail, you receive a bonus to your Disguise check equal to 1/2 the usual bonus granted by the talent.

If you have the ability to change creatures' forms (such as via the Alteration sphere or the Alternate Form racial trait) then as part of using that ability you may *create* or *alter* clothing on the affected creatures as a free action.

Additionally, as a free action, you can designate any object you have created to disappear at a specific point in time or under specific conditions which can be as detailed or vague as you desire but must only contain visible or audible triggers, such as the stroke of midnight or upon sitting down on the royal throne.



Creative Knack (Magic)

You were raised in the vicinity of magically made constructions, whose lingering auras imbued you with a supernatural talent for their brand of magic.

You gain a +2 trait bonus to the caster level of the Creation sphere. This bonus cannot cause your CL to exceed your HD.

Destructive Adept (Magic)

You were exposed to powerful magics that left an impression upon you and the power of destruction is one your soul understands better than most.

The damage dealt by alter (destroy) increases to 1d8 + 1/2 your caster level. If you possess Greater Destroy, the damage is increased to 1d10 + your caster level.

Dual Creation (Magic)

Whatever prevents you from following conventional teachings and Creation processes hasn't deterred your spirit. Through great effort, you've mastered a second material and are equally able to work with two now.

If you possess the Limited Material drawback, you may select an additional material that you can *create* or *alter* with Creation.

Special: If you later buy off the Limited Material drawback, you may immediately replace this trait with the Creative Knack or another Magic trait at your GM's discretion.

Restorative Adept (Magic)

You befriended an intelligent magic item in your formative years. The item may be gone now, but a trace of its empathic link still remains within you, and you understand the pain of objects and know how to heal them.

The damage healed by alter (repair) increases to 1d8 + 1/2 your caster level. If you possess Greater Repair, the amount is increased to 1d10 + your caster level.

Sphere-Specific Drawbacks

Fission (Requires Creation)

You cannot use the alter ability. If you use the create ability of the Creation sphere, you do so by splitting off part of your body: this inflicts 1d4 points of damage + 1d4 per size category of the object above Small to be created. This damage cannot be healed as long as the object exists. However, you may reabsorb the created object by touching it as a free action, causing you to heal damage equal to that expended to create it. If the object has the broken condition when it is reabsorbed you only gain 1/2 the hp back. If the object is destroyed you cannot reabsorb it but may heal normally. You may dismiss any object created in this way regardless of distance. Doing so does not restore the hit points lost but allows you to recover normally as if the object was destroyed. This drawback grants two bonus talents instead of one. Buying this drawback off with only one talent grants you the alter ability, but a second talent must be spent to remove the rest.

Gas Mage (Requires Creation)

You may only *create* or *alter* gaseous objects but not liquids, solids, plasmas, or any other state of matter. You gain Expanded Materials: Gaseous Generation as the bonus talent for this sphere-specific drawback. You lose the ability to *create* or *alter* vegetable matter and cannot select Expanded Materials: Classic Substances.

Material Mimic (Requires Creation)

In order to *create* or *alter* objects you must be in physical contact with another object that is composed of the material that will result from the effect and no more than three size categories smaller (e.g. to create a Medium iron object, you would need to be touching another iron object of Diminutive size or larger). If you possess Change Material then this restricts the materials you can change the targeted object into. If you possess the Fleshcraft advanced talent then you may not use your own body to produce fleshy objects, though you may use other creatures.

Water Wizard (Requires Creation)

You may only *create* or *alter* water, ice, and steam. You lose the ability to *create* or *alter* vegetable matter and instead can create or alter water in its solid, liquid, or gaseous forms. You cannot take Expanded Materials: (Any). This does not grant a bonus talent.

General Drawbacks

Diagram Magic

In order to perform any magical effect, either you or your target must be entirely contained within the boundaries of a special diagram. Creating this diagram requires a full-round action for every 5 ft. square contained within the diagram. Once the circle has been drawn, make a spellcraft check as part of the full-round action to draw the final part of the circle against DC 15 + the maximum caster level of any effect to be performed within the circle to determine if it was done correctly. You may take 10 on this check even if in combat or stressed. You can increase the speed at which you draw the diagram but at greater risk of making a mistake. For every step by which you reduce the time required to draw the diagram, increase the spellcraft DC by +5 to a maximum of +20 to draw the circle as a free action, but doing so prevents you from taking 10 on the check.

