

THE GENERAL'S HANDBOOK



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Section 1

INTRODUCTION

FORWARD

Generals, nobles, and others with strong personalities and promises of wealth can attract diverse followers, willing to pledge themselves to a person, idea, or cause. The intention of this book is to make such followers available to player characters, providing concrete benefits in a variety of situations. The Leadership sphere is intended to be used in place of the Leadership feat and other similar feats and abilities, providing more diverse benefits in thematic packages without the overwhelming potency of the single feat.

NAVIGATING THIS BOOK

Section 2 – Archetypes and Class Features: This section provides new archetypes, class options based around the Leadership sphere.

Battlemind: A symbiote that extends his mental link to a small group of cohorts and can link his other allies together for improved combat efficiency.

Cavalry Officer: A cavalier skilled in leading his cohorts into battle.

Collective: A wraith that abandons a corporeal body, inside existing only as a group mind distributed through his followers and cohorts.

Noble: A commander that focuses his leadership on his cohorts.

Section 3 – Basic Talents: This section introduces the new Leadership sphere.

Section 4 – Legendary Talents: Powerful talents for customizing your game.

Section 5 – Player Options: This section covers new feats, traits, racial options, and traditions for accessing and using the Leadership sphere.

Section 6 – Equipment: New magic items and item special abilities.

Section 7 – Alternate Rules: Options for customizing your game.

Section 8 - Appendix: Reference material reprinted for convenience.

Section 2

ARCHETYPES AND CLASS OPTIONS

ARCHETYPES

BATTLEMIND (SYMBIAT ARCHETYPE)

Proficiencies: Battleminds are proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Blended Training (Ex): A battlemind gains a combat or magic talent every time he gains a class level. A battlemind uses his casting ability modifier as his practitioner modifier.

This modifies magic talents. The battlemind does not gain pushed movement.

Psychic Leader: A battlemind gains the Leadership sphere as a bonus combat talent, selecting the (cohort) package. If he possesses the Leadership sphere but not the (cohort) package, he gains the Expanded Leadership talent, selecting the (cohort) package. If the (cohort) package is already possessed, he instead gains another talent from that sphere. If he is incapable of selecting the cohort package due to a drawback, he uses the bonus talent to buy off that drawback.

This replaces mental powers.

Cohort Telepathy (Su): At 1st level, the battlemind's cohorts are considered to be under the effects of his mind link whenever they are within medium range (100 feet + 10 feet per class level) of him. This ability does not expend any rounds of psionics.

This replaces battlefield sense.

Commanding Mind Link: At 2nd level, creatures under the effects of the battlemind's mind link count as his cohorts for the purpose of interacting with (cohort) talents, though do not count against the cohort Hit Dice limit. This does not allow you to make permanent changes, such as through the Drill Sergeant talent.

This replaces ESP.

CAVALRY OFFICER (CAVALIER ARCHETYPE)

"Stay in formation and keep your lances ready. One good charge will break them!"

- Albrecht Brightsteel, cavalry officer

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A cavalry officer is considered an Expert practitioner, gaining spheres and talents as appropriate. Cavalry officers use Charisma as their practitioner modifier.

This replaces order and all order abilities and the bonus feats gained at 6th, 12th, and 18th levels.

Knightly Arts (Ex): The cavalry officer gains the Leadership sphere selecting the (cohort) package, and the Guardian sphere selecting the (challenge) package as bonus talents at 1st level. If the cavalry officer possesses one of these spheres but not the corresponding package, he gains Expanded Leadership or Expanded Guardian to gain the package. If the cavalry officer already possesses one of these packages, he may instead select a talent he qualifies for from the corresponding sphere in its place. If he is incapable of selecting a package due to a drawback, he uses that bonus talent to buy off the drawback.

This replaces the challenge class feature.

Officer's Challenge (Ex): Any abilities the cavalry officer possesses that reference his use of *challenge* (such as the demanding challenge class feature) apply to any use of the challenge ability provided by the Guardian sphere.

Officer (Ex): At 1st level, the cavalry officer gains a teamwork feat that he qualifies for. He may automatically share any one teamwork feat he possesses with any cohort within 25 feet + 5 feet per 2 class levels.

As a standard action, the cavalry officer can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat he has already learned. In effect, the cavalry commander loses the bonus feat in exchange for the new one. He can only change the most recent teamwork feat gained. Whenever he gains a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. A cavalry commander can change his most recent teamwork feat a number of times per day equal to his practitioner ability modifier.

The cavalry officer gains an additional teamwork feat and increases the number of teamwork feats he may share with his cohorts by +1 at 9th and 17th levels.

This replaces tactician, greater tactician, and master tactician.

COLLECTIVE (WRAITH* ARCHETYPE)

**base class published in The Wraith © 2018, Drop Dead Studios LLC*

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

This modifies proficiencies.

Blended Training (Ex): Whenever a collective would gain a magic talent from his class levels (not the 2 bonus talents gained when first gaining the casting class feature), he may instead choose to gain a combat talent. A collective uses his casting ability modifier as his practitioner modifier.

This modifies magic talents. This archetype may be combined with other archetypes that replace magic talents; the collective cannot gain a combat talent in place of a magic talent the other archetype loses.

Hive Mind (Su): The collective does not exist as a single creature, but rather is a consciousness shared by, but



not completely subsuming, all its members. At 1st level, the collective gains the Leadership sphere and the Extra Leadership Package talent as bonus talents, gaining both the (cohort) and (follower) packages. Either package is already possessed, he instead gains a bonus talent from that package. If he is incapable of selecting them due to a drawback, he uses the bonus talent to buy off the drawback.

The collective no longer has a body. He is considered to have his base movement speeds for use when taking actions through cohorts (though this does not grant movement modes the cohort does not possess). If a cohort within the telepathic link knows additional languages, that cohort can translate to and from the collective, effectively treating them as known languages for interactions made through that cohort, but other cohorts do not gain the ability to speak or understand the additional languages.

Abilities gained from hive mind do not affect temporary cohorts, such as those gained from the battlemind symbiat's commanding mind link or the Draft legendary talent, nor hired via the Contractors legendary talent.

Range

The collective and his followers and cohorts have a continuous telepathic link. This link functions for 1 mile per class level from the main body of his followers. Cohorts within this range are referred to as controlled cohorts. If a cohort travels outside this area, the collective loses the benefits of his hive mind abilities regarding that cohort. If the followers are dispersed in a settlement or portion of a settlement, then this area is calculated from the settlement or portion's center. If the followers have formed a *caravan*, then it is calculated from the *caravan*.

If the collective's followers are divided into smaller groups, the collective must divide this range between the groups, assigning 1 mile per class level to each group. A group cannot have less than a 1 mile range. If the collective possesses the Base of Operations talent, each settlement with a group of followers from that talent gains the full benefit of the collective's range, not counting toward the number of groups for reducing the range of multiple groups.

Actions

Each round, the collective may choose to distribute his actions between all his controlled cohorts, acting through them in addition to their normal actions. Such actions use the collective's abilities as if actively possessing the cohort. Such actions are resolved using the cohort's statistics.

If a controlled cohort is taking an action that requires more than a full-round action to complete, the collective may not grant it additional actions. Likewise, if the collective is acting through a controlled cohort to take an action that requires more than a full-round action, the cohort cannot take any actions.

If an ability the collective uses through a controlled cohort grants movement as part of using that ability, such as the *shove* ability of the Brute sphere or the *patrol* ability of the Guardian sphere, the cohort may take that movement as part of using that ability, expending the collective's movement speed.

Casting and Concentration

The collective may cast sphere effects through his controlled cohorts. Each time an effect is cast, a controlled cohort must be chosen as the caster, supplying any verbal, somatic, material, or other components that cannot be supplied as mental-only actions. The casting is subject to any effects that are ongoing on that cohort.

The collective may target a controlled cohort that he is casting through with an effect that only targets self. Effects on both the collective and his cohorts do not stack. The collective is immune to polymorph effects.

General casting drawbacks inflict their penalties on the cohort that is being used to cast the effect. Drawbacks that have a permanent physical manifestation manifest themselves on all controlled cohorts.

When casting a sphere effect through a controlled cohort, the collective may assign concentration to that cohort. That cohort supplies the action required to concentrate on the effect, using the collective's concentration modifier. If an effect on any other cohort or the collective would require a concentration check, this cohort does not need to make it unless also subject to the effect. The collective may not sustain more effects via concentration than he normally would be able to with his own actions. If the collective does not assign concentration to a cohort, then any effect on a cohort or follower that would cause a concentration check forces the collective to make a concentration check.

Damage and Death

The collective cannot be targeted or damaged directly. If the collective's followers are dispersed and cohorts slain, the collective is considered to be dead, though may be restored by bringing a cohort back to life. If the cohorts are slain but the followers intact, the collective continues to exist, though

is unable to act outside of the actions the followers may take until new cohorts are *recruited*.

Any time a cohort is slain, all cohorts are dazed for 1 round, even if they would normally be immune to the dazed condition, and the collective gains 1 temporary negative level. If a negative level would reduce the collective to 0 Hit Dice, he instead takes 4 points of Constitution drain for the duration of the effect (if the collective lacks a Constitution score (Con (-)), substitute Charisma drain instead). If this drain would reduce the collective to 0 Constitution (or Charisma, if substituting), he dies. No saving throw is made to remove these negative levels, but they are automatically removed at a rate of 1 per 8 hours rest, though may be removed by other means as normal.

Effects Targeting the Collective

Mind-affecting abilities targeting a controlled cohort or follower have a 50% chance to target the collective instead. Mind-affecting abilities that target multiple cohorts or followers or an area also have a 50% chance of affecting the collective, but this chance is only rolled once for all cohorts and followers; if the collective is affected he is only affected once regardless of the number of cohorts and followers within the area of effect.

Divinations and other effects that would discern the collective's location point to the nearest controlled cohort or center of a follower group. Individual cohorts or followers may be targeted, in which case they are affected independently.

Provoking

If the collective takes any action that provokes an attack of opportunity, that attack is resolved against the cohort being acted through.

Saving Throws

A controlled cohort may use the collective's base saving throws if beneficial.

Senses

The collective receives all sensory data from all of his controlled cohorts. Additionally, he may receive sensory information from a number of followers not exceeding his casting ability modifier. The chosen followers may be changed as a free action at the start of the collective's turn. These senses are based on the special senses of the cohorts and followers and gain no benefit from any special sense the collective possesses.

Skills

The collective may make active skill checks through its cohorts and followers using his own actions. Such skill checks use the physical ability scores of

the cohort or follower (treat followers as having a 10 in all physical attributes for this purpose), but otherwise using his own modifiers. When making a reactive skill check, the collective makes his check via the affected cohort or follower that is most beneficial.

Volunteers

After resting to regain spell points, the collective may *recruit* a cohort from his followers with Hit Dice up to the maximum for his ranks in Diplomacy. No Diplomacy check is required. This ability stacks with the ability to *recruit* followers granted by the Drill Sergeant talent.

Additional abilities are granted at higher levels:

Strength of One (Su): At 2nd level, once at the start of each turn as a free action, the collective may grant one controlled cohort his any of his physical ability scores and his base attack bonus. These scores are modified by any bonuses, penalties, damage, and drain the cohort is subject to. This lasts until a different cohort is chosen. This ability can prevent a cohort from being slain by being reduced to 0 Constitution. This ability does not increase current hit points, though does increase maximum hit points; when lost this bonus is removed, maximum hit points are reduced, with current hit points in excess of the maximum being lost but otherwise not reducing maximum hit points. This ability does not transfer an ability scores to a cohort that lacks a score in that attribute, though undead cohorts may treat the granted Constitution score as their Charisma score for the purpose of determining maximum hit points.

