# Childhood Adventues





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## Childhood Advantes

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#### A Foreward on Young Gamers

Oftentimes we see a roleplaying product like Childhood ADVENTURES and assume that its themed entirely around adjusting the PATHFINDER ROLEPLAYING GAME for young players and GMs. There are plenty of books that do this, such as Young CHARACTER OPTIONS by the Four Horseman and Rogue Genius Games, as well as virtually everything published by Playground Adventures. While Childhood Adventures has themes, mechanics, and options that lend themselves to the imagination and needs of younger gamers, they aren't the only focus here. Sections of this product are geared to help adults properly roleplay young characters, and some essays and options have a darker, more adult edge to reflect this. When deciding whether an option from this book is appropriate for a young gamer, use your best judgment, and always consult the young gamer's primary guardian for his or her consent for any decisions regarding that child's gaming experience.

-Alexander Augunas

#### Contents

The following sections appear in Childhood Adventures.

**Rules Systems**: This chapter focuses on enhancing the gameplay experience of young characters by providing rules centered around aging and growth, as well as a number of informative essays designed to help players and GMs run effective, memorable characters who happen to be young.

*Age Categories*: These rules detail each of the eight age categories associated with humanoid growth and development, and include the aging modifiers and traits for each.

*Aging and Growth*: This system provides GMs and players with rules for determining how young characters grow and develop based upon their race and traumatic events that happen during their lifetime.

*Aging Effects*: This section describes how aging effects alter a character's statistics and ability scores.

*Life as a Child*: This section details the general experiences of young characters from infancy through adolescence. It also includes general information about young characters of each of the core races, plus the kitsune, nagaji, samsarans, and wayangs.

*Childhood Heroics*: This section provides detailed advice that is helpful for players and GMs with young characters and tables with a mix of young and adult characters and players.

*Monster Age Categories*: These rules give GMs the tools for creating creatures of any age category while also generally describing how monsters of a given type age and develop.

**Character Options**: This section provides character building options for young PCs and NPCs. Many of the options can be taken by adult PCs, but most include a childish slant or thematic aspects that make them appropriate for young characters.

Archetypes and Options: This section includes numerous archetypes and class options whose themes focus around young or immature characters.

Feats: This section introduces a new psychology maneuver,

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the decry maneuver, as well as a new type of feat that only young characters can normally take.

*Mischief and Antics*: These rules allow a young character to sow mischief and pandemonium on the battlefield by utilizing her inherently playful and exuberant nature.

*Leadership Perks*: These rules provide new abilities and benefits for characters in leadership positions that are appropriate for young or youthful characters.

*Spells*: This section includes a number of new spells that interact with young characters and alter how characters age.

*Occult Rituals*: This section includes a number of esoteric rituals that involve childish urban legends or aging effects.

*Magic Items*: This section introduces new magic items that are appropriate for young characters or that alter a creature's age.

*Traits*: This section introduces a new type of trait, hobby traits, and includes new family and social traits as well as drawbacks appropriate for young characters, as well as a new language for that only the young can understand.



## Rules Systems

"We had a plan, Kohdaehan!" Drake barked, but his complaint fell on deaf ears. Kohdaehan's human features had already begun to melt away as he grew, his calm demeanor drowned beneath a sea of blood lust and rage. Almost instantly, the already imposing kitsune stood nearly ten feet tall and surged with muscle.

"Drake, look out!" Sal cried as the sand beneath their feet burst into the form of an aghash div, who swung its dagger-like claws at Sal's brother. Drake barely brought his blade up in time to parry as the cackling howls of doru echoed in the distance.

"You were fools to think you could defeat me!" the boy-vessel of Angra Mainyu bellowed. "I see you as you truly are: naive babes mewling helplessly against the End of Days!" And with a flick of the boy's wrists, Kohdaehan started to shrink....

### Age Cetegories

All characters have their age defined by units known as age categories. Each age category represents a specific period of physical, social, and emotional development for that character, and each age category is associated with a particular phase of physical and mental development raging from birth to old age. Despite their name, age categories do not measure the passage of time, and as a result the number of years that encompass a single age category can be wildly different between two different kinds of creatures. For instance, humans advance from the Infant age category to the Adult age category after just 15 years of life while elves require over a century to advance the same number of age categories.

Most characters typically have two age categories: a physical age category and a mental age category. A character's physical age category determines any aging modifiers she gains to her physical ability scores (Str, Dex, Con), as well as any physical traits that her race possesses at her physical age. In contrast, a character's mental age category determines any aging modifiers she gains to her mental ability scores (Int, Wis, Cha), as well as any mental traits that her race possesses at her mental age.

This section describes the ability score modifiers and traits associated with age categories for all humanoid creatures. The age categories described herein are painted broadly to give a general impression of what a character is like at that age category's given level of physical and mental maturity. At the GM's decision, the modifiers and traits for a specific humanoid race might vary from those listed below.

#### Humanoid Age Categories

The following describes the eight age categories associated with human growth and development

Aging Modifiers: This entry describes any ability score modifiers that a character receives from its age. When a character is born, it receives all of the aging modifiers for each age category younger than Adult it is (Infant, Toddler, Child, and Youth, respectively). A young character effectively "grows out" of these modifiers as it ages; for example, when an Infant ages into a Toddler, it removes the aging modifiers of the Infant age category from its ability scores, until no modifiers remain when the character ages into the Adult age category. In contrast, an Adult character "grows into" the aging modifiers of each age category after Adult that it advances into; for example, when a Middle Age character ages into an Old character, it stacks the aging modifiers of the Old age category with those of the Middle Age age category.

For instance, Kyr'shin, an Infant kitsune, has aging modifiers of -8 Str, -4 Dex, -8 Con, -6 Int, -8 Wis, -6 Cha, which represent the combined aging modifiers of the Infant, Toddler, Child, and Youth age categories. When Kyr'shin ages into the Toddler age category, he removes the aging modifiers of the Infant age category, adjusting his aging modifiers to -6Str, -2 Dex, -6 Con, -4 Int, -6 Wis, -4 Cha. This process continues until Kyr'shin ages into an Adult, at which point he has no aging modifiers to his ability scores. When he ages into a Middle Age kitsune, he gains the aging modifiers of the Middle Age age category (-1 Str, -1 Dex, -1 Con, +1 Int, +1 Wis, +1 Cha), and stacks these aging modifiers with those from each subsequent age category that he ages into.

**Size**: This entry notes any alterations to a creature's size category based upon its age. Typically, characters younger than the Youth age category are one or more size categories smaller than an Adult of their race would normally be.

Physical Traits: This entry notes any special alterations

that a character makes to its abilities or statistics based upon its physical age category.

**MentalTraits**: This entry notes any special alterations that a character makes to its abilities or statistics based upon its mental age category.

#### Infant

A humanoid creature's first age category is Infant, which it enters immediately following its birth. Infants are undeveloped and almost completely dependent on caregivers to help them meet even the most basic of needs, such as clothing or nourishment. Infants of most races grow rapidly as their senses, biological systems, and locomotive abilities develop. A typical Infant more than double its size and weight by the end of this age category.

Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha. Size: An Infant character is three size categories smaller than an Adult of its race.

**Physical Traits:** An Infant character's speed for all of its movement types is reduced to 5 feet, and standing from prone is a full-round action for an Infant. An Infant must make a DC 20 Acrobatics check whenever it moves more than 5 feet during a round or fall prone. An Infant with a solid object to balance against, such as a wall or a sturdy object, does not need to make this check. An Infant cannot speak any languages.