The diagram need not be drawn with any special materials, and can be done with sprinkled salt, paint, blood, or anything else that may be on hand so long as it is clearly visible. If the diagram is disrupted (any amount of damage dealt to the surface it is carved upon, or sufficient force from water, wind, or any other effect that might disperse the material the diagram was created with) then any magic previously cast stays in effect, but no further spells may be used until a new circle is drawn. Spells and effects created by magic within the diagram and summoned creatures never disrupt it even if they would otherwise.

This counts as 2 drawbacks when determining the number of spell points gained.

Alternate Racial Traits

Aasimar - Creative Nature

Gain Basic Magical Training with the Creation sphere as a bonus feat with the Limited Creation (alter) drawback. They do not gain a bonus talent as is normal for having a sphere-specific drawback, but if they *create* a holy symbol sized for themselves it lasts for 3 rounds after they stop concentrating. This replaces spell-like ability.

Dhampir - Bloodshaper

Gain Basic Magical Training with the Creation sphere as a bonus feat with the Fission and Material Focus (blood) drawbacks, but do not gain bonus talents as normal. You may *create* blood in solid or liquid form, and it reacts to positive and negative energy as if it were an undead creature rather than an object. Regardless of form, it has no nutritional value unless you possess Sustenance. In addition you may *alter* (destroy) creatures with blood as if they were objects, though they are entitled to a Fortitude save for half damage. This replaces spell-like ability. (Blood in a solid form has the same hardness and hp as ice and may be used to create weapons that possess the fragile quality unless they are *created* at 1/4 caster level or otherwise enhanced.)

Elf - Practice Makes Perfect

Gain a +2 racial bonus for all Craft checks and to your caster level for the create usage of the Creation sphere as long as this bonus doesn't raise your caster level above your current Hit Dice. This replaces elven magic and keen senses.

Suli - Creative Nature

Gain Basic Magical Training with the Creation sphere as a bonus feat with the Limited Creation (alter) drawback. They may select a bonus Creation talent as is normal for having a sphere-specific drawback. This replaces elemental assault.

Sylph - Airy Heritage

Gain Basic Magical Training with the Creation sphere as a bonus feat with the Gas Mage drawback, but do not gain a bonus talent as normal. Whenever a sylph *creates* or *alters* a gas, they gain a fly speed of 5 ft. per two caster levels until the end of their turn. This replaces spell-like ability.

Jiefling - Destructive Nature

Gain Basic Magical Training with the Creation sphere as a bonus feat with the Limited Creation (create) drawback and gain Greater Destroy as the bonus talent for having a sphere-specific drawback. As part of *altering* an object a tiefling may choose to brand it with the mark of their deity, allowing it to function as a holy or unholy symbol. This replaces spell-like ability.

Undine - Watery Heritage

Gain Basic Magical Training with the Creation sphere as a bonus feat with the Water Wizard drawback. They may select a bonus Creation talent as is normal for having a sphere-specific drawback. This replaces spell-like ability.

Section 6 Equipment

Energy Sword

Cost 12,000 gp

Type one-handed melee; **Proficiency** exotic; **Weight** I lbs.

Damage 1d8 (Small), 1d10 (Medium); **Damage Type** E and F; Critical 19-20/x3

Range -; Capacity 10; Usage 1 charge/10 minutes

DESCRIPTION

When activated, an energy sword's ornate handle projects a quantum field that contains energized plasma in a 2- to 3-ft.-long "blade." Attacks made with an energy blade resolve as touch attacks. Half the damage it deals is electricity and the other half is fire. This damage bypasses resistance to fire and electricity, but not immunity. Creatures which are immune to fire or electricity take half damage from an energy sword and creatures immune to both take no damage. When the wielder attacks an object, damage from an energy sword ignores the first 20 points of hardness and its damage is not halved (even though energy damage is usually halved when applied to objects). Thanks to its quantum containment, an energy sword deals half damage against incorporeal creatures, despite not being a magical weapon.

Magic Items

Plasma Blade

Aura moderate creation CL 9th Slot weapon; Price +3 bonus; Weight —

DESCRIPTION

A plasma blade weapon has its significant portion transformed into magical energy, this reduces the weight of the weapon by 80% and the weapon deals half electric and half fire damage though it uses the base weapon's damage dice, critical threat range, and critical multiplier. Treat this damage as an energy sword's, bypassing electric and fire resistance but not immunity.

Special: Any effect which would allow Brilliant Energy (+4) to be added to a weapon (for example, the ethereal equipment arsenal trick) can also be used to add Plasma Blade (+3) to a weapon instead.