Many Eyes (Ex): At 4th level, the collective gains a circumstance bonus to Perception equal to half his class level for checks made within Perception range of his followers or when at least 2 controlled cohorts are able to make the check. This bonus applies to the collective's check, not the cohort's or follower's own checks.

Inhabit Vessel (Su): At 8th level, once at the start of each turn as a free action, the collective may grant knowledge of all his known combat and magic talents to one controlled cohort. This lasts until a different cohort is chosen. Magic talents do not grant casting ability to cohorts that lack it.

Share Pain (Su): At 14th level, whenever a controlled cohort takes damage or drain, the collective may redirect half of the damage or drain to another controlled cohort. This is calculated after the effects of any immunity, resistance, or vulnerability the first cohort possesses and may not be further reduced by resistance or immunity or increased by vulnerability. The damage or drain may not be further redirected by any means. Ability damage or

drain may not be transferred to a creature that lacks the relevant ability score.

These abilities replace wraith form and haunt path. The collective counts as possessing the haunt path class feature for the purpose of qualifying for the Expanded Path Possession and Improved Expanded Path Possession wraith haunts.

Collective Impressment: The collective can only actively possess targets; he cannot passively possess them. He may make possession attempts via any cohort within collective range subject to his hive mind abilities. The wraith counts as passively possessing his controlled cohorts for the purpose of path abilities.

This modifies possession.

All as One: At 20th level, the benefit from strength as one and inhabit vessel may be granting to any number of cohorts within collective range subject to his hive mind abilities. The collective may produce a new cohort from his followers in 1 hour. Slain cohorts no longer impose negative levels on other cohorts or penalties on followers.

This replaces wraith form mastery.

Collective and Mind Bender

Should the collective possess the Mind Bender drawback, any effect that disrupts the collective's control over a cohort makes that cohort no longer count as being in collective range for the duration. If the cohort leaves this range before the collective regains control, that cohort is no longer recruited and becomes a free creature.

Wraith Haunts: The collective may select Leadership sphere talents and Champion feats* in place of wraith haunts.

*See *Champions of the Spheres*

The collective also has exclusive access to the following haunts:

I watch my back: Any two controlled cohorts within close range (25 feet + 5 feet per 2 ranks in Diplomacy) of each other are immune to flanking unless both of them are flanked.

Mental Projection: (requires collective 9): The collective gains telepathy in a 30-foot radius around his cohorts, enabling him to communicate with any creature that shares a language with the collective or any of his cohorts. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with

more than one creature at a time is just as difficult as speaking and listening to multiple people simultaneously.

Psychic Static: When a creature is flanked by at least two of the collective's controlled cohorts, it takes a -2 penalty on saving throws against mind-affecting effects.

Self-help: The collective's controlled cohorts may use aid another for attack rolls and skill checks on other controlled cohorts as a swift action. Multiple instances of aiding another with this ability do not stack.

NOBLE (COMMANDER ARCHETYPE)

"No, no, no. You stand HERE. You, stand THERE. And do it RIGHT this time."

- Duke Pietor of Eastmarch

Born to lead, with the resources to make sure others follow, nobles focus their direction and coordination on their subordinates rather than their peers.

Lordly Station: A noble gains the Leadership sphere as a bonus sphere at 1st level, selecting the (cohort) package. If the Leadership sphere is possessed but the (cohort) package is not, he instead gains the Expanded Leadership talent to gain the (cohort) package. If the (cohort) package is already possessed, he instead gains a bonus combat talent. If he is incapable of selecting it due to a drawback, he uses the bonus talent to buy off the drawback.

This replaces commander.

Inspiring Master (Ex): The noble's cohorts gain temporary hit points equal to twice the noble's class level. These temporary hit points regenerate at a rate of 1 per class level each minute. Additionally, the cohorts gain a +1 morale bonus on attacks, damage, and saving throws while within medium range of the noble (100 feet + 10 feet per class level). This bonus increases by +1 at 5th, 11th, and 17th levels.

This replaces lingering tactics.

Subordinate Tactics (Ex): Any enhanced tactics that normally apply to a creature currently benefiting from a shout or tactic instead apply to the noble's cohorts when they are within medium range of him (100 feet + 10 feet per class level).

This modifies enhanced tactics.

CLASS FEATURES

ARMIGER PROWESSES

SHARE CUSTOMIZED WEAPON

Requires Leadership sphere (cohort) package. The armiger may allow her cohorts to use her customized weapons. When the cohort wields the weapon, it may benefit from the talents granted by that weapon, though must still meet any prerequisites for any granted talent. The cohort also treats the weapon as masterwork and gains the benefits of enhanced customization for that weapon. Each cohort requires one hour of training with a customized weapon and may only be trained with one at a time.

WARHORN

The armiger gains the Leadership sphere as a bonus talent. If the armiger already possesses this sphere, she instead gains a Leadership talent of her choice.

ARMORIST ARSENAL TRICKS

SHARE ARMORY

The armorist may cause a piece of summoned or bound equipment to appear on or in the possession of one of her Leadership sphere cohorts. The cohort must be within 25 feet + 5 feet per two armorist levels. The cohort may be treated as the armorist for the purposes of maintaining the bound equipment in its possession.

CONSCRIPT SPECIALIZATIONS

LEADERSHIP SPHERE SPECIALIZATION

Cohort Coordination: At 3rd level and every five levels thereafter, a conscript gains a teamwork feat he qualifies for as a bonus feat. The conscript may share these feats with any cohort within close range (25 feet + 5 feet per 2

class levels); even if they would not normally qualify for it.

Directed Motion: At 8th level, the conscript may grant an additional move action to a number of cohorts equal to his practitioner ability modifier (minimum 1) as a move action. This additional move action may only be used to move.

True Leader: At 20th level, the conscript's cohorts gain a morale bonus to AC and all saving throws equal to the conscripts practitioner ability modifier and fast healing 5.

DOMAINS

A character with the nobility domain may exchange the Leadership feat for the Leadership sphere, per the associated feat rules. If a character with the nobility domain selects bonus talents from her domains (such as the sphere cleric), she may choose to select Leadership sphere talents instead of War sphere talents. This choice is made when the nobility domain is first gained.

MAGEKNIGHT MYSTIC COMBATS

MYSTIC COMMAND

The mageknight may spend a spell point as a swift action to share one teamwork feat she possesses with all allied creatures within close range (25 feet + 5 feet per 2 class levels) for 1 minute per level or until she uses this ability again.

PRODIGY INTEGRATED TECHNIQUES

LEADERSHIP

Directing the Charge (opener): The prodigy's cohort deals damage to or succeeds on a combat maneuver against a hostile creature as part of a joint action.

Press the Attack (finish): The prodigy may spend a move action to grant an attack action to a cohort within close range (25 feet + 5 feet per 2 ranks in Diplomacy). This attack receives a morale bonus to attack and damage equal to the length of the sequence.

Section 3

BASIC TALENTS

LEADERSHIP SPHERE

Practitioners of the Leadership sphere learn how to gather, organize, and command others. When you gain the Leadership sphere, you gain 5 ranks in the Diplomacy skill, plus 5 ranks per additional talent spent in the Leadership sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Diplomacy skill you may immediately retrain them. Both base packages of the Leadership sphere require significant time investment and thus are unsuitable for being granted as a temporary talent. Likewise, no (follower) talents may be granted as temporary talents. (Cohort) talents that do not affect the type or number of creatures you can *recruit* may be gained as temporary talents if you have the (cohort) package.

If you possess multiple spheres that grant ranks in Diplomacy, you gain a competence bonus on Diplomacy checks equal to half your base attack bonus instead of retraining the ranks multiple times. This is only applied once.

Special: Animal companions, Conjunction sphere companions, drake companions, eidolons, familiars, independent inventions, Leadership cohorts, and any other controlled characters gained by class features, talents or feats cannot gain this sphere or talents from this sphere.

When you first take the Leadership sphere, choose one of the following packages: Cohort or Follower.

Associated Feat: Leadership.

COHORT PACKAGE

Specialized NPCs called cohorts are willing to follow you on adventures. A cohort always acts on your initiative. You gain the following ability:

Leadership sphere and wealth

Hiring NPCs to accompany you on adventures normally costs wealth. Likewise, having a group of commoners working for you would normally be expected to generate wealth. The Leadership sphere is intended neither to force players to pay gold to use abilities they paid character-building resources (talents) for, nor to significantly skew expected wealth. The costs and profits from cohorts and followers from the Leadership sphere are abstracted. Cohorts are paid in the experience they gain, in the miscellaneous items that they recover and sell that the PCs don't bother with, and from surplus income of followers (if the (followers) package is also possessed). Likewise, wealth generated by followers is assumed to go into providing the mechanical benefits they provide, into establishing businesses and homes, into bribes, and toward supporting their leader and his associates.

RECRUIT

You may *recruit* adventurers, mercenaries, and sellswords to actively assist you. *Recruiting* requires spending 8 hours in a settlement and making a Diplomacy check. You may select the profession and martial tradition you are looking for, and may also specify a particular race from those available. Not all races, professions, and traditions will be available in all locations; the available pool is determined by the GM. The base DC of this check is 10 + the Hit Dice of the person you are looking to *recruit*, modified per Settlement Size Modifier and Miscellaneous Modifier tables. Modifiers are cumulative. You may take 10 on this check.

Table: Settlement Size Modifiers

<i>Population</i>	<i>Settlement Size</i>	<i>DC Modifier</i>
Fewer than 21	Thorp	+8
21–60	Hamlet	+6
61–200	Village	+4
201–2,000	Small town	+2
2,001–5,000	Large town	+1
5,001–10,000	Small city	+0
10,001–25,000	Large city	-1
More than 25,000	Metropolis	-2

Table: Miscellaneous Modifiers

<i>Factor</i>	<i>Modifier</i>
Settlement is predominantly of a different alignment to you.	+1 per step (cumulative)
Population of settlement is at least 50% of a particular race you are seeking.	-2
5% to 25% of the population of the settlement is of a particular race you are seeking.	+1
Less than 5% of the population is of a particular race you are seeking.	+2
You are looking for your own race.	-2
You do not specify the profession.	-2
You do not specify tradition.	-2
You are attempting to recruit a contact.	-5, ignore DC modifications for alignment, race, profession, and tradition.
A cohort has been killed and not resurrected.	+5 (cumulative for each death, reduced by 1 for each month since the cohort's death)
Signing bonus of 10 gp per Hit Die.	-1 (cumulative, may be applied up to 5 times)
Supplying magical equipment.	Reduces DC equal to half the cumulative enhancement bonus of weapons and armor, (minimum reduction of -1).
Settlement is particularly insular, isolated, or opposed to you.	Varies, GM decision

You may not *recruit* a creature with more Hit Dice than the maximum shown on Table: Cohort. The exact feats and talents the cohort possesses are up to the GM, though you may reject a given cohort and attempt to *recruit* another with the normal action. Recruits are usually humanoids with no racial Hit Dice, and are of races available in the region you are *recruiting*. Creatures with racial Hit Dice, templates, or abilities unsuitable to player races are not suitable to be cohorts.