**Mental Traits**: An Infant character cannot take any actions that require concentration, physical or mental coordination, finesse, or the ability to hold or wield objects. An Infant cannot understand any languages; in most cases, any Adult languages that an Infant appears to speak is nothing more than random babble or sound mimicry that happens to sound like speech.

#### Toddler

After roughly a year of life, an Infant humanoid's body has grown enough that it ages into the Toddler age category. Although underdeveloped and unable to care for itself, a Toddler humanoid is typically able to move clumsily and begins to develop language skills. Toddlers grow rapidly and quickly and quickly master and refine movement in their arms, legs, and other similarly large limbs. As they age, Toddlers also begin to learn to use their bodies for more precise tasks involving their wrists, hands, fingers, and feet (especially their toes), and some even begin learning basic academics.

Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha. Size: A Toddler character is two size categories smaller than an Adult of its race.

**Physical Traits**: A Toddler character's speed for all of its movement types is reduced by half.

**Mental Traits**: A Toddler character can only speak or understand a single language from among those listed in their language entry, and they are illiterate (they cannot read or write in any language).

#### Child

Physical growth slows drastically as a Toddler humanoid ages into the Child age category, but that isn't to say that



humanoids don't grow during this age category. Childhood is a period of intellectual development for humanoids, and Child humanoids make tremendous strides in mastering their bodies and minds. Child characters quickly learn and master fine motor skills and learn to move through and manipulate their environments with ease. Perhaps most impressive of all, the mind of a Child is veritable information sponge and as a result Child humanoids are taught basic skills that they will need for the rest of their life. These skills and abilities make Child characters far more independent than Infants or Toddlers, but most still rely on older humanoids to care for them and to provide them meet their needs.

Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha. Size: A Child character is one size category smaller than an Adult of its race.

#### Youth

Childhood is abruptly ended in most humanoids by a period of rapid growth, marking a Child's transition into the Youth age category. Youth humanoids typically fall into one of two categories: prepubescence and adolescence, which are differentiated by the amount that the Youth grows. Typically, growth in prepubescent Youths occurs at a more even rate, while adolescent Youths spike widely in size as they age towards adulthood, sometimes overnight. Despite their extreme variance, most adults agree that the Youth age category is a time of maturation and experimentation for the young humanoid, and Youths possess the independence necessary to discover and experiment with their identities, though most Youths still need guidance from their elders.

Aging Modifiers: +2 to Dex, -2 to Str, Con, and Wis.

**Size**: A Youth character is the same size category as an Adult of its race.

#### Adult and Beyond

A humanoid in its physical prime is known as an Adult. At this point, the humanoid is at the peak of physical maturity for its race, and it is capable of fostering a family of its own, provided it can find a mate or partner. As the humanoid continues to age, its body grows old and tired, which causes it to advance from adulthood into the Middle Age, Old, and Venerable age categories, respectively. All humanoids are born mortal, however, and Venerable marks the final age category in a humanoid's lifelong journey. Venerable humanoids have lead a good, long life and are ultimately waiting for their final passage into the afterlife, to be survived by their families and legacies.

#### Adult Aging Modifiers: None.

Middle Age Aging Modifiers: +1 to Int, Wis, and Cha, -1 to Str, Con, and Dex.

**Old Aging Modifiers**: +1 to Int, Wis, and Cha, -2 to Str, Con, and Dex.

**Venerable Aging Modifiers**: +1 to Int, Wis, and Cha, -3 to Str, Con, and Dex.

## Aging and Erowih

Aging is the process by which characters change, grow, and become older over time. Aging is represented largely by an acculumation of physical, psychological, and social changes, and individual characters change in different ways as they age; for instance, humans experience the aging process differently than elves, and it is possible for individuals of the same race to transition between stages of life differently or experience those transitions in drastically different ways.

The aging and growth system included herein is largely designed to help simulate the increase in size that young characters experience as they age. This system isn't intended to be a mandatory inclusion in campaigns that feature young characters; for some players and GMs, the added challenge of tracking changes to height and weight can quickly become cumbersome. But in campaigns where the passage of time and the celebration of youth and their subsequent growth into adulthood is a key theme, the aging and growth system provides a simple, yet involved means of tracking physical changes in characters.

#### **Common Terms**

The following terms are commonly referred to throughout the aging and growth rules system and play an intricate role in determining physical growth for young characters.

**Base Height and Weight**: A character's base height and base weight represents the basic body shape and size for a given race, based on her age category (as well as her sex, if she is an Adult or older).

The base heights and base weights for all races from the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, as well as kitsune, nagaji, samsarans, and wayangs can be found in the Life as a Child section of *CHILDHOOD ADVENTURES* (see pages 18–32). For races that don't appear in *CHILDHOOD ADVENTURES*, use the following steps to determine the base height and base weight of members of that race.

Step 1—Determine Average Height and Weight: For races that have different base heights and weights based on the character's gender, determine the average weight of an Adult of that race by adding the sum of the two base heights and base weights together and dividing each total by 2.

Step 2–Determine Ratio Multiplier: Determine the race's ratio multiplier for its height by dividing the average Adult height of a human (55.5 inches) by the average Adult height of a member of the desired race. Likewise, determine the race ratio multiplier for its weight by dividing the average Adult weight of a human (102.5 pounds) by the average Adult weight of a member of the desired weight. When determining height, always convert both race's heights to inches.

Step 3—Determine Base Height and BaseWeight: Finally, multiply the base height of each human age category by the race's height ratio multiplier and the base weight of each human age category by the race's weight ratio multiplier.

**Growth Intervals**: A growth interval is a specific point during which a character's height and weight increase. Characters undergo a number of growth intervals during the Infant, Toddler, and Child age categories equal to 1 + the character's weight multiplier (see below).

During the Youth age category, a character experiences growth intervals in one of two phases: the prepubescent phase and the adolescent phase. During the prepubescent phase, a Youth undergoes a number of growth intervals equal to her weight multiplier, and by the end of prepubescence, a Youth should have reached her base height and base weight. After prepubescence ends, a Youth enters the adolescent phase, during which she experiences growth intervals at a faster, somewhat random rate until she has exhausted her height and weight potential (see below).

All characters undergo their first growth interval before they are born at the start of the Infant age category; this determines the Infant's birth height and weight. Thereafter, growth intervals occur evenly spaced out between the start and conclusion of each age category, up until the Youth age category. During the Youth age category, growth intervals are evenly spaced out between the start and conclusion of the prepubescent phase, then occur twice per year every year thereafter until the character's height potential and weight potential is reduced to 0.

Height Potential and Weight: A character's height potential determines the total number of inches that she can grow as she ages. Likewise, a character's weight potential determines the total number of pounds she can gain as she ages. A character's height potential and weight potential can be determined randomly by rolling the growth modifier dice noted on the Random Height and Weight table that is associated with the character's race, or by choosing a number for each statistic that is no higher than the race's maximum potential, but no lower than its minimum potential. A character's potential height and weight are determined independently from one another.

Weight Multiplier: A character's weight multiplier determines the number of pounds she adds to her weight whenever she has a growth spurt, as well as the number of growth intervals that she has during the Infant, Toddler, and Child age categories, as well as the prepubescent phase of the Youth age category.

#### **Growth Interval Sequence**

Rather than happening all at once when she advances to a new age category, a character's growth occurs during three phases, which together make up 1 growth interval. The three phases

#### are as follows:

**Phase 1—Status**: Check the character's status; determine if any biological or environmental conditions affect the character's ability to grow during the growth interval.