Construction Requirements Craft Magic Arms and Armor, Creation sphere, Expanded Materials: Plasma Production; **Price** —

WALL SLAT

Aura Faint Creation CL 4th Slot none; Price 320 gp; Weight 1 lbs.

DESCRIPTION

This deceptively simple trinket was supposedly developed by a thieves guild, giving them a quick and easy means of securing an escape route. It consists of a thin, flat 7 inch long piece of black wood with glyphs covering the length of it and one short end a lighter shade than the rest. To activate it, the user snaps up the lighter end and places it on the ground (a move action). The following round the slat expands into a 10 ft. by 10 ft. stone wall that is 2 inches thick, growing in the same directions that the slat is placed. This wall lasts for 4 minutes and is a single-use item. Stronger and longer-lasting versions of this item exists, but this is the most commonly found type.

ConstructionRequirements Craft Wondrous Item, Creation sphere, Expanded Materials; **Cost** 160 gp

WIZARD'S CUBE OF GAMING

Aura strong creation CL 12th

Slot none; Price 20,500 gp; Weight 1 lbs.

DESCRIPTION

This small ebony box looks like a beautiful, if simple, container for a deck of cards, the holy symbol of a deity of luck being the only design on the exterior of the lid. When the lid is opened and the command word spoken a table grows out of the box and expands or shrinks as necessary with an appropriate number of chairs around it. The table can expand to support up to 8 players sitting comfortably, or be small enough for just one. While the table exists, the true nature of the box can be revealed by the one who spoke the command word. By focusing on the box and speaking aloud the name any type of board, card, or dice game that they know the rules of, they can cause the table to alter its form to suit the game and conjure all of the relevant pieces to play in their starting positions. These pieces are physically real and can be made of any common wood, stone, metal, or mineral depending on the specific box in question, and they may be moved conventionally or verbally commanded and move autonomously, but regardless of material each piece is very fragile and destroyed by any amount of damage or by moving more than 10 feet away from the box at any time. Destroyed pieces reform when a new game is declared. Sliding the lid closed dismisses the table and any extant pieces.

Different games require differing amounts of time to play and have various rules, but most games require at least 5 times 1d4 per player minutes to complete and can be shortened down to an opposed skill or ability check appropriate to the declared game (including but not limited to Sleight of Hand to cheat at cards or reposition chess pieces, Bluff to force a fold or fake a strategy that you don't truly understand, or a relevant profession that allows you insight into how the game is played). If the game declared requires more players than are present, the wizard's cube of gaming plays on its own in place of the missing players. It never cheats and has a +5 bonus to Intelligence or Wisdom related checks and a +0 bonus to Charisma related checks. If the wizard's cube of gaming is playing and perceives cheating, the game ends with no winner, but if it is not playing in place of a player, cheating does not automatically end any ongoing game.

A wizard's cube of gaming is a test of skill, luck, and cunning, and rewards those who do well playing it. The most recent victor of any completed game played using the wizard's cube of gaming gains a +1 insight bonus on saving throws, ability checks, and skill checks. If the winning player won by pure luck (rd20 with no modifier), this is a luck bonus instead. This bonus lasts until another player wins on that particular wizard's cube of gaming, at which point the bonuses granted to the previous winner immediately cease. The game looks down on those who would simply let themselves lose, however, and intentionally losing a game results in the winner receiving no bonus and the loser taking a -1 penalty on saving throws, ability checks, and skill checks for 24 hours.

Construction Requirements Craft Wondrous Item, Creation sphere, Fate sphere; **Cost** 10,250 gp

Archmage's Cube of Gaming

Aura strong creation CL 17th

Slot none; Price 85,000 gp; Weight I lbs.

DESCRIPTION

An archmage's cube of gaming functions as a wizard's cube of gaming except that the game has a +8 bonus to Intelligence, Wisdom, and Charisma related checks, the bonus for winning and penalty for intentionally losing increases to +2 and -2 respectively. Additionally, once per day a wager can be declared with another command word. Every loser of the game that a wager is declared in is immediately subject to the Greater Geas talent as if cast by the winner. A game that a wager was declared on must be played to completion and everyone who sat down to play is immediately subject to a Greater Geas to play the game to completion.

Construction Requirements Craft Wondrous Item, Creation sphere, Fate sphere, greater geas; **Cost** 47,500 gp

Hedgewitch's Cube of Gaming

Aura moderate creation CL 7th

Slot none; Price 500 gp; Weight 1 lbs.