You may have multiple *recruited* creatures under your control, but their total Hit Dice cannot exceed your ranks in Diplomacy. If you attempt to *recruit* a creature that would exceed your Hit Dice cap, you must choose which other creatures to release from your service.

A cohort serves you loyally and will follow you into and aid you during combat, but will not obey obviously suicidal orders nor subject itself to harm for no obvious purpose. Cohorts are usually within 1 alignment step of you, though some exceptions may occur at the GM's discretion.

BUILDING A COHORT

Cohorts gain abilities based on their Hit Dice and race. The listed statistics are modified by the cohort's race as normal. Cohorts are considered to have a CR equal to their Hit Dice - 2 for purposes that require it. Cohorts have class skills according to their creature type (Climb, Craft, Handle Animal, Heal, Profession, Ride, and Survival for humanoids), plus the ones listed in their profession. Select from the following professions to determine the cohort's base statistics:

STUDENT

Hit Dice d6; **Saves** Fort (bad), Ref (good), Will (good); **Ability Scores** Str 11, Dex 12, Con 13, Int 16, Wis 9, Cha 10; **Practitioner Modifier** Int; **Skill Points per Hit Die** 2; **Class Skills** Appraise, Knowledge (all), Use Magic Device

Magic Scholar: Students gain the Alchemy sphere as a bonus talent at 1 Hit Die. Students add half their level (minimum 1) to all Use Magic Device checks and may use their Intelligence in place of their Charisma for such checks.

Budding Academic: Students gain an additional 4 skill points per Hit Die that must be spent on Intelligence-based skills.

Starting Equipment

Alchemy kit, simple melee or ranged weapon with 20 pieces ammunition

THIEF

Hit Dice d8; **Saves** Fort (bad), Ref (good), Will (good); **Ability Scores** Str 12, Dex 16, Con 13, Int 11, Wis 9, Cha 10; **Practitioner Modifier** Int; **Skill Points per Hit Die** 4; **Class Skills** Appraise, Disguise, Disable Device, Perception, Sleight of Hand, Stealth

Rogue Training: Thieves may take rogue talents in place of feats and gain the following ability:

Trapfinding: A thief cohort adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A thief cohort can use Disable Device to disarm magic traps.

Starting equipment

Studded leather armor, thieves tools

One of:

1. Simple or martial melee weapon and simple or martial ranged weapon with 20 pieces ammunition, or
2. Simple or martial melee weapon and shield.

WARRIOR

Hit Dice d10; **Saves** Fort (good), Ref (bad), Will (good); **Ability Scores** Str 16, Dex 12, Con 13, Int 9, Wis 10, Cha 11; **Practitioner Modifier** Con; **Skill Points per Hit Die** 4; **Class Skills** Intimidate, Knowledge (dungeoneering), Knowledge (local), Knowledge (nobility), Perception, Swim

Athlete: Warrior cohorts gain a bonus equal to half their Hit Dice on all Climb and Swim skill checks as well as on Constitution-based ability checks.

Starting equipment

scale mail or studded leather armor

One of:

1. Simple or martial melee weapon and simple or martial ranged weapon with 20 pieces ammunition
2. Simple or martial melee weapon and shield

WOODSMAN

Hit Dice d10; **Saves** Fort (good), Ref (good), Will (bad); **Ability Scores** Str 12, Dex 16, Con 13, Int 9, Wis 11, Cha 10; **Practitioner Modifier** Wis; **Skill Points per Hit Die** 4; **Class Skills** Knowledge (geography), Knowledge (nature), Perception, Sense Motive, Stealth, Swim

Survivalist: Woodsman cohorts gain a bonus equal to half their Hit Dice on all Survival skill checks.

Starting equipment

Studded leather armor, a simple or martial melee weapon and simple or martial ranged weapon with 20 pieces ammunition

When a cohort gains variable starting equipment (for example, a choice of weapons or shields) the total cost of the combined weapons, ammunition, and/or shield cannot exceed 100 gp.

All cohorts are proficient with simple weapons, light armor, and bucklers. Cohorts begin play with leather armor and a dagger in addition to any equipment listed in their descriptions; further equipment must be supplied to them. A cohort's starting gear may not be used to increase PC wealth; it cannot normally be sold and if extreme circumstances occur where the PCs benefit from its loss, it must be replaced (or wealth sufficient to pay for replacements given) at the earliest possible time. If the cohort is deceased, this payment must be made to their next of kin or other designee (it is assumed that such a person always exists as part of normal recruitment). If a cohort is equipped with additional items, the cohort will not keep them if leaving your service.

Table: Cohort

<i>Ranks in Diplomacy</i>	<i>Maximum Hit Dice</i>	<i>Base Attack Bonus</i>	<i>Feats</i>	<i>Good Saves</i>	<i>Bad Saves</i>	<i>Combat Talents</i>	<i>Special</i>
1	1	+1	1	+2	+0	0	Martial tradition
2	2	+2	1	+3	+0	1	-
3	3	+3	2	+3	+1	1	-
4	3	+3	2	+3	+1	1	-
5	4	+4	2	+4	+1	2	Ability score increase
6	5	+5	3	+4	+1	2	+2 enhancement
7	6	+6/+1	3	+5	+2	3	-
8	6	+6/+1	3	+5	+2	3	-
9	7	+7/+2	4	+5	+2	3	-
10	8	+8/+3	4	+6	+2	4	Ability score increase
11	9	+9/+4	5	+6	+3	4	+4/+2 enhancement
12	9	+9/+4	5	+6	+3	4	-
13	10	+10/+5	5	+7	+3	5	-
14	11	+11/+6/+1	6	+7	+3	5	-
15	12	+12/+7/+2	6	+8	+4	6	Ability score increase
16	12	+12/+7/+2	6	+8	+4	6	-
17	13	+13/+8/+3	7	+8	+4	6	+6/+4/+2 enhancement
18	14	+14/+9/+4	7	+9	+4	7	-
19	15	+15/+10/+5	8	+9	+5	7	-
20	15	+15/+10/+5	8	+9	+5	7	-
21	16	+16/+11/+6/+1	8	+10	+5	8	Ability score increase

When you gain a level and your ranks in Diplomacy increase, you may assign an additional Hit Die to current cohorts, up to the maximum they may possess and not causing the total Hit Dice you have *recruited* to exceed your limit.

Feats: A cohort begins with one feat, and gains another feat at every odd Hit Die. A cohort may gain any PC feat for which it qualifies. Cohorts may not gain magic item crafting feats.

Combat Talents: Cohorts gains talents with the proficient progression.

Martial Tradition: Your cohort gains a martial tradition, using the practitioner modifier given by their profession.

Ability Score Increase: Just like PCs and Monsters, a cohort gains a permanent +1 bonus to an ability score of your choice for every 4 Hit Dice possessed.

Enhancement: At 5 Hit Dice, a cohort gains a +2 enhancement bonus to one ability score. At 9th level, they increase this bonus to +4 and gain a +2 bonus to an additional ability score. At 13th level, the first bonus increases to +6, the second to +4, and they gain a +2 bonus to an additional ability score. These bonuses may be retrained as if they were a single feat.

Talents marked (cohort) grant additional options for your cohorts. Some abilities call out joint actions. These actions require both the user and his cohort to pay the requisite action cost.

RE-RECRUITING COHORTS

A cohort that leaves your service on good terms is easier to *recruit*. You may maintain a network of such former cohorts, called contacts, equal to twice your practitioner ability modifier (minimum 2). Such contacts do not normally travel with you beyond reaching the nearest settlement. Each contact will have a place of residence, usually

in a settlement but sometimes a wilderness area, ship, or other abode. You may send messages to a contact by whatever means you have available, requesting that they meet you at a particular time and place, allowing you to *recruit* them. Talents such as Messenger, and legendary talents such as Air Travel, Planisphere, and Teleportation can facilitate getting messages to the contact and their traveling to meet you. Contacts are able to travel to your *caravan* at the same rate as your Messengers.

Contacts have lives apart from following you and may on occasion send requests for aid or show up in unexpected places. Unlike a cohort, there is no penalty for the death of a contact. Mindless cohorts may not become contacts.

Roleplaying cohorts

Cohorts are generally under the player's control regarding their mechanical actions, especially during adventures, but they are not mindless automatons. Cohorts that are abused or mistreated will abandon the player when able to do so. Normally, the GM will speak for cohorts. Another option is to allow other players to control some cohorts, investing them in the cohort's development and wellbeing. The other players could be allowed a degree of latitude to portray a unique personality for the cohort, emphasizing that it is a unique person rather than simply a class ability. This should obviously only be done after consulting with the other players and may not work in all groups. Be aware that this invites the other players' input in how the cohort is used, which may be unwelcome to some players.

FOLLOWER PACKAGE

You gain a group of followers. These followers will not accompany you into dangerous locations, but can lend assistance in various ways. Followers can supply unskilled labor for simple tasks, such as clearing a road obstructed by falling rocks. Count the followers as supplying a number of Medium-sized unskilled laborers equal to half the number of followers in the settlement (or *caravan*). While doing so, the followers cannot provide their other benefits. If attacked, followers will attempt to flee to a safe place to the best of their ability. You normally have about 5 followers per rank in Diplomacy. If statistics are needed for a particular follower, treat them as level 1 commoners. If you possess the Alchemists, Entertainers, Healers, Merchants, Rangers, Scholars, or Smithy talents, then there is a 10% chance per talent chance that a randomly selected follower will be a level 1 expert. When you gain this package, choose a settlement with which you

are well acquainted. Your initial followers are drawn from there. When first gaining this package, it is assumed that you have spent time in the past making contacts, deals, and promises and that you are well known enough in the community to attract a group of followers.

Should the number of followers available be reduced for any reason, the effectiveness of (followers) talents is reduced, treating your ranks in Diplomacy as equal to the number of available followers/4. You normally regain 1 follower per rank in Diplomacy each day you spend in a settlement where your followers are dispersed, but you can double this number with 8 hours of active effort each day. If you have lost all of your followers or do not disperse your followers in the settlement, the recruitment rate is halved (minimum 1 follower per day).

If using the downtime rules found in *Ultimate Campaign*, having your followers present in a settlement increases the effect of Influence or Labor you spend by 50%, to a maximum of 1 additional Influence or Labor for every 2 followers in the settlement where the downtime activity takes place. Any talents that enable followers to make checks to generate capital receive any benefits from rooms and teams you have access to. If a talent allows followers to generate capital, the entire group of followers makes this check collectively. Any results that are not sufficient to generate capital on a given day may be carried over to the next day; this carrying-over may be continued until the result is sufficient to generate capital or your followers leave the settlement.

If using the kingdom building rules found in *Ultimate Campaign*, possessing this package grants a +1 bonus to all kingdom attributes you affect.

When you first gain the follower package, you gain the following ability:

CARAVAN

Your followers can follow you as you travel, providing cartage. This *caravan* has an overland movement speed of 3 miles per hour and can travel 32 miles a day. The *caravan* has wagons and draft animals necessary to carry 100 pounds of objects per rank in Diplomacy in addition to sufficient provisions to sustain themselves in normal conditions. A *caravan* is assumed to be capable of making Survival checks with a DC of 10 + your ranks in Diplomacy to feed itself and 1 additional Medium creature per 5 followers (Medium creatures count as two Small creatures, Large creatures count as two Medium ones) while moving without affecting speed. In harsher environments, the *caravan* has supplies for 1 week plus 1 day per rank in Diplomacy that you possess. If their Survival check is not more than 5 below the environment DC, they count as only spending half a day's supplies.