**Phase 2—Growth:** Determine the amount of height and weight that the character's base height and base weight increases by during the growth interval and apply that increase to the character's height and weight.

**Phase 3—Spurt:** Check to determine if the character has a growth spurt during the growth interval.

#### Phase 1–Status Phase

During the Status phase, you check to see whether any traumatic events that have happened since your character's last growth increment have affected the rate at which she grows.

**Step 1–Check for Trauma**: Determine whether the child's growth has stunted. Certain physical, mental, and environmental stresses can impact a young character's ability to effectively grow. To determine if a traumatic event occurs, the GM consults the list of growth traumas (see below) and determine if any are applicable for the young character, based upon things that happened to her since last growth interval. If the GM determines that a growth trauma could occur, she determines the severity of the trauma and the chance for the trauma to leave lasting effects on the character, then rolls d%, as described by each trauma's unique rules and conditions. If the character experiences multiple growth traumas during a single growth interval, the events take precedence in order from the first event experienced to the last.

#### Phase 2–Growth Phase

During the Growth phase, you increase your character's base height and base weight.

Step 1–Determine Amount Grown: Determine the amount that your character grows during the growth interval in inches (for height) and pounds (for weight). To determine the amount that a character grows, subtract the base height and base weight of the character's current age category from her next age character, then divide the result by the number of growth intervals that the character possesses in her current age category. The exception to this rule is when a Youth character determines the amount grown during her adolescent phase; as an adolescent, the character has already reached her Adult base height and weight, and as a result she does not undergo a growth phase during an adolescent growth interval.

**Step 2–Increase Height and Weight:** Once you have determined the character's rate of growth for her current growth interval, apply that growth to her base height and her base weight. At the GM's decision, this increase can be applied all at once or over a length of time, typically between the character's current growth interval and her next growth

Table	1-1:	Spurt	Chance	by	Age	Cat	tegory	y
10/						D	1.	

d%	Result
Infant, Toddler, and Child	
01-60	Lull
61–100	Spurt
Youth (Prepubescent Phase)	
01-50	Lull
51-100	Spurt
Youth (Adolescent Phase) and older	
01-40	Lull
41-100	Spurt

interval. When staggering the increase in this manner, the precise timing of when this growth occurs doesn't matter; it happens when it happens, and never sooner. Increases to a character's base height and base weight actually increase her base height and base weight for the purpose of effects that check those statistics.

#### Phase 3–Spurt Phase

During the Spurt phase, you check to see whether your character undergoes a growth spurt during her next growth interval.

Step 1-Check for a Spurt: As a young character grows

and matures, it undergoes spurts and lulls in its growth that affect its height and weight. During this step, roll d% and compare the result to the entry on Table: Growth Intervals by Age that correlates to the character's current age category. The results (and their modifications to the character's height

and weight) are described below.

*Lull*: The character does not grow beyond any increases to her base height and base weight that she attains during the Growth phase.

*Spurt*: The character gains a small spurt in growth during the growth interval. Her height and weight potential are each reduced by 1 while her height increases by 1 inch and her weight increases by a number of pounds equal to her weight multiplier. When the character's height potential or weight potential reaches 0, she has grown as much as she can in the respective statistic (height or weight) and subsequent growth intervals cannot result in a spurt for that statistic.

#### **Growth Trauma**

When an event happens that places severe stress upon a young person's body or mind, that stress can have lasting implications for her physical growth. Such events are known as growth traumas, and they cause complications as mild as a brief lull in a character's growth, or as severe as a reduction in her growth potential or even stunt her growth alltogether. While most types of growth trauma are easily corrected missteps in a character's longterm growth, some can have lasting consequences and lifelong impacts, depending upon the trauma.

Whenever one of the circumstances described below happens to a young character, a GM can choose to check to see whether a growth trauma occurs. Most growth traumas are determined during step 1 of a young character's Growth phase, meaning their effects can immediately alter or even prevent the character's current growth interval. A character experience can multiple growth trauma of the same kind simultaneously, and their effects generally don't stack. Instead, if a character experiences multiple growth trauma of the same kind, a GM should consider increasing the severity of the injury rather than applying too many. However, the GM ultimately decides how traumas

manifest during a growth interval; for instance, if a character takes five different sources of minor ability trauma at separate points between growth intervals, the GM might decide to instead inflict one severe ability damage trauma onto the character, or might choose to inflict three minor traumas (because they targeted different ability scores) and one moderate trauma (because both targeted the same ability score). Ultimately, there's no wrong way to resolve growth traumas as long as the GM's decision is fair and makes sense given the nature of the injuries sustained.

#### Ability Damage

If a young character takes any amount of ability damage to an ability score, the physical or psychological damage can stunt the character's growth. Ability damage trauma exists in three categories: minor injuries, moderate injuries, and severe injuries. During the Status phase, roll d% and subtract the total amount of ability damage dealt to the character from the end of its previous growth interval to the start of its current growth interval (minimum 1), and compare the result to the injury type that matches the character's injuries, as listed on Table 1–2: Ability Damage Trauma. The character immediately gains the effects listed by her result.

The three categories of ability damage trauma are described in full below.

**Minor Injuries**: A character suffers minor ability damage trauma if it took any amount of ability damage since the end of its last growth interval. Minor ability score trauma often temporarily stunts growth, but does not impact a character's long-term growth.

**Moderate Injuries**: A character suffers moderate ability damage trauma if it took an amount of ability damage from a single effect that equaled or exceeded

half of its associated ability score since the end of its last growth interval. Moderate ability damage trauma sometimes has long-term repercussions for a character's growth, but they are typically small reaching.

Severe Injuries: A character suffers severe

ability damage trauma if it took an amount of ability damage from a single effect that was equal to its associated ability score – 1 since the end of its last growth interval, or if it ever simultaneously had an amount of ability damage to three more ability scores that equaled or exceeded half of each respective ability score since the end of its

last growth interval. Severe ability damage trauma can have lasting impacts for a character's growth that affect it for the rest of its life.

#### Ability Drain

Just as ability damage can stunt a young character's growth, so too can ability drain. Unlike ability damage, whose effects on growth tend to be relatively short-lived aside from the most severe of injuries, even minor amounts of ability drain trauma can substantially impact a character's long-term growth and development. Ability drain trauma exists in three categories: moderate injuries, critical injuries, and severe injuries. During the Status phase, roll d% and subtract the total amount of ability drain dealt to the character from the end of its previous growth interval to the start of its current growth interval (minimum 1), and compare the result to the injury type that matches the character's injuries, as listed on Table 1-3: Ability Drain and Massive Damage Trauma. The character immediately gains the effects listed by her result.

The three categories of ability drain trauma are described in full below.

**Moderate Injuries**: A character suffers moderate ability drain trauma if it took any amount of ability drain since the end of its last growth interval. Moderate ability drain trauma usually has long-term repercussions for a character's growth.

**Severe Injuries:** A character suffers severe ability drain trauma if it took an amount of ability drain from a single effect that equaled or exceeded half of its associated ability score since the end of its last growth interval. Severe ability trauma can have lasting impacts for a character's growth that affect it for the rest of its life.

**Critical Injuries**: A character suffers critical ability drain trauma if it took an amount of ability drain from a single effect that was equal to its associated ability score – 1 since the end of its last growth interval, or if it ever simultaneously had an amount of ability damage to three more ability scores that equaled or exceeded half of each respective ability score since the end of its last growth interval. Severe ability trauma nearly always has lasting impacts for a character's growth that affect it for the rest of its life.