DESCRIPTION

A hedgewitch's cube of gaming functions as a wizard's cube of gaming except that the game only has a +3 bonus to Intelligence and Wisdom related checks, and winning only provides a +1 bonus to the skill or ability check used to win the game (or a +1 luck bonus to all ability checks if the game is won with luck).

Construction Requirements Craft Wondrous Item, Creation sphere, Fate sphere; Cost 250 gp

Section 7 Rules Clarifications

What Exactly Can You Create?

The Creation rules listed in Spheres of Power gives the following definition of what cannot be *created*:

"You cannot *create* items that require mixing, carry special properties, or knowledge you don't possess (alchemical items, rare herbs, the key to a lock you didn't create, etc.)."

This clause is intended to prevent a Creation sphere user from simply conjuring a legendary herb from nothing and negating an entire quest line or creating free versions of otherwise costly alchemical weapons, but otherwise leaves much up to GM fiat when deciding what can or cannot be *created*.

In order to clarify what exactly can and can't be created, please see the following expanded definition:

"You normally cannot *create* alchemical concoctions, poisons, or materials that deal damage on contact. Treat creating items with unique properties like creating complex items. Special, non-magical herbs and plants, such as wolfsbane, or the night tea plant, can be created by making an appropriate Knowledge (nature), Profession (botany), or similar skill check, subject to GM discretion, as long as the DC does not exceed 15. More common or simple things require no skill check. Similarly, creating items that require specific knowledge can be done if you have the relevant knowledge, so long as the DC does not exceed 15. You may even attempt to gain this knowledge as part of the create attempt in certain circumstances, for example, you may try to create a key to a specific lock by making a Disable Device check at the lock's DC at the time of casting.

If you possess Exquisite Detail, you may *create* rarer and more unique materials, removing the DC 15 limitation on skill checks to create such objects. The bonus granted by Exquisite Detail does not apply to these checks but is added to the DC of Appraise checks to notice that they are magically *created*."

It is recommended that for simple things, like the wolfsbane herb, the skill DC be set to a base of 10, +1 for every 5 gp of the item's price until DC 20. Items which normally cost more than 50 gp should instead have a DC 20 +1 for every 200 gp of its base price. These DCs are subject to GM discretion and should be revised as necessary. Intrinsically magical materials, that is to say materials which qualify as magical items, can never be *created*."

Anchoring Objects

When *creating* objects you may choose to have the object stand alone, able to be moved or fall over normally, or anchor it to an adjacent, unattended object. In this way you could create a bridge anchored into two sides of a canyon, iron bars anchored into a castle hall, or a nice dinner that can't be easily separated from its table.

Separating a *creation* anchored to another object requires a Strength check with a DC equal to the break DC of the weaker object.

Creation and Artifacts

Artifacts are incredibly powerful magical objects, and as such, even with Potent Alteration, are difficult to affect. Minor artifacts can be damaged as normal by destroy, but they cannot be destroyed nor can their form be changed. Major artifacts are entirely immune to the Creation sphere effects unless the conditions for their destruction have been met.

Creation and Dismissal

When maintaining a *creation* through concentration, dismissing the object is as simple as ceasing to concentrate. When a *created* object is maintained through any other means, it may be dismissed as a standard action as if it were a spell with a duration marked with (D) with the exception of instantaneous creations which persist without continued access to magic and cannot be dismissed. When dismissing objects *created* with Divided Creation you may dismiss any number of them with the same action.

Creation and Duration

The following new ability should be added to the Creation base sphere:

"When *creating* an object you may spend an additional spell point to allow that object to persist for 1 minute per caster level without concentration."

Creating Multiple Falling Objects

When using Divided Creation to create a multitude of objects, each may be *created* in a single square so long as there is space for them. When dropping objects, however, each must be targeted at a different square (unless the objects are Tiny or smaller, in which case up to 4 may target a single square).

A creature may be targeted only by as many falling objects as could target any square(s) the creature occupies (a Medium creature can only be targeted by I Small or larger object, a Huge creature by up to 9, etc.).

Creating Slippery or Dangerous Terrain

Although you cannot *create* objects directly onto a target, you can *create* objects immediately around them. This includes *creating* materials directly underneath a target's feet.

If you *create* a hazardous substance directly under a creature such as grease, ice, or acid, the creature is automatically entitled a Reflex saving throw using the same saving throw DC as the save to avoid being encased. Success indicates that they suffer no effect from the hazardous terrain in that square until the end of their next turn (attempting to move into or through other hazardous squares affects the target normally). Failure results in the target taking damage or falling prone as appropriate.