The *caravan* can make camp, setting up tents, cooking, and performing other camp tasks. Doing so increases the progress a PC can make when crafting while adventuring by 2 hours per day (normally going from 2 hours to 4 hours a day).

When you enter a settlement, you can disperse your *caravan* there, allowing you to gain the benefits of your followers while in that settlement. Gathering a *caravan* after it has been dispersed requires 1 hour.

Note: Your *caravan* doesn't have to rest at the same time as you do. If the *caravan* rests while you adventure, they can travel while you rest, carrying a number of Medium creatures equal to your practitioner modifier plus your ranks in Diplomacy. Two Small creatures counts as one Medium creature, two Medium creatures count as one Large creature, etc.

A *caravan* that is attacked in your absence will disperse. A dispersed *caravan* will reform, regaining 25% of its members every hour after threats are removed. If statistics are required for the *caravan*, treat it as a 1 Hit Die troop per the Squad talent, but it takes no action except to attempt to flee to safety. The number of troops increases by +1 for every 5 ranks in Diplomacy you possess, with your total number of followers divided equally between them. If such a troop is destroyed, treat half the followers in it as lost.

DIVIDING FOLLOWERS

You may divide your followers into multiple groups (minimum size of 5), treating your ranks in Diplomacy as equal to the number of available followers/4 (round down as usual). You may have multiple *caravans*, but any *caravan* not accompanied by a PC or cohort is at risk from the various hazards of travel and may not reach its destination, based on the conditions in the region it travels. The GM should roll random encounters, treating combat encounters as dispersing the *caravan*. Combat encounters with a CR of less than half your ranks in Diplomacy disperse the *caravan* but cause no permanent losses. Encounters with a CR of at least half your ranks in Diplomacy but not greater than your ranks disperses the *caravan* and causes 25% losses. A combat encounter with a CR of greater than your ranks in Diplomacy disperses the *caravan* and causes 50% losses. A *caravan* reduced below 4 followers is lost entirely.

Talents marked (follower) grant additional options for your followers.



Roleplaying followers

While naming and developing personalities and tracking the abilities and developments of each individual in a large group of followers would be unnecessarily onerous, players and groups are encouraged to develop at least a few key followers to act as the focal points for interactions with followers. While on the move, a caravan will usually have a boss, directing others to execute the PCs' directions. Likewise, talents that grant additional skills to your followers each lend themselves to having one higher ranking follower direct activities (scouting, trade, crafting) of the group of followers. As with cohorts, the GM will normally voice these NPCs, but in some groups allowing other players to speak and develop personalities for some of them could make the interactions more interesting.

Followers and Statistics

Followers are normally intended to be governed by the abilities listed in the followers package and relevant talents. Using the statistics for commoners, experts, and troops are intended for use primarily when interactions cannot be easily handled narratively. Followers are not intended to be expendable operatives, skilled infiltrators, or massed alchemical bombers. If a PC's actions cause the unnecessary death of followers, follower recruitment may be slowed. Losses in the normal course of events should not have an effect; ambushes and unforeseen events occur, but repeated and extended abuse will discourage others from joining you.

LEADERSHIP BASIC TALENTS

ADDITIONAL CONTACTS (COHORTS)

The number of contacts you may maintain at one time increases by +5. You may take this talent more than once; the effects stack.

ALCHEMISTS (FOLLOWERS)

When any allied creature is with your followers, the allied creature counts as having access to an alchemy lab.

The followers can craft alchemical items with a DC of not greater than 15 + your ranks in Diplomacy, requiring that you pay the normal crafting cost. The followers makes 10 gp of progress per rank in Diplomacy per day and can craft masterwork items.

Additionally, if a PC is crafting formulae from the Alchemy sphere, the followers can assist them, allowing them to craft one additional item per rank in Diplomacy in the 15 minute crafting time. This additional productivity may be divided among present PCs who are crafting at the same time.

Alchemists can identify alchemical items and potions with a Craft (alchemy) check of 15 + your ranks in Diplomacy.

Any Craft (alchemy) checks made while with the followers automatically gain a +2 circumstance bonus from the alchemists' aid. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

If you possess the Merchants talent, alchemical items purchased from the followers have their cost reduced by half.

If using the Downtime rules from *Ultimate Campaign*, your followers may generate Magic capital in place of earning gold, with 50 gp equaling 1 Magic. Use your Diplomacy modifier for making the earnings checks. This stacks with capital gains from other talents.

ALLIED COVER (COHORT)

When you are within your cohort's threatened area, you gain a 20% miss chance against attacks the cohort is aware of. The benefits from multiple cohorts do not stack.

When you are targeted by an attack or single-target effect and are within the threatened area of a cohort, you may expend martial focus to redirect the attack or effect to the cohort as a joint immediate action.

ARTIFIKERS (FOLLOWERS)*

**This talent utilizes the Tech sphere from The Inventor's Handbook.*

When any allied creature is with your followers, the allied creature counts as having access to an engineering kit.

The followers can craft technological items with a DC of not greater than 15 + your ranks in Diplomacy, requiring that you pay the normal crafting cost. The followers makes 10 gp of progress per rank in Diplomacy per day and can craft masterwork items.

Additionally, if a PC is charging gadgets from the Tech sphere, the followers can assist them, allowing them to add one additional charge per rank in Diplomacy in the 15 minute crafting time. This additional productivity may be divided among present PCs who are crafting at the same time.

Artificers can identify gadgets and technological items with a Craft (mechanical) check of 15 + your ranks in Diplomacy.

Any Craft (mechanical) checks made while with the followers automatically gain a +2 circumstance bonus from the artificers' aid. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

If you possess the Merchants talent, technological items purchased from the followers have their cost reduced by half.

If using the Downtime rules from *Ultimate Campaign*, your followers may generate Goods capital in place of earning gold, with 10 gp equaling 1 Good. Use your Diplomacy modifier for making the earnings checks. This stacks with capital gains from other talents.

BASE OF OPERATIONS (FOLLOWERS)

Choose up to two settlements with which you are familiar when you gain this talent; you have a group of followers permanently based in that settlement that cannot be dispersed unless the settlement is destroyed, in which case they regroup in a nearby settlement of your choice, regaining 10% of their strength per week. This group is in addition to your normal group of followers; you do not gain any additional benefit from having multiple groups of followers in the same location. This permanent group cannot form a *caravan*, so remains in the chosen settlement. Moving them to a new settlement requires 1d4 months of selling, buying, traveling, and forming new contacts. Severing ties with existing followers and *recruiting* new followers in a different settlement requires the same amount of time. You do not benefit from these followers during this time. At 5 ranks in Diplomacy and every 5 ranks thereafter, you may have your followers settled in an additional settlement simultaneously.

Contacts from the (cohort) package will often choose to settle in a settlement where you maintain a presence via this talent. When you release a cohort and maintain them as a contact, unless they are particularly prone to wander or tied to a specific location, they will live in or near one of these locations of your choice.

COHORT ATTACK (COHORT)

When you use the attack action to attack, one of your cohorts may also attack your target with a single weapon it possesses as a joint swift action. If both you and the cohort successfully deal damage with these attacks, the cohort may immediately move 5 feet as a free action. This movement does not provoke attacks of opportunity.

CRAFTSMEN (FOLLOWERS)

Your followers includes crafters who can repair broken weapons, armor, and other non-magical items while you rest. The followers can remove the broken condition from and restore to full hit points to one non-magic weapon, shield, suit of armor, or other object of no greater than large size during an eight-hour rest. If repairing an object larger than this maximum size, the amount of hit points restored is halved for every size category the object is above the maximum. The followers can repair an additional item for every 3 ranks in Diplomacy you possess. You may choose to count a Huge object as two Large objects, a Gargantuan object as two Huge objects, etc.

At 5 ranks of Diplomacy, the followers can repair magical items with a caster level no greater than your ranks in Diplomacy; each such item counts as two items for determining the number of items that may be repaired at one time. A Huge magic item would count as 4 items, a Gargantuan magic item as 8 items, etc.

In place of repairing an item, the followers can craft a non-magical item, requiring that you pay the normal crafting cost. The *caravan* makes 10 gp of progress per rank in Diplomacy per day and can craft masterwork items.

If you possess the Merchants talent, non-magical weapons, armor, and ammunition purchased from the followers have their cost reduced by half.

Any Craft checks made to craft non-magical, non-alchemical items (such as, but not limited to weapons, armor, shields, and ammunition) made while with the followers automatically gain a +2 circumstance bonus from the crafters' aid. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

If you possess the (cohort) package, your cohorts possess masterwork weapons and armor.

If using the downtime rules from *Ultimate Campaign*, your followers may generate Goods capital in place of earning gold, with 10 gp equaling 1 Good. Use your Diplomacy modifier for making the earnings checks. This stacks with capital gains from other talents.

CREW (FOLLOWERS)

Your followers are experienced at handling various tasks onboard large craft. Your *caravan* counts as one small crew* with a level equal to your ranks in Diplomacy - 2 (minimum 1, but if you have less than 2 ranks in Diplomacy, reduce the crew's hit points by 20 and damage by 2d6 and if you have exactly 2 ranks in Diplomacy, reduce hit points by 10 and damage by 1d6). For every

five ranks of Diplomacy you possess, the *caravan* may count as an additional small crew. A crew formed from your followers gains a +10 morale bonus on loyalty checks and their loyalty is not reduced by not paying them. Each crew gains one bonus perk, plus one additional perk for every five ranks of Diplomacy you possess. These perks may be changed with 1d4 days of training and recruiting.

**See Players Guide to Skybourne and Ships of Skybourne for crew rules.*

DEFENSIVE COVER (COHORT)

While within the threatened area of a cohort, when you or the cohort is targeted by an attack, the other may make an aid another check (making an attack roll against a DC of 10) to boost AC as an immediate action. This does not stack with other applications of the aid another action to boost AC.

DRILL SERGEANT (COHORT)

You may increase the power of a cohort through intense training. You may grant a cohort creature 1 bonus Hit Die for every hour you spend training it with a Diplomacy check with a DC of 10 + the creature's new Hit Dice total. These additional Hit Dice count against your Hit Dice cap for the *recruit* ability as normal and cannot cause the creature's Hit Dice to exceed the maximum shown on **Table: Cohort**. If a cohort is released, these bonus Hit Dice are lost at a rate of 1 per week. Additional feats and skill points from these Hit Dice are assigned by you.

You may retrain feats and skill ranks possessed by cohort. You may retrain one feat, talent, or a number of skill ranks equal to your ranks in Diplomacy with 4 hours of training. The new feats and skills must be appropriate for the cohort; cohorts may not gain casting abilities. The GM is the final arbiter of what feats and skills are suitable. With 8 hours of training, you may instead retrain a number of feats equal to half your ranks in Diplomacy (minimum 2 feats).

You may *recruit* 1 Hit Die cohorts from your followers. You may *recruit* a number of cohorts not exceeding your practitioner ability modifier (minimum 1) this way each week.

ENTERTAINERS (FOLLOWERS)

Your followers include actors, musicians, and other performers, and they possess props, backdrops, and the other accoutrements required for a dazzling performance. Any Perform checks made while with the followers automatically gain a +2 circumstance bonus from being well equipped and +2 circumstance bonus from the performers' aid. The bonus from the performer's aid increases by +1 for every 8 ranks in Diplomacy that you possess.