#### **Disease and Poison**

Alien agents such as diseases and poison account for the leading causes of stunted growth in young characters, as the young character's body must divert its resources away from growth and towards the mending of its disease- or poisonridden body. Disease trauma exists in four categories: minor affliction, moderate affliction, severe affliction, and critical affliction. During the Status phase, roll d% and subtract the total number of days that the character spent afflicted by a disease or rounds afflicted by a poison from the end of its previous growth interval to the start of its current growth interval (minimum 1; this duration doesn't need to be consecutive, nor do they need to be the same affliction), and compare the result to the affliction type that matches the character's affliction, as listed on Table 1-3: Disease Trauma. The character immediately gains the effects listed by her result. If a disease or poison causes a character to trigger another kind of trauma (such as taking sufficient ability damage from a disease to cause ability damage trauma), apply both kinds of trauma to the character as appropriate.

The four categories of disease and poison trauma are described in full below.

**Minor Affliction**: A character suffers minor affliction trauma if she is affected by any disease or poison whose save DC is less than 10 + her base Fortitude save bonus +

#### Table 1-2: Ability Damage Trauma

d%	Effect
Minor Inju	rries
01-20	Skip the character's next Spurt phase.
21-100	No effect.
Moderate I	njuries
01-20	Skip the character's next spurt phase, reduce its
	height potential and weight potential by 1.
21-40	Skip the character's next Spurt phase.
41-100	No effect.
Severe Inju	ries
01-40	Skip the character's next Growth phase and Spurt
	phase, reduce its height potential and weight
	potential by 2, reduce its base height and weight
	in all subsequent age categories by the amount
	skipped during the skipped Growth phase
41-60	Skip the character's next Spurt phase, reduce its
	height potential and weight potential by 2.
61-80	Skip the character's next Spurt phase, reduce its
	height potential and weight potential by 1.
81-100	Skip the character's next Spurt phase.

her Constitution modifier. Minor affliction trauma often temporarily stunts growth, but does not impact a character's long-term growth.

**Moderate Affliction**: A character suffers moderate affliction trauma if she is affected by any disease or poison whose save DC is equal to or greater than 10 + her base Fortitude save bonus + her Constitution modifier. Moderate affliction trauma often has long-term repercussions for a character's growth.

**Severe Affliction**: A character suffers severe affliction trauma if she is affected by any disease or poison whose save DC is greater than 15 + her base Fortitude save bonus + her Constitution modifier. Severe affliction trauma can have lasting impacts for a character's growth that affect it for the rest of its life.

**Critical Affliction**: A character suffers critical affliction trauma if she is affected by any disease or poison whose save DC is greater than 20 + her base Fortitude save bonus + her Constitution modifier. Severe affliction trauma nearly always has lasting impacts for a character's growth that affect it for the rest of its life.

#### Magic

Of all the types of trauma that can alter a young character's size, magic is by far the most unpredictable of them: unlike other types of trauma, certain kinds of magic can actually increase a character's height and weight, and few schools of magic are outright stunting to a character's growth. Magic trauma exists in three categories: growth, hindrance, and restorative. During the Status phase, roll d% and compare

#### Table 1-3: Ability Drain and Massive Damage Trauma

d%	Effect			
Moderate Injuries				
01-40	Skip the character's next Growth phases and Spurt			
	phase, reduce its height potential and weight			
	potential by 2, reduce its base height and weight			
	in all subsequent age categories by the amount			
	skipped during the skipped Growth phase.			
41-60	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 2.			
61-80	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 1.			
81-100	Skip the character's next Spurt phase.			
Severe Inju	ries			
01-40	Skip the character's next two Growth phases and			
	Spurt phases, reduce its height potential and weight			
	potential by 4, reduce its base height and weight			
	in all subsequent age categories by the amount			
	skipped during the skipped Growth phases.			
41-60	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 4.			
61-80	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 2.			
80-100	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 1.			
Critical Inj				
01-40	Skip the characters next three Growth phases			
	and Spurt phases, reduce its height potential and			
	weight potential by 8, reduce its base height and			
	weight in all subsequent age categories by the			
	amount skipped during the skipped Growth phase.			
41-60	Skip the characters next two Growth phases and			
	Spurt phases, reduce its height potential and			
	weight potential by 4, reduce its base height and			
	weight in all subsequent age categories by the			
	amount skipped during the skipped Growth phase.			
61-80	Skip the character's next Growth phase and Spurt			
	phase, reduce its height potential and weight			
	potential by 2, reduce its base height and weight			
	in all subsequent age categories by the amount			
	skipped during the skipped Growth phase.			
81-100	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 2.			

the result to the magic type that matches the kind of magic that triggered the event, as described on Table: Growth and Hindrance Trauma. Typically, each spell cast upon a young character has a chance to trigger an event equal to 1% x the spell's level; this roll is made when the young character is first targeted by the spell but does not take effect until the next time that the young character starts a growth interval. 0-level spells, such as cantrips, knacks, and orisons, have no chance of triggering trauma. Restorative spells don't follow any of the rules listed here; see the restorative entry below for more information on how restorative spells function in regards to young characters and growth.

The three categories of magic trauma are described in full below.

**Growth**: A character has a chance to suffer growth trauma whenever it is affected by a spell, spell-like ability, or supernatural ability that increases its size or grants it a bonus to a physical ability score. This is typically restricted to transmutation spells, such as *enlarge person* or *beast shape IV*. Magic-based effects always have long-term impacts to a character's growth.

**Hindrance**: A character has a chance to suffer hindrance trauma whenever it is affected by a spell, spell-like ability, or supernatural ability that reduces its size or grants it a penalty to a physical ability score. This is typically restricted to necromancy spells and transmutation spells, such as *bestow curse*, *reduce person*, or *beast shape IV*. Magic-based effects always have long-term impacts to a character's growth.

Restorative: When a young character is targeted by restoration, greater restoration, heal, or regenerate, there is a chance that the spell will remove any kinds of trauma that would negatively affect the target's growth, such as from illness trauma or ability drain trauma. The chance for such a spell to remove trauma from a young character is equal to 10% x the spell's level. Such spells can only remove trauma that has occurred since the end of the character's last growth interval; they cannot remove trauma that has occurred before previous growth intervals. A wish or miracle spell can remove such trauma, causing the target's height and weight to immediately regain any base height and base weight that it lost from trauma. Such spells can also alter a character's height and weight to be any size within the confines of its race's height potential and weight potential; making a creature smaller than its race's minimum potential or larger than its maximum potential is considered a powerful use of such spells.

#### Malnutrition

Proper nutrition is among the most important factors when determining a character's growth, as a young character's body simply lacks the resources necessary to increase its size without the proper building materials and energy supply. Malnutrition exists in two categories: acute malnutrition and chronic malnutrition. During the Status phase, roll d% and subtract the total number of days that the character spent malnourished from the end of its previous growth interval to the start of its current growth interval (minimum 1), and compare the result to the malnutrition type that matches the amount of nutrition that the character received, as listed on Table 1-5: Malnutrition Trauma. The character immediately gains the effects listed by her result.

The two categories of malnutrition trauma are described in full below.