Hazardous terrain *created* in this fashion functions as normal for its kind. For example, ice allows movement at half-speed without penalty but moving at greater than half-speed requires a DC 15 acrobatics check (increasing to DC 20 to run or charge), failure results in falling prone, while success by more than 5 allows you to move an additional 10 ft., but leaves you flat-footed regardless of success or failure until your next turn.

Creating Very Small Objects

When *creating* items smaller than Small size, you can make more of them than normal. You may make 2 Tiny

objects, 4 Diminutive objects, or 8 Fine objects in place of a single Small object. This does not allow the creation of multiple objects with a single usage of *create* without Divided Creation or a similar ability.

Dropping Objects

Dropping an object on a creature via the Creation sphere is similar to dropping an object on a creature via a catapult or trebuchet. The following rules are appropriate when handling falling objects.

Additional damage such as enhancements bonuses, acid coatings, etc., do not have their damage multiplied or divided by hardness or falling distance.

When dropping an object on a target that is at least two sizes bigger than the object, the falling object targets normal ac rather than touch ac.

When dropping an object on a target that is no more than one size bigger than the object, the falling object behaves in many ways like a splash weapon, as explained below. In this case, the falling object targets touch ac.

When dropping a Large object, the object deals half damage as 'splash damage' to all targets within 5 ft. of the target space (Reflex save negates). This radius increases by 5 ft. for every size category above Large for the falling object.

You may target a square instead of a creature (provided the creature inside that square is not at least two sizes bigger than the object), in which case the object deals splash damage to any creature inside that square as well (Reflex negates).

If the falling object misses the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the attack, with 1 falling short (off-target in a straight line toward the caster), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction. Then, count a number of squares in the indicated direction equal to the range increment of the drop. After determining where the object landed, it deals splash damage to all creatures within the attack area.

Creatures 3 or more sizes smaller than the object that fail their saving throw against a falling object's splash damage become buried under the object or its rubble. Treat this as a cave-in with the following adjustments;

Buried creatures are pinned, prone, and have full cover so long as they remained buried. As a standard action, a buried creature can attempt to free himself with a DC 25 Strength check or a DC 30 Escape Artist check. Failure by 4 or less reduces cover by 1 step and the DCs by 2. Failure by 5 or more undoes progress, increasing the DCs by 2 but does not restore cover. Each failure stacks.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead. Creatures who have less than improved cover are not buried and have no risk of suffocation but are still pinned until they dig themselves out or are rescued.

Characters who aren't buried can dig out their friends. They may make a Strength check as a standard action against a buried target's DC, with the same results on a failure. Alternatively, they may attempt to clear stone slowly and carefully. In I minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-ft.-by-5-ft. area weighs I ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand.

Quick Reference

Object Sizes

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. For example, a one-handed club sized for a Medium creature is an object of tiny size. In general, adjust size category as follows:

Table: Weapon Sizes

Weapon Type	Size Adjustment
Ammunition	Three sizes smaller
Light Weapons, Siege Engine Ammunition	Two sizes smaller
One-Handed Weapons	One size smaller
Two-Handed Weapons	Same size

This is a general guideline to weapon size rather than a hard rule, and exceptions exist (such as daggers which are three sizes smaller, or shurikens which are four). The exact size of a given weapon is ultimately up to the GM.

Table:	Obj	ect	Size	

Minimum Caster Object Size Level (number of small objects contained)		Example Objects (sized for medi- um creatures)	Falling Damage (to both object and target)	
Fine	I (I/8)	Holy symbol, pouch, quill, shuriken	I	
Diminutive	1 (1/4)	Arrow, belt, dagger, manacles, statuette	1d2	
Tiny	I (I/2)	Bucket, cat-carrier, short sword, pot, 50 ft. length of silk rope	1d4	
Small	I	Anvil, heavy crossbow, leather armor, longsword, 50 ft. length of hemp rope	1d6	
Medium	2	Barrel, cage, cannon, full plate ar- mor, greatsword, longbow	1d8	
Large	4	Coffin, closet, light ballista, statue	2d6	
Huge	8	Carriage, light catapult, wagon	3d6	
Gargantuan	16	Catapult, gazebo, small house	4d6	
Colossal	32	Tavern, small tower, ship	5d6	
Colossal+	64	Castle, galley, tower	6d6	

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