You may choose to have the DC of Knowledge checks regarding you to have their DC increase or decrease by up to 5. Changing this decision results in the DC increasing or decreasing by 1 per week until the new DC is reached. This DC change increases to 10 at 7 ranks in Diplomacy and 15 at 14 ranks.

While in a settlement, your followers can always gain access to a theater, stage, or hall if one is present. Your *caravan* has a portable stage for performances on the road.

Additionally, when in a settlement, your followers collectively make Perform checks using your Diplomacy modifier, earning you the check result in gold pieces each week. This stacks with earnings from other talents.

If using the Downtime rules from *Ultimate Campaign*, your followers may generate Influence capital in place of earning gold, with 15 gp equaling 1 Influence. This stacks with capital gains from other talents.

If using the reputation and fame rules from *Ultimate Campaign*, any time your followers are in a settlement for at least 1 day, that settlement is considered to be in your Sphere of Influence. Additionally, your followers can suppress negative talk about you, reducing the total penalties to your reputation by your Diplomacy modifier. Any infamous deeds are still known, but they are viewed in the most sympathetic light. Additionally, you gain +1 prestige point every character level.

EXPANDED LEADERSHIP

Choose a Leadership package you do not possess. You gain that package.

FRIENDS IN LOW PLACES (FOLLOWERS)

Your followers have many contacts in the criminal underworld. You gain the following abilities in any settlement in which your followers have been in for at least 1 day.

Fence: You may sell stolen goods at their normal sale value without paying any additional fees to a fence.

Grease Palms: In any settlement of at least 5,000 inhabitants, you may locate a corrupt official. If you're imprisoned or fined for crimes committed in the settlement's jurisdiction, you may take advantage of this contact. You pay no fines and escape sentencing if you can make a Diplomacy check (DC 15 for petty crimes, 25 for serious crimes, or 35 for capital crimes). You can use this ability once per settlement per week.

Theft: Choose an item with a cost not greater than 100 gp per rank in Diplomacy. Your followers can obtain that item at half price in 2d6 hours if it is available in a settlement they occupy. If given 2d6 days, this value increases to 1,000 gp per rank. Your followers may only steal one

item at a time. Note that items that are unique or readily identifiable to their former owners will attract official attention and possible legal (or extra-legal) repercussions commensurate with the value of the item taken.

Unique items may require time in excess of their material value or even be unobtainable according to the GM's judgement. The key to the county lock-up is more difficult to steal than a generic potion, so could be assigned a value in excess of the cost of a generic key according to the effort and time required to obtain it. The crystal key attuned to open the archmage's dimensional sanctum is probably beyond the capabilities of your followers to obtain.

If using the Downtime rules from *Ultimate Campaign*, your followers reduce the influence cost of illegal downtime activities, such as alibi, blackmail, coerce, and heist (all found in Pathfinder Player Companion: Black Markets) in a settlement that they are present in by 1, +1 per 4 ranks in Diplomacy.

GREATER RECRUITMENT (COHORT)

Increase the total Hit Dice of creatures you may have *recruited* at once by an additional 1 per rank of Diplomacy you possess. This has no effect on the maximum Hit Dice of a given cohort. You may select this talent up to 3 times.

GROUND TEAM (FOLLOWERS)

Your followers can disperse into a settlement, talking, listening, and influencing. Your followers can perform the following actions:

Gather Crowd: Your followers can spend 1d4 hours gathering a crowd. Make a Diplomacy skill check; the number of intelligent creatures in the crowd is equal to 10 times the result of the check. This multiplier increases by 10 at 5 ranks of Diplomacy and again every 5 ranks after (so times 20 at 5 ranks, times 30 and 10 ranks, etc.).

Gather Information: Your followers spend 1d4 hours making a Gather Information check, using your modifiers. They may make an additional check simultaneously for every 5 ranks in Diplomacy you possess.

Influence Crowd: Your followers encourage a crowd to be swayed by your words. When you make a skill check to influence a crowd, you automatically gain a +2 bonus from your follower's use of the aid another action. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

Publicity: Your followers may spread good words about you, making a settlement more positively disposed toward you and your allies. The disposition of the average member of the settlement toward you increases by one step, to a maximum of friendly. This requires 1 day for

a settlement of village size; double the time required for every size larger than village. For every 5 ranks in Diplomacy that you possess, the number of days required is reduced by 1, to a minimum of 1 day.

Whispers: If using the Rumors rules*, you may have your followers participate in spreading a rumor, reducing the time required to start a rumor by 1 day, plus 1 day per 4 ranks in Diplomacy (to a minimum of 1 day). You automatically gain a +2 bonus from your follower's use of the aid another action for all checks to start, spread, influence, or squash a rumor in a settlement where they are present.

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Additionally, if you possess the (cohort) package, your followers may aid in recruitment, reducing the time required to *recruit* a cohort to 1d4 hours, -1 hour for every 6 ranks of Diplomacy you possess (minimum 1 hour required).

If using the Downtime rules from *Ultimate Campaign*, your followers reduce the influence cost of promoting your business or *recruiting* for an organization in a settlement that they are present in by 1, +1 per 4 ranks in Diplomacy.

HEALERS (FOLLOWERS)

Your followers include healers. They can supply you with one complete healer's kit each day, increasing by 1 additional kit for every 5 ranks in Diplomacy that you possess. These healers kits cannot be sold or stockpiled.

These healers can treat wounds as you rest, restoring 10 hit points per rank in Diplomacy to a number of creatures equal to your practitioner modifier (minimum 1) over 8 hours of rest.

Any Heal checks made while with the followers automatically gain a +2 circumstance bonus from the healers' aid. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

If you possess the Messengers talent, your messengers can carry wounded allies to your followers or *caravan* or can administer limited healing. This limited healing requires 10 minutes and restores up to 2 hit points per rank in Diplomacy. A creature may only benefit from this healing a number of times per day equal to your practitioner modifier.

If you possess the (cohort) package, your cohorts begin each day with a complete healer's kit. These kits cannot be sold or stockpiled.

If using the Downtime rules from *Ultimate Campaign*, your followers may generate Influence or Magic capital in place of earning gold, with 15 gp equalling 1 Influence

or 50 gp equaling 1 Magic. Use your Diplomacy modifier for making the earnings checks. This stacks with capital gains from other talents.

LABORERS (FOLLOWERS)

You can direct your followers to fortify a campsite. Doing so takes 1 hour. Your followers may use your ranks in Diplomacy plus your practitioner ability modifier in place of Perception checks to keep watch over the camp and any intruders must contend with a 5 foot wide by 5 foot deep ditch and 5 foot wide by 5 foot high berm surrounding the camp. At 5 ranks in Diplomacy and every 5 ranks thereafter, the width and depth of the ditch and the width and height of the berm may be increased by 5 feet.

If using the Kingdom Building rules from *Ultimate Campaign*, your followers reduce the cost of constructing one improvement or building or demolishing one building by one build point each kingdom turn. This cannot reduce the cost below 0 build points. At 5 ranks in Diplomacy and every 5 ranks thereafter, they may reduce the cost by another one build point. This reduction may be applied to the same or different buildings and improvements.

If using the Downtime rules from *Ultimate Campaign*, your followers may reduce the Labor capital cost of one downtime activity by 1 each day, to a minimum of 0. For every 4 ranks in Diplomacy, this reduction is increased by 1. This reduction may be applied to one activity or spread across several.

MANAGER (FOLLOWERS)*

Your followers can supply a manager for one business you own. This manager requires no additional pay and may make any required skill checks using your Diplomacy bonus in place of the normal check. At 5 ranks in Diplomacy and every 5 ranks thereafter, you can provide a manager for 1 additional business.

If you possess the Messengers talent, the manager can contact you via messengers.

**This talent uses the downtime rules found in Ultimate Campaign.*

MERCHANTS (FOLLOWERS)

Your followers includes merchants that can trade with you. Treat your followers as a settlement with a size according to your ranks in Diplomacy per Table: Merchant Equivalent Settlement Size to determine what items can be purchased and sold. Note that if a roll for availability determines that a given item is not available, another roll for that item cannot be attempted until having passed

a settlement, traveling merchants, or other potential source of resupply.

Additionally, when in a settlement, your followers collectively make Profession checks using your Diplomacy modifier, earning you the check result in gold pieces each week. This stacks with earnings from other talents.

Any Appraise checks made while with the followers automatically gain a +2 circumstance bonus from the merchants' aid. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

If using the Downtime rules from *Ultimate Campaign*, your followers may generate Goods or Influence capital in place of earning gold, with 10 gp equaling 1 Good or 15 gp equaling 1 Influence. Use your Diplomacy modifier for making the earnings checks. This stacks with capital gains from other talents.

Table: Merchant Equivalent Settlement Size

Diplomacy Ranks	Effective Settlement Size	Base Value
1	Hamlet	200 gp
3	Village	500 gp
6	Small town	1,000 gp
9	Large town	2,000 gp
12	Small city	4,000 gp
15	Large city	8,000 gp
18	Metropolis	16,000 gp

Settlement Base Value

The base value of a settlement is used to determine what magic items may easily be purchased there. There is a 75% chance that any item of that value or lower can be found for sale in the settlement with little effort.

MESSENGERS (FOLLOWERS)

Your followers can quickly deliver messages via rider, messenger bird, and other means as appropriate to the setting. While with your followers, you may send written messages and items not exceeding 10 lbs. per rank in Diplomacy to any place reachable by normal travel (not requiring the casting of magical effects) at a base overland speed of 60 miles per day, increasing by 10 miles at 4 ranks in Diplomacy and every 4 ranks thereafter.

Messengers can also be used to deliver items to and retrieve them from your followers or *caravan* while adventuring, though as normal for followers they won't go anywhere apparently dangerous. A messenger may be summoned by messenger bird, whistle, or, if possessed, magical means.

If you possess the Merchants talent, whenever you fail an item availability roll, you can send messengers to obtain the item in nearby settlements. Roll for the availability of the item in the nearest settlement, rolling again for each successively further settlement until the item is available. You may obtain the item in a number of days based on the overland speed of your messengers and the distance to the settlement.

MILITARY TRAINING

You gain 5 ranks in the Profession (soldier) skill, plus 5 ranks per additional talent spent in the Leadership sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Profession (soldier) skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

MYSTIC CRAFTSMAN (FOLLOWERS)

Your followers may craft magic items using your skill ranks, feats, and other abilities, even in your absence, allowing 8 hours of progress to be made each day in addition to any time spent by you or your allies. This does not increase the number of magic items that may be crafted at one time nor in one day. An allied PC may share his skills, feats, and abilities in place of yours, but all checks to craft the item take a -2 penalty.

Any allied PC crafting a magic item automatically gain a +2 circumstance bonus to skill checks made as part of the crafting from the crafters' aid. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

If you possess the Merchant's talent, treat your followers' base value as one step higher (if you have 18 ranks or more in Diplomacy, double the base value).

If you possess the (cohort) package, your cohort's starting weapons count as magic for the purpose of bypassing damage reduction. If you also possess the Smithy talent, the cohort's starting weapons and armor become +1 at 7 ranks in Diplomacy and +2 at 14 ranks in Diplomacy. This does not affect any additional weapons and armor you give them.