Acute Malnutrition: A character suffers acute malnutrition if all meals that she eats between the end of her previous growth interval and the start of her current growth interval are poor meals. Acute malnutrition is often a minor bump in a child's development, provided she can get the proper nutrition before her next growth interval occurs. If a bout of malnutrition coincides with a growth interval, however, the character's long-term growth can be affected.

**Chronic Malnutrition**: A character suffers chronic malnutrition if all meals that she eats between the end of her previous growth interval and the start of her current growth interval are poor meals, and she eats fewer than 1 meal per day on average. Chronic malnutrition has serious, long-lasting effects on a character's growth and often leads to starvation.

#### Massive Damage

Grievous wounds can drastically stunt a character's growth as the young character's body struggles to grow amidst its desperate attempts to repair itself. Massive damage trauma tends to substantially impact a character's ability to grow and develop. Massive damage trauma exists only in a single category, but counts as a severe injury if the total amount of hit points was equal to at least half of the character's total number of hit points, or a massive injury if the total amount of hit points equal to or greater than the character's total number of hit points (see Table: Ability Drain and Massive Damage Trauma). During the Status phase, roll d% twice and use the lower result, and compare that result to the injury type that matches the character's injuries, as listed on Table: Ability Drain and Massive Damage Trauma. The character immediately gains the effects listed by her result.

#### Psychological

Of all kinds of growth trauma, psychological distress is the least pronounced in the sense that the cause for the loss of height and weight isn't readily seen. Exactly what constitutes psychological stress differs from individual to individual, but it typically involves an altered state of mind that results as a mental reaction to some outside force or stimuli, or lack there of. For instance, a lack of sleep, unrelenting fear or anxiety, use of drugs or alcohol, abuse, or assault can induce mental distress. Such situations must be ongoing in order to impact a character's growth; a single night of drinking or a small bout of anxiety before a test does not significantly affect a character's height or weight. Even when ongoing, psychological stress is less damaging to a character's size than most other types of trauma, and most stressors don't last nearly long enough to affect a character's size. However, given prolonged emotions and conditions, the effects of psychological stress can be just as damaging as broken bones or similar, physical injuries. Psychological trauma exists in three categories: minor distress, moderate distress, and severe distress. During the Status phase, roll d% and compare the result to the distress type that matches the amount of distress that the character

#### Table 1-4: Disease and Poison Trauma d% Effect

d%	Effect			
Minor Affliction				
01-20	Skip the character's next Spurt phase.			
21-100	No effect.			
Moderate A	ffliction			
01-20	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 1.			
21-40	Skip the character's next Spurt phase.			
41-100	No effect			
Severe Affli	ction			
01-40	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 2.			
41-60	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 1.			
61-80	Skip the character's next Spurt phase.			
81-100	No effect.			
Critical Aff	liction			
01-40	Skip the character's next Growth phase and Spurt			
	phase, reduce its height potential and weight			
	potential by 2, reduce its base height and weight			
	in all subsequent age categories by the amount			
	skipped during the skipped Growth phase			
41-60	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 2.			
61-80	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 1.			
81-100	Skip the character's next Spurt phase.			

received, as listed on Table: Psychological Trauma. The character immediately gains the effects listed by her result.

The three categories of psychological trauma are described in full below.

**Minor Distress**: A character suffers minor distress if it experienced psychological distress for less than half of the time between the end of its last growth interval and its current interval. Minor psychological trauma often temporarily stunts growth, but does not impact a character's long-term growth.

**Moderate Distress**: A character suffers moderate distress if it experienced psychological distress for more than half of the time between the end of its last growth interval and its current interval. Moderate psychological trauma sometimes has long-term repercussions for a character's growth.

**Severe Distress:** A character suffers severe distress if it experienced psychological distress for the entire duration between the end of its last growth interval and its current interval. Severe psychological trauma can have lasting impacts for a character's growth that affect it for the rest of its life.

#### Unfavorable Environment

Of every category of growth trauma, unfavorable environment is by far the most varied of them. An unfavorable environment

Table 1-5: Growth and Hindrance Trauma				
d%	Effect			
Growth				
01-05	Reduce the target's height potential and weight			
	potential by an amount equal to the spell level of			
	the effect that triggered the event.			
06–75	No effect.			
76–90	Increase the character's height potential (if the			
	result is odd) or weight potential (if the result is			
	even) by an amount equal to half the spell level of			
	the effect that triggered the event (minimum 1).			
91-100	Increase the character's height potential and			
	weight potential by an amount equal to the spell			
	level of the effect that triggered the event.			
Hindrance				
01–05	Increase the character's height potential and			
	weight potential by an amount equal to half the			
	spell level of the effect that triggered the event.			
06–75	No effect.			
76–90	Reduce the character's height potential (if the			
	result is odd) or weight potential (if the result is			
	even) by an amount equal to half the spell level of			
	the effect that triggered the event (minimum 1).			
91-100	Reduce the character's height potential and weight			
	potential by an amount equal to the spell level of			
	the effect that triggered the event.			
Table 1-	6: Environmental Trauma			
d%	Effect			

Moderate Condition

moderate Conditions			
01-20	Skip the character's next Spurt phase, reduce its		
	height potential and weight potential by 1.		
21-40	Skip the character's next Spurt phase.		
41-100	No effect.		
Severe Conc	litions		
01-40	Skip the character's next Spurt phase, reduce its		
	height potential and weight potential by 2.		
41-60	Skip the character's next Spurt phase, reduce its		
	height potential and weight potential by 1.		
61-80	Skip the character's next Spurt phase.		
81-100	No effect.		
Critical Con	nditions		
01-40	Skip the character's next two Growth phases		
	and Spurt phases, reduce its height potential and		
	weight potential by 2, reduce its base height and		
	weight in all subsequent age categories by the		
	amount skipped during the skipped Growth phase		
41-60	Skip the character's next Growth phase and Spurt		
	phase, reduce its height potential and weight		
	potential by 2.		
61-80	Skip the character's next Spurt phase, reduce its		
	height potential and weight potential by 1.		
81-100	Skip the character's next Spurt phase.		

consists of any physical, environmental stimulus (or lack there of) whose presence negatively impacts the character's ability to grow. An unfavorable environment typically manifests in the form of some kind of deficiency, such as a lack of oxygen or atmosphere for a human or a lack of water for a gillman. Unfavorable environments are never concerned with bodily, mental, or social deficiencies; a lack of proper nourishment, for instance is categorized as malnutrition even if the deficiency is a result of a lack of available food in the environment. Environmental trauma exists in three categories: moderate conditions, severe conditions, and critical conditions. During the Status phase, roll d% and compare the result to the distress type that matches the amount of distress that the character received, as listed on Table 1-6: Environmental Trauma. The character immediately gains the effects listed by her result.

The three categories of environmental trauma are described in full below.

**Moderate Conditions**: Minor conditions occur when there is a sizable deficiency in the environment, such living at a slightly higher altitude, accounting for less than optimal atmospheric pressure and oxygen levels. Moderate environmental trauma can sometimes affect long-term growth and development.

Severe Conditions: Severe conditions occur when there is a sizable deficiency in the environment, such as a grippli living in a steppe where there is little water or rainfall to help keep his skin moist. Moderate environmental trauma can cause serious, long-lasting effects on a character's growth.

**Critical Conditions**: Critical conditions occur when there is a massive deficiency in the environment, such as a human living in a place with a complete lack of gravity. Critical environmental trauma is always detrimental to a character's growth and can cause other serious medical conditions as well.

#### **Atypical Body Types**

The rules for base heights and base weights found throughout the *PATHFINDER ROLEPLAYING GAME* often assume that the character has a typical body type for its race. However, variance in body type exists among most races, although it is often uncommon.

Use the following guidelines for creating a character with an atypical body type.

**Dwarfism**: A character with dwarfism is shorter than typical for a member of its race. Dwarfism can be inherited or acquired and has three levels of severity: mild, moderate, and extreme.

*Mild Dwarfism*: Skip all of the character's Growth phases beyond the Youth age category. Its base height and base weight never increase to that of an Adult of its race, though it continues to undergo Spurt phases as normal.

*Moderate Dwarfism*: Skip all of the character's Growth phases beyond the Child age category, and reduce its height potential and weight potential by 2. Its base height and base weight never increase to that of an Adult of its race, though it continues to undergo Spurt phases as normal. The character's

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size category never increases beyond that of a Child of its race.

*Extreme Dwarfism*: Skip all of the character's Growth phases beyond the Toddler age category, and reduce its height potential and weight potential by 4. Its base height and base weight never increase to that of an Adult of its race, though it continues to undergo Spurt phases as normal. The character's size category never increases beyond that of a Toddler of its race.

**Giantism**: A character with giantism is taller than typical for a member of its race. Giantism can be inherited or acquired and has three levels of severity: mild, moderate, and extreme.

*Mild Giantism*: After generating your height potential, roll your random potential dice once and add the result to your height potential.

*Moderate Giantism*: After generating your height potential, roll your random potential dice twice and add both results to your height potential.

*Extreme Giantism*: After generating your height potential, roll your random potential dice three times and add all three results to your height potential. Upon aging into the Adult age category, the character's size category increases to Large, and it takes a -2 penalty to its Dexterity.

**Overweight**: A character who is overweight weighs more than is typical for a member of their race. Being overweight can be inherited or acquired and has three levels of severity: mild, moderate, and extreme.

*Mildly Overweight*: Double the character's weight modifier. This increase doesn't change when the character's growth intervals occur, or how many growth intervals the character has during its age categories.

*Moderately Overweight*: Triple the character's weight modifier. This increase doesn't change when the character's growth intervals occur, or how many growth intervals the character has during its age categories.

*Extremely Overweight*: Quadruple the character's weight modifier. This increase doesn't change when the character's growth intervals occur, or how many growth intervals the character has during its age categories.

**Underweight**: A character who is underweight weighs less than is typical for a member of their race. Being underweight can be inherited or acquired and has three levels of severity: mild, moderate, and extreme.

*Mildly Underweight*: Reduce the character's weight modifier by half. This decrease doesn't change when the character 's growth intervals occur, or how many growth intervals the character has during its age categories.

*Moderately Underweight*: Reduce the character's weight modifier by 1/4. This decrease doesn't change when the character 's growth intervals occur, or how many growth intervals the character has during its age categories.

*Extremely Underweight*: Reduce the character's weight modifier by 1/8. This decrease doesn't change when the character 's growth intervals occur, or how many growth intervals the character has during its age categories.

#### Table 1-7: Malnutrition Trauma

d%	Effect		
Acute Mc	Acute Malnutrition		
01-40	Skip the character's next Spurt phase, reduce its		
	height potential and weight potential by 2.		
41-60	Skip the character's next Spurt phase, reduce its		
	height potential and weight potential by 1.		
61-80	Skip the character's next Spurt phase.		
81-10	) No effect.		
Chronic A	Malnutrition		
01-40	Skip the characters next three Growth phases		
	and Spurt phases, reduce its height potential and		
	weight potential by 8, reduce its base height and		
	weight in all subsequent age categories by the		
	amount skipped during the skipped Growth phase		
41-60	Skip the characters next two Growth phases and		
	Spurt phases, reduce its height potential and		
	weight potential by 4, reduce its base height and		
	weight in all subsequent age categories by the		
	amount skipped during the skipped Growth phase		
61-80	Skip the character's next Growth phase and Spurt		
	phase, reduce its height potential and weight		
	potential by 2, reduce its base height and weight		
	in all subsequent age categories by the amount		
	skipped during the skipped Growth phase		
81-10	O Skip the character's next Spurt phase, reduce its		
	height potential and weight potential by 2.		

#### Table 1-8: Psychological Trauma

d%	Effect			
Minor Distress				
01-20	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 1.			
21-40	Skip the character's next Spurt phase.			
41-100	No effect.			
Moderate L	Distress			
01-20	Skip the character's next Spurt phase, reduce its			
	height potential and weight potential by 2.			
21-40	Skip the character's next Spurt phase.			
41-100	No effect.			
Severe Dist	ress			
01-40	Skip the character's next Growth phase and Spurt			
	phase, reduce its height potential and weight			
	potential by 2, reduce its base height and weight			
	in all subsequent age categories by the amount			
	skipped during the skipped Growth phase			
41-60	Skip the character's next Growth phase and Spurt			
	phase, reduce its height potential and weight			
	potential by 2.			
61-80	Skip the character's next Growth phase and Spurt			
	phase, reduce its height potential and weight			
	potential by 1.			
81-100	Skip the character's next Spurt phase.			



All mortal creatures grow and age naturally over the course of their lifetime, blossoming from youth into adulthood before slowly progressing into old age and ultimately death. Despite how fundamentally natural the procession from infancy into old age is to mortals, there have always been those who have sought to alter the ebb and flow of time and its effects upon the body to their own gain and benefit, and the ultimate result of such endeavors is the regression or progression of one's age.

An aging effect is any ability or effect that alters a character's age category. Aging effects can alter a target's age in one or two different ways (physical or mental) and function differently based upon their duration (limited or instantaneous). An aging effect can be both physical and mental similtaneously, but it is always either limited or instantaneous. An aging effect that reduces age is said to regress the target, while an aging effect that increases age is said to progress the target.

#### **Physical Aging Effects**

Physical aging effects alter the biological age of the target's body, but not its mental facilities. A physical aging affect alters a character's physical ability scores (Str, Dex, and Con), as well as its size and movement speed. It also gains any physical traits associated with its new age category, as detailed in the Age Categories and Aging section.

While under the effects of a physical aging effect, a character appears as it did (or will) at its new age category. As a result, a character that has been affected by an aging effect doesn't need to make Disguise checks to appear as a creature of its current age category. True seeing can see through any physical aging effect with a limited duration; creatures whose age has been altered by an instantaneous aging effect instead appear as they are, at their current physical age category. If the creature has the change shape ability, any specific forms that the creature takes (such as a kitsune's specific, human form) is also affected by the aging effect.

For instance, if Kyr'shin, an Adult kitsune, is physically regressed into an Infant, he modifies his physical ability scores with the aging modifiers associated with the Infant age category (-8 Str, -4 Dex, -6 Con) and his size is reduced by three categories, as appropriate for Infants. Finally, he gains the physical traits associated with his new age category, making movement difficult.

#### Mental Aging Effects

Mental aging effects alter the maturity of the target's mind, but not its physical body. A mental aging affect alters a character's mental ability scores (Int, Wis, and Cha). It also gains any mental and physical traits associated with its new age category, as detailed in the Age Categories and Aging section, as a character's mental facilities determine its ability to perform fine and gross motor skills. A mental aging effect does not cause a character to lose any physical traits that its body would normally possess on account of its current, physical age.