If using the Downtime rules from *Ultimate Campaign*, your followers may generate Magic capital in place of earning gold, with 50 gp equaling 1 Magic. Use your Diplomacy

modifier for making the earnings checks. This stacks with capital gains from other talents.

OPENING MANEUVER (COHORT)

Once per round, when one of your cohorts succeeds on a combat maneuver, the target provokes an attack of opportunity from you.

OPPORTUNISTIC TEAMWORK (COHORT)

While within the threatened area of a cohort, when you or the cohort performs a combat maneuver, the other may make an aid another check to boost the combat maneuver check as an immediate action.

PACK TACTICS (COHORT)

Whenever one or more of your cohorts within close range (25 feet + 5 feet per 2 ranks in Diplomacy) of you flanks an enemy with you or another of your cohorts, you may increase the bonus from flanking by +2. This bonus increases by +1 for each cohort that threatens the enemy, to a maximum of +1 per 4 ranks in Diplomacy. **Associated Feat:** Outflank.

PRACTICED TEAMWORK (COHORT)

Any time you use the aid another action to benefit a cohort or a cohort uses the aid another action to benefit you, the aid another bonus increases by 1 plus 1 per 7 ranks in Diplomacy that you possess.

RANGERS (FOLLOWERS)

You add your practitioner ability modifier to the Survival check your *caravan* makes to subsist in the wilderness. You may increase your overland travel speed with your *caravan* to 6 miles per hour and can travel 64 miles a day. Instead of increasing your speed, you can have your followers map the surrounding area, allowing them to map a 6 mile hex you pass through each day. This improves by one additional hex for every 3 ranks in Diplomacy you possess.

Your followers may find and capture animals as well. Your followers can supply 1 Hit Die of creatures of the animal type per rank in Diplomacy each day, though are limited to animals present in their surroundings. They may assist a PC that attempts to *tame* (as the Beastmastery sphere) one of these creatures, reducing the time required to 1 hour.

Any Handle Animal and Survival checks made while with the followers automatically gain a +2 circumstance bonus from the rangers' aid. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

If using the Downtime rules from *Ultimate Campaign*, your followers may generate Goods capital in place of earning gold, with 10 gp equaling 1 Good. Use your Diplomacy modifier for making the earnings checks. This stacks with capital gains from other talents.

SCHOLARS (FOLLOWERS)

Some of your followers are well-versed in lore and arcane studies. Any allied creature may treat the followers as an extensive library for the purpose of researching knowledge checks (normally requiring 1d4 hours).

Scholars can identify magic items with a Spellcraft check of 15 + your ranks in Diplomacy.

Any Knowledge, Linguistics, Spellcraft, or Use Magic Device checks made while with the followers automatically gain a +2 circumstance bonus from the scholars' aid. This bonus increases by +1 for every 8 ranks in Diplomacy that you possess.

If you possess the Merchants talent, you gain a 25% discount on scrolls purchased from the *caravan*.

If using the Downtime rules from *Ultimate Campaign*, your followers may generate Magic capital in place of earning gold, with 50 gp equaling 1 Magic. Use your Diplomacy modifier for making the earnings checks. This stacks with capital gains from other talents.

SQUAD (COHORT)

You may *recruit* a troop in place of a single creature. Use the base statistics of a cohort, but apply the troop subtype (see Section 9: Appendix). Your troop does one die of damage, increasing by one die at 3 ranks in Diplomacy and again every 3 ranks thereafter. This damage becomes magical when you reach 5 ranks in Diplomacy. Once per turn, a single creature that receives this troop damage or the damage from a special ability granted by the squad's profession may be affected as if the damage was an attack action for the purpose of sphere effects that apply to or modify attack actions. If a Leadership sphere talent would grant a cohort an attack, the squad may inflict its troop damage on all creatures within its reach. Unlike normal troops, a cohort troop must spend a standard action to inflict its troop damage. Troop damage is normally only inflicted with melee attacks, though some professions give special abilities that have range. Effects that restore hit points to a single creature may target the troop, but have all healing reduced to 1/4 its normal amount (minimum 1); if the effect targets multiple creatures, the healing is instead reduced to 1/2 (minimum 1). Effects that heal in an area of effect grant 1.5 times their normal healing. A cohort troop may be given improved gear, though any change requires at least 10 pieces of identical equipment.

The squad gains abilities based on profession:

Student: 1d6 troop damage, with the bomb special ability.

Bomb: as a standard action, deal 1d6 + 1d6 per three levels acid or fire (chosen at the time of use) damage to a 10 foot radius + 5 feet per 5 ranks in Diplomacy inside a 30 foot range +5 feet per 5 ranks in Diplomacy, Reflex save against your sphere DC for half.

Thief: 1d8 troop damage, with the low blow special ability.

Low Blow: Creatures that take damage from must succeed on a Reflex save against your sphere DC or be staggered until the end of their next turn.

Warrior: 1d10 troop damage, with the batter special ability.

Batter: Creatures that take damage from the troop are battered until the end of the troop's next turn.

Woodsman: 1d6 troop damage, with the volley special ability.

Volley: as a standard action, deal 1d6 + 1d6 per three levels piercing damage to a 10 foot radius + 5 feet per 5 ranks in Diplomacy inside a 100 foot range, Reflex save against your sphere DC for half.

If you possess the Healers talent, your troop cohort may restore 1d6 hit points per two Hit Dice it possesses (minimum 1d6) to itself a number of times per day equal to your practitioner ability modifier with 1 minute worth of effort.

If you possess the Messengers talent, you may dispatch up to 2 messengers at a given time from a troop cohort.

TALENTED (COHORT)

Choose one cohort. That cohort gains an additional combat talent. You may take this talent more than once; each time one cohort gains another talent. If the chosen cohort dies or leaves your service, you may retrain the selection made to grant a talent to another cohort at no cost as part of *recruiting* a new cohort (if applying to a new cohort) or with 1 hour of training per talent (if applying to an existing cohort).

TEAM LOOKOUT (COHORT)

When within close range (25 feet + 5 feet per 2 ranks in Diplomacy) of any cohort, when making a Perception check, you and the cohorts may share the result of the check of the creature with the highest result.

Section 4

LEGENDARY TALENTS

LEADERSHIP SPHERE LEGENDARY TALENTS

ADVANCED COHORTS (COHORTS)

Prerequisites: Leadership sphere, (cohort) package, Diplomacy 5 ranks.

You may *recruit* intelligent (Int greater than 2) creatures of any type into your service, though creatures of a different type impose a +10 increase to their *recruit* DC. Creatures so *recruited* use their normal statistics and equipment. Unlike normal cohorts, advanced cohorts that are not of normal player races are unlikely to be found in settlements, though may be encountered over the course of the campaign; finding a particular creature may require a separate adventure to seek out and ally yourself with them. Monstrous creatures often have very different perspectives and goals than common adventurers, so may be even more likely to have the cohort relationship be transitory. Creatures *recruited* with this talent cannot have a CR greater than half your ranks in Diplomacy (round down as usual). Use the minimum required Diplomacy ranks to *recruit* such a creature in place of its Hit Dice for determining the number of Hit Dice required from your Hit Dice pool. Advanced cohorts start with whatever gear is appropriate per their creature entry or situation. As usual, the cohort must be compensated for any equipment that is lost. Equipment you provide to an advanced cohort is not factored into their CR calculation.

Creatures that advance by class levels may advance as a cohort, using cohort professions, whenever a cohort

would normally be allowed to gain Hit Dice. Otherwise, they may advance by class, using their new CR to determine equivalent Hit Dice. Treat such a creature's Hit Dice as equal to its CR x 2 + the number of cohort Hit Dice added to it for the purpose of determining the number of Hit Dice required from your Hit Dice pool. Creatures that advance by Hit Dice may do so whenever the cohort would normally be allowed to advance, but cannot exceed the normal limits on effective Hit Dice.

Intelligent creatures that you create, such as via the Bestow Life advanced talent of the Enhancement sphere or the Greater Undead advanced talent of the Death sphere, are usually willing to serve as advanced cohorts, removing the +10 DC increase for having a different type.

AIR TRAVEL (FOLLOWERS)

Prerequisites: Leadership sphere, (followers) package, Diplomacy 10 ranks.

Your *caravan* is equipped with flying beasts, airships, arcane levitation, or other means of reliable overland flight. Terrain and ground obstacles do not hinder your *caravan's* speed.

Special: The prerequisite ranks in Diplomacy may be reduced based on how common flight is in the setting. In the Skybourne setting, for example, flight is common and airships are ubiquitous, so the Diplomacy prerequisite can be ignored entirely.

BRAINWASH (COHORT)

Prerequisites: Leadership sphere, (cohort) package.

You may choose to have the exposure to your latent mind affecting abilities permanently bent your cohorts to your

will. When you *recruit* a cohort, you may choose to affect it with this talent. Affected cohorts will obey harmful and even suicidal orders. Additionally, due to your mental influence, the DC of your *recruit* ability no longer suffers an increase for cohorts having died when applying this talent. This is a supernatural, mind-affecting ability. Cohorts (such as those gained from the Advanced Cohorts legendary talent) that are immune to such effects may not be targeted with this talent.

CONSTRUCTOR (COHORT)

Prerequisites: Leadership sphere, (cohort) package.

You may *recruit* cohorts with the construct type, building and animating them with the scientific application of magic. Such cohorts are built as normal cohort, but are Small or Medium creatures with the construct type and no racial abilities. Small constructs take a -2 penalty to Strength and gain a +2 racial bonus to Dexterity. Such cohorts are mindless, gaining no skill points, and must have the warrior or woodsman profession. Mindless cohorts still gain skill ranks from spheres that grant them and may use these skills normally. Despite being constructs, these cohorts retain their Constitution score for the purpose of determining hit points and do not gain bonus hit points for size, though are still destroyed at 0 hit points. This effective Constitution may be modified by magic items that grant a continuous bonus, but not by any other effect. They do not gain feats, but may take a combat talent any time they would have gained a feat. Mindless cohorts of the construct type will obey harmful and even suicidal orders. You take no penalties to your *recruit* checks for the destruction of construct cohorts. When using this ability you may choose the number of Hit Dice the construct has. No Diplomacy check is required to *recruit* creatures in this way.

You may take this talent a second time; doing so allows you to create construct cohorts with their normal Intelligence scores, gaining feats and skills normally. These cohorts may be of any profession and gain Craft and Profession as class skills.

CONTRACTORS (COHORT)

Prerequisites: Leadership sphere, (cohort) package, Diplomacy 5 ranks.

You can seek out powerful individuals to serve you, for a price. The time required to find and negotiate with a given creature will vary depending on the creature's location, whether you are looking for a specific individual, and other factors, meaning that the time is determined by the GM. Normal rates are 10 gp per Hit Die per day for traveling or non-hazardous tasks, while dangerous tasks, such as aiding you in combat or accompanying you

into hazardous locations, this price can increase to 100 to 1,000 gp per Hit Die per day. Creatures so hired count as cohorts for activating and benefiting from (cohort) talents. Creatures hired with this ability do not count against the number of Hit Dice of cohorts you may have *recruited* at one time.

Payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to a quest on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. Creatures with no racial Hit Dice and only NPC class levels usually can be hired for half of the price of others.

Few, if any, creatures will accept a task that seems suicidal. However, at the GM's discretion, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.



DRAFT

Prerequisites: Leadership sphere, Diplomacy 5 ranks.