While under the effects of a mental aging effect, a character's mental facilities are reduced to those of its new age category, impacting its maturity and comprehension abilities. In addition, while its memories aren't gone, the character's ability to process its memories becomes hazy; while it

might recall names, places, and abilities it once knew, those memories are filtered by its current level of mental maturity, rather than its normal maturity. Creatures under the effects of aging effects are sometimes able to more clearly remember memories they made at their new age category (10% x the creature's combined Intelligence and Wisdom modifiers, minimum 10%), but this doesn't always occur and the chance of success is ultimately determined by the GM.

For instance, if Kyr'shin, an Adult kitsune, is mentally regressed into an Infant, he modifies his mental ability scores with the aging modifiers associated with the Infant age category (-6 Int, -8 Wis, -6 Cha) and he gains the physical traits and mental traits associated with his new age category, making moving and performing actions nearly impossible.

#### Limited Aging Effects

Limited aging effects have their duration measured in rounds, minutes, hours, or are permanent. Such aging effects lock a character at the age determined by the aging effect, effectively preventing the target from growing or maturing for the effect's duration. A limited physical aging effect does not grant immortality to a character, nor can it prolong or shorten a character's life in any meaningful way; a character under the effects of a limited physical aging effect will still die when it's time comes, it simply does not physically age beyond the point set by the effect for the duration of the effect. A limited mental aging effect prevents the target from maturing beyond the age category determined by the aging effect; it is effectively unable to learn the maturity needed to progress to the next mental age category.

Limited aging effects of the same type (physical or mental) do not stack. If the aging effect is the result of a spell or spell-like ability, it can be dispelled by *dispel magic*, and break enchantment can end an aging effect as if it were a transmutation effect, even if it isn't normally one.

#### Instantaneous Aging Effects

Instantaneous aging effects have an instantaneous duration, and thus the aging effect. Such aging effects reset a character's biological clock, instantly returning them to the age category determined by the aging effect and causing them to mature and develop as if they were naturally a character of their new age category. Since a limited physical aging effect resets the target's biological clock, they can be used to prolong or shorten a character's life because the character's body is essentially as it was or will be, and ages as such. An instantaneous mental aging effect returns the target to the maturity it once hand (or will have, given its current mental state) at the age category determined by the aging effect; it is able to become more mature and ultimately advance to the next mental age category.

Instantaneous aging effects stack, and they cannot be done except via powerful magic such as *wish* or miracle; this counts, as a greater effect for *wish* or a very powerful request for *miracle*. Typically, the easiest way to undo an instantaneous aging effect is to use a second instantaneous aging effect to return the character to its proper age.

#### Aging Effects, Objects, and Equipment

The primary purpose of an aging effect is to regress or progress the age category of a living, mortal creature. That being said, many progressive aging effects can be used to damage constructs, objects, and undead as they focus the ravages of time upon the target, degrading its structural integrity. In contrast, many regressive aging effects can be used to heal constructs, objects, and undead as they rewind time for the target, restoring it to a newer condition.

When an aging effect targets a creature, it does not affect the creature's equipment unless the aging effect notes otherwise. Even if the aging effect does affect the target's equipment, aging effects do not adjust such equipment to be better suited for the target's new shape or size. A character whose size suddenly changes becomes entangled if she is wearing any clothing, armor, or gear that doesn't adjust to her new size. This condition lasts until all such items are removed from her person. Additionally, if she became larger than her clothing, armor, or gear's intended size, every such item that she is wearing gains the broken condition. Magical clothing, armor, and gear gains a DC 10 Fortitude save to avoid breaking.

If a character's size is reduced or increased by two or more size categories, any clothing, armor, and gear that she was wearing fall to the ground in her space. If her size is reduced, objects she is holding also fall to the ground if her new size category is too small for her to be able to lift them. If her size is increased, any clothing, armor, or worn gear that she is wearing whose intended size is smaller than her new size category that she is wearing is immediately reduced to 0 hp and destroyed. Magical clothing, armor, and gear gains a DC 20 Fortitude save to instead gain the broken condition.

#### Permanent vs. Instantaneous Effects

It can be difficult to understand the difference between physical aging effects with a permanent duration (permanent aging effects) and aging effects with an instantaneous duration (instantaneous aging effects). The difference lies in how the spell affects the target's body; permanent aging effects do not alter the target's biological clock while instantaneous ones do.

For instance, if Kyr'shin, a 20 year-old kitsune, is regressed to the Infant age category by a permanent physical aging effect, the effect doesn't alter his body's actual age, so if he was under the effect for sixty years, he would be an 81 year-old Infant kitsune, and could die from old age despite appearing to be an Infant.

If Kyr'shin was regressed to the Infant age category by an instantaneous physical aging effect, however, his body would effectively be that of an Infant kitsune; as a result, he would age from Infant to Toddler, then Child, then Youth, and finally Adult as any other kitsune Infant would.

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## Liessehid

The world of the *PATHFINDER ROLEPLAYING GAME* is often a world of wonder and possibility. It is a world where angels soar through the skies and the gods touch mortals with their grace, as well as a world where demons lurk in darkness and dragons slumber in forgotten lairs. But for every pressing danger and fantastic wonder that presents itself in such a world, small, simple things remain the same. The joys of friendship and the pangs of love, the struggles and dreams of common folk against the decadence of the privileged, and the primal desire for freedom and stability that is inherent within the heart of every man, woman, and child. All these things and more hold true, but one of the greatest, most simple truths that both the real world and the world of the *PATHFINDER ROLEPLAYING GAME* hold dear is the simple sanctity of childhood, and the tragedy felt when a child's innocence is torn away or corrupted.

Rearing a child is not easy. Even in a world where simple magic can clean most messes, and spells capable of lulling a crying infant to sleep exist, most people struggle to put food into the hungry mouths of their offspring while simultaneously giving them as many opportunities as possible to give them a future better than their present. Despite the hardships and struggles of the times, most look back fondly on childhood, for it is a time of exploration without limitations and experimentation without significant consequence. It is a time of learning and growth, be it academic, professional, or physical. It is a time where the foundations that will set the child's course for the rest of her life are invariably laid, a time that will determine her personal ethics and philosophies, a time where her goals and dreams will begin to solidify. Such is the life of a child.

The following sections describe common themes and experiences that many characters share throughout each stage of their childhood, from infancy to young adulthood.

#### **Growing Up**

The more things are different, the more they are the same. There are no truer words when discussing the growth and development of children in the PATHFINDER ROLEPLAYING GAME. In many ways, the life of a child is a timeless, near universal concept. Childhood is a time of innocence and growth, when a young person discovers the world and her place in it through exploration and discovery. Exactly how different races and cultures view this exploration inevitably varies. Whereas an elf celebrates the simple joys of youth and encourages thorough exploration of the self, a human knows that her child's youth is precious and limited and encourages a dilettante's approach to self-discovery, and an orc cares nothing for her child's innocence and discovery, only that it learns the barbaric ways of her people. Although the outlooks differ, the end desire is the same: all decent and true parents wish for their children to become productive members of their society and to raise families of their own.

The presence of magic has a number of implications for young characters whose families possess the means to afford it or the skills to harness it. For instance, fussy infants are sometimes lulled to sleep or silenced using magic, while many serious injuries and developmental complications can be easily cured using spells like *heal*, *regenerate*, and *remove disease*, and a number of potent spells and magic items work wonders towards keeping young characters safe and happy. Of course, the presence of such magic is just as often a burden as it is a blessing. Because such powers exist, many parents feel obligated to pour their life's savings into curative spells for their children, and feel as though they've failed them when they are unable to do so. This is especially true with spells that return life to the dead, which have the added sting of being time sensitive and outright unable to restore life to those with frail bodies or who have moved on to their final resting place. Even when they are able to provide these services for their young, many families find themselves in hard times for having invested so much in purchasing such spellcasting services.