You may expend martial focus as a standard action to force a creature which you can *recruit* within close range (25 feet + 5 feet per 2 base attack bonus) to make a Will save or have its attitude improved to helpful and serve you as a cohort for 1 minute per rank in Diplomacy you possess. Creatures not of the humanoid type gain a +2 bonus on their Will saves. Once a creature saves successfully against your use of this ability, it is immune to further uses of this ability by you for 24 hours. When the duration of the *recruit* effect ends, the creature returns to its previous disposition, modified by any other effects that would have altered it in the meantime. Attempting to make the creature perform an obviously suicidal action automatically releases it, even if you possess the Brainwash legendary talent. This is a supernatural, mind-affecting ability.

FORM ARMY

Prerequisites: Leadership sphere, (follower) package, Diplomacy 5 ranks.

Once per kingdom turn, you may form an army. This army has an ACR equal to your ranks in Diplomacy - 2 and has a racial composition similar to your followers. Forming this army costs 0 build points and it has a consumption of 0. This army gains a +4 bonus on morale checks when you are acting as its commander. This talent may only grant you a single army at a time; using it again causes any previously raised armies to disperse. The army comes equipped with basic melee weapons; other resources may be purchased normally.

MAGIC COHORT

Prerequisites: Leadership sphere, (cohort) package.

You may *recruit* cohorts with the following professions:

ACOLYTE

Hit Dice d6; **Saves** Fort (good), Ref (bad), Will (good); **Ability Scores** Str 11, Dex 12, Con 13, Int 10, Wis 16, Cha 8; **Casting Ability Modifier** Wis; **Skill Points per Hit Die** 4; **Class Skills** Diplomacy, Heal, Knowledge (nobility), Knowledge (religion), Knowledge (planes), Sense Motive

MAGE

Hit Dice d6; **Saves** Fort (bad), Ref (good), Will (good); **Ability Scores** Str 11, Dex 12, Con 13, Int 16, Wis 8, Cha 10; **Casting Ability Modifier** Int; **Skill Points per Hit Die** 2; **Class Skills** Appraise, Knowledge (all), Spellcraft

PACT-BOUND

Hit Dice d6; **Saves** Fort (good), Ref (bad), Will (good); **Ability Scores** Str 11, Dex 12, Con 13, Int 10, Wis 8, Cha 16; **Casting Ability Modifier** Cha; **Skill Points per Hit Die** 4; **Class Skills** Bluff, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (planes), Use Magic Device

All professions gain the following starting equipment:

Starting Equipment*

Any focus or spell components pouch required by casting tradition, a simple melee or ranged weapon with 20 pieces ammunition*

**Combined value less than 100 gp total.*

These professions gain a casting tradition in place of their martial tradition and have the casting class feature, gaining the 2 bonus talents and caster levels equal to 1/2 of their Hit Dice. They gain a spell pool equal to their Hit Dice plus their casting ability modifier, with additional from their tradition if applicable. They gain magic talents in place of combat talents from their Hit Dice. Their base attack bonus is reduced to be equal to half their Hit Dice.

If you possess the Squad talent, you may form a troop, using 1d4 troop damage and the following abilities based on feats and spheres possessed:

Channel (requires Spell Attack feat*): May add the effect of one sphere effect the cohort possesses that is compatible with Spell Attack to one creature that takes swarm damage. This does not provoke an attack of opportunity.

Healing (requires cure): May spend a spell point as a swift action to grant itself fast healing equal to its Hit Dice for 1 minute. This reflects a few members of the troop healing others without otherwise interrupting combat activities.

Spell Bombardment (requires destructive blast): May deal troop damage using 1d6 damage dice to a 10 foot radius + 5 feet per 5 ranks in Diplomacy within destructive blast range, modifying the damage die and applying the additional effects of one (blast type) talent the troop possesses.

**Champions of the Spheres*

MASTER OF THE DEAD (COHORT)

Prerequisites: Leadership sphere, (cohort) package.

You may *recruit* cohorts with the undead type, finding and reanimating dead bodies with arcane rituals. Such cohorts are built normally, including racial selection, but

have the undead type, and gain +1 natural armor and either DR5/bludgeoning or DR/5/slashing. Such cohorts are mindless, gaining no skill points, and must have the warrior or woodsman profession. Mindless cohorts still gain skill ranks from spheres that grant them and may use these skills normally. They do not gain feats, but may take a combat talent any time they would have gained a feat. As undead, the cohort have no Constitution score (Con (-)) and determine their hit points using their Charisma score. Any creature or a race normally suitable to be a cohort may be *recruited* when using this ability and you may choose the number of Hit Dice the reanimated creature has. Mindless cohorts of the undead type will obey harmful and even suicidal orders. You take no penalties to your *recruit* checks for the destruction of undead cohorts. No Diplomacy check is required to *recruit* creatures in this way.

You may take this talent a second time; doing so allows you to create undead cohorts with their normal Intelligence scores, gaining feats and skills normally. These cohorts may be of any profession.

PLANISPHERE

Prerequisites: Leadership sphere, (followers) package, Air Travel, Teleportation, Diplomacy 15 ranks.

Your followers are equipped for planar travel. While with your *caravan*, you and a number of allies equal to your Diplomacy modifier may ignore negative planar traits. Your *caravan* can meet you in any location on any plane within 1d4 days. This does not grant the *caravan* the ability to travel into dangerous places, though the effects of dangerous planes are ignored when determining where they can travel. Once per day, you and your allies can be carried to another plane by your *caravan*, arriving between 5 and 500 miles from a chosen destination. This requires 1d4 hours.

If you possess the Messengers talent, your messengers can reach any location on any plane and return within 1d4 days. If you possess both Messengers and Merchants, your messengers can be sent to obtain items from anywhere in the planes. You do not need to roll for availability; if it is available for purchase anywhere in the planes it will be bought and brought to you.

TELEPORTATION

Prerequisites: Leadership sphere, (followers) package, Diplomacy 13 ranks.

Your followers are capable of performing rituals, borrowing spell-casting services, walking fairy-roads, and other methods of rapid, long-distance travel. Your *caravan* can meet you anywhere on the same plane within 1d4 days, regardless of distance. Once per day, you and your allies can be carried to another location on your current plane by your *caravan*, arriving 2d20 miles from a chosen destination. This requires 1d4 hours. This does not grant the *caravan* the ability to travel into dangerous places.

If you possess the Messengers talent, your messengers can reach any location on the same plane and return within 1d4 days. If you possess both Messengers and Merchants, your messengers can be sent to obtain items from anywhere on the plane. You do not need to roll for availability; if it is available for purchase anywhere on the plane it will be bought and brought to you.

Section 5

PLAYER OPTIONS

ALTERNATE RACIAL ABILITIES

Aasimar - Shining Captain

Many aasimar are looked on by others favorably due to their celestial nature. Some learn to capitalize on this tendency, easily gathering others to their cause. They gain the Leadership sphere as a bonus combat talent. This replaces skilled and spell-like ability.

Dhampir - Fell Master

Embracing their affinity for the control of mindless undead servitors, some dhampir becomes fearsome generals of reanimated legions, either for their own ends or in the service of their vampiric forebears. They gain the Leadership sphere as a bonus combat talent, taking the (cohort) package. They gain the Undead Servants drawback, granting the Master of the Dead legendary talent normally. This replaces manipulative and spell-like abilities.

Dwarf or Gnome - Minion Builder

Obsessive tinkering with artificial servants leaves little time for stoking the fires or old enmities in some dwarves and gnomes. They gain the Leadership sphere as a bonus combat talent, taking the (cohort) package. They gain the Construct Controller drawback, granting the Constructor legendary talent normally. For dwarves, this replaces defensive training, greed, and hatred. For gnomes, this replaces defensive training, hatred, and obsessive.

Half-orc - Fearsome Leader

A half-orc's intimidating nature can be leveraged into building a following, others afraid to cross them. These half-orcs gain the Leadership sphere as a bonus combat talent, gaining the Dread Master drawback. This replaces intimidating and orc ferocity.

Hobgoblin - Natural Leader

Some hobgoblins show leadership ability from a young age, becoming leaders of warbands and tribes as naturally as breathing. They gain the Leadership sphere as a bonus combat talent. This replaces sneaky.

Tiefling - Insidious Whisperer

Some tieflings, possessed of unnatural charm and skilled in deception, are adept and gaining a following. They gain the Leadership sphere as a bonus combat talent, gaining the Cult Leader drawback. This replaces skilled and spell-like ability.

DRAWBACKS

Construct Controller

Requires (cohort) package. You cannot *recruit* living cohorts. You must choose the Constructor talent with the bonus talent gained from this drawback and may only *recruit* cohorts with the construct type. Whenever this sphere uses or grants ranks in Diplomacy or calls for a Diplomacy check, you instead gain ranks in Knowledge (engineering) or make a Knowledge (engineering) check. You use Knowledge (engineering) ranks in place of Diplomacy ranks for prerequisites for feats and talents that require the Leadership sphere.

If you possess the (followers) package, your followers are constructs. They require no supplies, but also do not gather supplies for you.

Cult Leader

Whenever this sphere uses or grants ranks in Diplomacy or calls for a Diplomacy check, you instead gain ranks in Bluff or make a Bluff check. This drawback does not grant a bonus talent; removing this drawback does not require spending a talent, but requires GM permission. You use Bluff ranks in place of Diplomacy ranks for prerequisites for feats and talents that require the Leadership sphere.

If you possess both the Leadership and Fencing spheres, you gain a competence bonus on Bluff checks equal to half your base attack bonus instead of retraining the ranks a second time.

Dread Master

Whenever this sphere uses or grants ranks in Diplomacy or calls for a Diplomacy check, you instead gain ranks in Intimidate or make an Intimidate check. This drawback does not grant a bonus talent; removing this drawback does not require spending a talent, but requires GM permission. You use Intimidate ranks in place of Diplomacy ranks for prerequisites for feats and talents that require the Leadership sphere.

If you possess both the Leadership and Gladiator spheres, you gain a competence bonus on Intimidate checks equal to half your base attack bonus instead of retraining the ranks a second time.

Mind Bender

Requires (cohort) package. Your *recruit* ability relies on subconsciously mystical mental manipulation. Your cohorts are considered to be under a magical (charm) effect with a caster level equal to your Hit Dice and a magic skill defense equal to 11 + your ranks in Diplomacy. Any effect that would suppress or dispel such an effect releases a cohort from your influence. Creatures so released are hostile toward you. You must choose the Brainwash talent with the bonus talent gained from this drawback and must apply it to all creatures you *recruit*.

Sedentary

Requires (followers) package. You gain the Base of Operations talent as the bonus talent for this drawback. You do not gain a group of followers other than via that talent, so your followers cannot form a *caravan*.

Squad Leader

Requires (cohort) package. You may only *recruit* troops, not individual cohorts. You must choose the Squad talent as the bonus talent gained from this drawback.

Undead Servants

Requires (cohort) package. You cannot *recruit* living cohorts. You must choose the Master of the Dead as the bonus talent gained from this drawback and may only *recruit* cohorts of the undead type. Whenever this sphere uses or grants ranks in Diplomacy or calls for a Diplomacy check, you instead gain ranks in Knowledge (religion) or make a Knowledge (religion) check. You use Knowledge (religion) ranks



in place of Diplomacy ranks for prerequisites for feats and talents that require the Leadership sphere.

If you possess the (followers) package, your followers are undead. They require no supplies, but also do not gather supplies for you. Your followers will be unwelcome in many settlements.

FEATS

Note: Champion feats focus on blending *Spheres of Power* and *Spheres of Might* together in various ways. Champion feats were introduced in *Champions of the Spheres*.

ARCANE OPENING (CHAMPION)

Prerequisites: Casting and either Leadership sphere and Cohort Attack or Beastmastery sphere and Coordinated Attack.

When dealing damage with a sphere effect or when a hostile creature fails a saving throw against a sphere effect that you cast with a casting time of at least 1 standard action, you may treat that sphere effect as an attack action for the purpose of using Cohort Attack or Coordinated Attack.

EMOTIONAL CONDUIT

Prerequisites: Leadership sphere, (cohort) package, emotion class feature.

As a joint action, you may channel your emotion class feature through one of your cohorts within medium range (100 feet + 10 feet per class level in the class that grants the emotion class feature), treating it as the origin for the effect but using your save DC, durations, and other parameters. Any required attack roll is resolved with the cohort's base attack bonus, attributes, and other attack roll modifiers.

HARMONY

Prerequisites: Leadership sphere, (cohort) package, bard song or raging song class feature.

When you begin a bard song or raging song, you may pass it off to a cohort within 30 feet as a free action. The cohort may maintain the performance as a standard action each round, spending your rounds of performance normally to do so. You may initiate a performance while another one is being maintained by your cohort, though multiple instances of the same performance do not stack.

MASTER NECROTURGE (CHAMPION)

Prerequisites: Leadership sphere, (cohort) package, Master of the Dead, Death sphere, reanimate.

When creating an undead cohort via *recruit*, you may choose to have it count as a controlled undead that you created for the purpose of Death sphere abilities and effects.

Additionally, mindless undead that you reanimate may count as cohorts for using Leadership talents.

An undead creature *recruited* or reanimated benefiting from this ability counts its Hit Dice against both your *recruit* and your reanimate Hit Dice limits.

If you possess the Greater Undead advanced talent of the Death sphere, when *recruiting* undead cohorts, you may create them with the normal Intelligence score for a cohort, so they are not mindless, allowing them to gain skills and feats normally. Such cohorts may be of any profession.

MIXED COORDINATOR (COMBAT)

Prerequisites: Beastmastery sphere, (handle animal) package, Leadership sphere, (cohort) package.

When you tame a creature or *recruit* a cohort, you may choose to have its Hit Dice count against both your tame and *recruit* limits. When doing so, the creature counts as both an animal ally and a cohort for the purpose of talents that grant actions to or are triggered by cohorts and animal allies.

SHARED RAGE (COMBAT)

Prerequisites: Leadership sphere, (cohort) package, rage or bloodrage class feature.

When you activate your rage, you may extend its benefits and penalties to one cohort within 30 feet as a swift action. The cohort spends rage rounds from your pool. The cohort may end its rage at will, suffering the normal penalties for doing so. The cohort need not remain within range to maintain this rage. You may share rage with more than one cohort; each requires a separate swift action and each spend one round from your rage rounds each round.

TRADITIONS

MARTIAL TRADITIONS

COMMANDO

Specialists that lead small groups in stealthy raids and sabotage.

Bonus Talents

Equipment: Rogue Weapon Training
Leadership sphere (cohort) package
Scout sphere

Variable: Commandos gain a bonus talent from either the Equipment or Scout spheres.

NOBLE

Born to privilege and gifted with the time to pursue the art of personal combat.

Bonus Talents

Equipment: Duellist Training, Finesse Fighting
Leadership sphere (follower) package

Variable: Nobles gain a bonus talent from either the Duellist or Leadership spheres.

SERGEANT

Trained in leading a group of men into battle, sergeants are adept at commanding their men to act as a unit.

Bonus Talents

Leadership sphere (squad leader drawback) (cohort) package, Squad
Warleader sphere

Variable: Sergeants gain two talents from the Equipment sphere.

UNIFIED TRADITIONS

NECROTURGE

Gifted in the creation and control of the undead, necroturges can be powerful allies, though are seldom trusted by the people at large.

Martial Training

Equipment: any two talents
Leadership sphere (cohort package), Master of the Dead talent
Master Necroturge feat

Bonus Magic Talents

Death sphere

Empowered Reanimate

Drawbacks: Somatic Casting, Magical Signs (shadowy spirits surrounding and delivering or directing effects), Undead Servants (Leadership)

Boons: Deathful Magic

Unified Traditions

Casting traditions are a great way to customize a caster's history, style, and build. Martial traditions fulfill a similar role for martial characters. However, choosing one of each, particularly finding ones that combine well and aid in creating a unified character concept, can be a daunting task. To help with this process, we present to you a series of unified traditions, presented below.

Unified traditions are not a new concept, but are rather a series of pre-determined martial/casting tradition hybrids, which may be used completely as-is, or may be customized to suit a player's needs. As unified traditions are player seeds, they not only include a martial tradition and casting tradition, but also include the caster's two bonus magic talents. A character who gains a unified tradition can not gain a martial tradition, can only choose a new casting tradition when gaining their first level in a new casting class as described in *Spheres of Power*, and does not gain two bonus magic talents (since these are included in the unified tradition).

Some unified traditions include variant versions, where a multitude of talents are traded out to create a slightly different concept, not unlike how an archetype is a variant on a class. When selecting a variant for a unified tradition, the tradition's usual talents are replaced by those detailed under the variant. Sections marked "variable" allow the character to select between different talents.

TRAITS

Bountiful Charm (social): You have always had a way with people. Diplomacy is a class skill for you and you gain a +2 trait bonus on Diplomacy checks to *recruit* cohorts.

Adaptation note: If you intend to take a drawback that changes the skill used for the *recruit* ability, this trait may be applied to that skill instead.

Reassuring Liar (social): You reduce the DC increase for a dead cohort by 2 and double the rate this penalty is reduced.

Section 6

EQUIPMENT

FOLLOWER CONTRACTS

Follower contracts are a new type of item, allowing a character to hire creatures for a short-term basis to fill positions and provide services as if they were Leadership sphere followers. Buying a contract is as simple as finding a suitable place, such as a guild hall, academy, or tavern, depending on the followers to be hired, and paying the price.

The price of a contract is determined by the number of followers hired, their skills, and the length of the contract. The base price of a follower contract is 25 gp x Diplomacy ranks x complexity x length of contract in weeks. The Diplomacy ranks determines the number and effectiveness of the followers as per the (followers) package. The complexity starts at 1 and is increased by 1 for each (followers) talent you add to the contract, hiring individuals with specific skills.

Contracted followers are less loyal than those you gain based on your own merits; if dispersed while traveling they will not reform unless you increase the complexity of the contract by 1.

You may spend extra time bargaining and convincing people into signing your contract; this requires 8 hours per 1,000 gp of the contract (minimum 8 hours). At the end of this time, you make a Diplomacy check with a DC equal to 10 + the Diplomacy ranks + the complexity of the contract. If successful, the contract's cost is reduced by half.

MAGIC ITEMS

SPECIFIC ITEMS

COLLAR OF IMPRESSMENT

Aura faint Mind; **Caster Level** 5th

Slot neck; **Price** 20,000 gp; **Weight** 1 lb.

Description

This collar was originally a mistake, an attempt at boosting morale that resulted in cursed mind-control. Those without scruples found uses for such a thing, and the *collar of impressment* was copied and refined into its current form.

A *collar of impressment* may be attuned to a creature that possesses the Leadership sphere as a standard action. Once attuned, any creature that dons it must immediately succeed on a Will save against the attuned creature's Leadership DC or be forced to serve the attuned creature as a cohort per the *recruit* ability. This collar may be placed on a pinned creature with a successful grapple check. Otherwise the creature must be willing or helpless. The attuned creature must have sufficient *recruit* Hit Dice available (releasing others as normal to make room if desired) and cannot *recruit* a creature with more Hit Dice than his own. If the attuned creature cannot *recruit* the wearer, the collar can be removed. Otherwise, the collar acts as a cursed item and can only be removed by methods that remove cursed items. If the wearer succeeds on their saving throw, they must make a new saving throw every 24 hours until the collar is removed. Creatures *recruited* by this item serve the attuned creature loyally for as long as the collar is worn, but receive a new Will save if

ordered to do anything suicidal or fundamentally against their nature. This is a mind-affecting compulsion effect.

Construction Requirements

Forge Ring, Mind sphere and Command or Leadership sphere and Draft; **Cost** 10,000 gp

DRAGON'S TOOTH

Aura faint Creation; **Caster Level** 1st

Slot none; **Price** 500 gp; **Weight** 1 lb.

Description

The origin of these items are shrouded in myth, tales of warriors springing from the ground were the teeth of a dragon are sown. You may place one of these teeth on a flat surface as a standard action; at the start of your next turn, it becomes a warrior cohort with 1 Hit Die. This is an instantaneous effect that destroys the item. You may *recruit* this warrior as a free action. If not *recruited* by the end of your next turn, it becomes hostile. The cohort has no recollection of any past prior to the item being activated. The cohort's race and tradition are determined when the item is created.

More powerful *dragon's teeth* may be created, costing 500 gp per Hit Die of the cohort.

Construction Requirements

Craft Wondrous Item, Leadership sphere; **Cost** 250 gp

MESSENGER WHISTLE

Aura faint Mind; **Caster Level** 3rd

Slot neck; **Price** 5,000 gp; **Weight** -

Description

This golden whistle is finely crafted and includes a chain for wearing it around one's neck, but produces no audible note. A creature that possesses the Messengers talent may attune this item by wearing it for 8 hours. Afterwards, any time it is blown as a move action, any messengers serving that creature can perceive it if they are within 1 mile. No information is inherently conveyed, but codes may be established to convey particular orders.

Construction Requirements

Forge Ring, Mind sphere and Project Thoughts; **Cost** 2,500 gp



Section 7

TOOLBOX

ALTERNATE RULES

PARTY FOLLOWERS

In some games, especially those focused on a traveling group larger than a normal adventuring party, rather than have one player shoulder the burden of spending character resources to have a group of followers and cohorts, the party as a whole could be allowed to gain talents. This could be done in various ways, such as allowing each PC to contribute talents into a group pool. One 'leader' would take the base sphere and benefit from the bonus skill ranks, while others could add additional talents, reflecting the cohorts and followers they attract with their skills. Anyone who possesses a (cohort) talent would be able to use it with any of the shared party cohorts.

Alternatively, the base sphere could simply be granted to the group, with bonus skill ranks removed, then additional talents granted at appropriate intervals based on level, achievement, or wealth (either accumulated or spent). This can be used to reflect being part of a mercenary company, trading *caravan*, or other group.

APPENDIX

TROOP SUBTYPE

The troop subtype represents an organized group of trained soldiers that act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large

groups of Tiny or smaller creatures should use the normal swarm rules.

Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack.

All troops gain the following traits.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. A troop makes saving throws as a single creature. A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shape-able, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures. The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

A troop is never staggered or reduced to a dying state by damage.

Immunity to being Tripped or Bull Rushed: A troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.

Immunity to Single Target Spells: A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate and multiple target spells such as haste), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as fireball or mass hold monster).

Vulnerable to Area Effect Spells: A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice. Unless stated otherwise, a troop's attacks are non-magical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.

Chaos of Combat: Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

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