#### Infancy

Bringing new life into the world is a cause for celebration for most folk, a joyful occurrence worthy of song and celebration. Given the considerable importance of birth and new life, most cultures have at least one deity they can pray to in hopes of a smooth and complication-free birth, but despite the existence of such gods, complications still arise. Thankfully, well-off families can afford a number of potent alchemical and magical remedies that make everything from pregnancy sickness to delivering the child easier and less painful, but such remedies are often beyond the financial means of the average family. Instead, young families find themselves relying on tried and true practices to help them during pregnancy, and midwives are common. Thankfully, the faiths of most goodly deities who concern themselves with birth and children often encourage their flocks to offer assistance to expecting families out of the goodness of their hearts, and families in good standing with their communities can expect plenty of support as the infant's birth draws near.

For most cultures, raising a child is fairly similar throughout its infancy. Nursing, changing swaddling and other garments, and providing a safe and warm environment for the child are primary concerns of nearly every parent, and while meeting these needs can be exhausting, they are met for the average infant all the same. Infancy is a time for growth first and foremost, so the demands and expectations placed on them is relatively low. Sometimes, however, additional skills must be taught to survive infancy. For example, many parents who live in dangerous frontier towns or out on open farmland teach the art of silence to their young as a necessary defense against raiders and dangerous creatures.

Despite inherent similarities, some differences between infant-rearing exist, especially between families of different races. Toys differ in quality and quantity based upon culture or region, but generally the function of such objects is similar as a result of an infant's lack of motor skills. Well-off families prefer to amuse their young with elaborate and sometimes magical distractions when within their means, though such toys are often more of a reflection of the quality of life provided by the parents than the quality of life experienced by the infants. Infants are fascinated by the world around them, and even infants in the most financially-stable environment are just as pleased by a ragged chewing ring crafted from hide and animal fat as they are an elaborate magical trinket with the same purpose.

#### Toddlerhood

In most respects, there are few differences between a toddler and an infant in terms of its care; they move around a bit more, begin to eat adult food, and take their first clumsy steps and crash into things often. It is an unassuming time where mistakes are frequent and expected, as the toddler learns to control its body and learn the fundamental skills that are necessary in adult life. As a result, different cultures and races often stress the mastery of different skills and abilities. For example, toddlers with special, innate magical abilities are often taught the basics of learning to control and command those abilities in youth while those who grow up in a martial state are often taught the absolute basics for wielding simple weapons. Still, for every unique skill that a culture expects its toddlers to learn, a number of skills are near universal. For instance, most children are toilet trained as toddlers, and many begin to learn basic words and grammatical structure in their native language.

Although toddlers absorb new information constantly, formal education isn't a priority during toddlerhood, as few toddlers possess the capacity for concrete or abstract thinking. Instead, learning is often driven by a toddler's own curiosity and sense of discovery, and often focused on sensory learning. A toddler's curiosity is a powerful, driving motivation for her, and her guardians must balance encouraging this motivation with teaching their child the many dangers of the world. As



a result, a toddler's parents and caregivers are her world; her sanctuary when she is frightened, her source of nourishment when she is hungry, and her playmates when she is lonely. As a result, toddlers often have high opinions of their caregivers, viewing them as flawless beings worthy of emulation. And in emulating their caregivers, toddlers often desire the same independence that their caregivers possess, and sometimes resent having rules and regulations in place. Such protests are often only for show, however, as most toddlers take extreme comfort in the presence of their caregivers and their rules.

Despite all the learning that occurs during one's toddlerhood, memories of this time fade quickly. Adults rarely remember their toddlerhood beyond a few flashes of memory and vivid emotions. Hazy recollections of toddlerhood sometimes drift into the mind's surface by a recalled scent or scene, but the bulk of one's toddlerhood memories are lost amidst the fondness and exuberance of childhood.

#### Childhood

After growing past the awkward phase of toddlerhood, most children are ready to run head-first into a world filled with even more wonder and discovery than was previously available to them. Childhood is a time of entertainment and education, when children are expected to work hard and play harder. Village children are often expected to help their parents around the house and at work when they aren't out playing or being formally educated, and are almost always assigned chores. The simple truth is that for many hardworking parents, such as those who work the land or manage a shop, a child is a labor investment that can be paid in room and board as much as it is a future heir, so only the most wealthy children find themselves with abundant leisure time. Still, few parents can resist the eager pleas and hope-filled eyes of their young and encourage their children to spend carefree afternoons playing with friends and exploring the world around them. Play and fun are virtues of childhood, and most children make games and competitions out of even rudimentary chores to help pass the time and regardless of how the game is played, a good deal of laughter and mischief is sure to follow. Despite the work, children of all walks of life find time to explore the world around them, forming friendships, causing mischief, and making memories that will last a lifetime.

Cultural expectations of young characters begins to vary heavily in childhood, and differ from race to race, nation to nation, or even village to village. Most children are expected to receive some form of formal education, but the quality of a child's education varies based upon her family's wealth and her home's resources. For example, the average child living in a small village may only have a school with a single teacher that services all of the children in her village, regardless of age. Others rely on their parents or neighbors for lessons, and swap between households for lessons based upon parental availability. The academics taught to children likewise vary, but most parents stress learning to read and write to their children, and basic arithmetic is also emphasized. As they grow older, their tutelage often shifts more towards their adult careers as most children begin learning basic skills that can be applied to a variety of trades, though practical training for most trades isn't emphasized until adolescence.

#### **Young Adulthood**

Although the semantics of adolescence differs heavily across cultures and races, the experience itself is a universal one: the struggle to find one's identity amidst the confusion of being suck between childhood and adulthood. Adolescence is a time of emotional uncertainty and paradoxes; youths crave responsibility but seek the security of their childhood homes, demand independence while practicing meek obedience, and itch to set off on their own while lacking the means and maturity to do so. Adolescents are also faced with the future as an uncertainty for the first time in their young lives; used to living in the moment as a child, adolescents are now faced with the daunting challenge of learning a trade and preparing for the rest of their lives. For many, childhood's end is marked by choosing such a path, whether the youth is apprenticed to a master tradesman or is given additional responsibilities in the family business. Adults are often eager to take youthful apprentices, for not only does it offer an opportunity to pass on their knowledge and skills, but it also gives them someone with excess energy and a spry build to sweep their floors and keep both their home and workplace tidy for them.

Whereas children often perform odd jobs for their parents and masters, youths are given more hands-on assignments. As many youths are, in some regards, an adult, they are given an adult's share of work and responsibilities, although effective parents and masters are sure to leave a youth with time to herself. Youths need time for relaxation and socialization, just as adults do, and many of them aren't quite ready to give up fun or play, though their interests often change from childish pursuits to more adult interests as they grow older. As an adolescent approaches adulthood, she is expected to take an adult's place in her local community, which often includes building a home, finding a partner, and settling down to raise a family. These expectations can be extremely frustrating for adolescents, and stories of youths who have run away from home to join the circus or become adventurers aren't uncommon. Whether she follows tradition or blazes her own trail, the choices that a youth makes ultimately lay the foundation for the rest of her life.

#### Racial Childhoods

The following pages describe specific biological and psychological experiences common to young members various *PATHFINDER ROLEPLAYING GAME* races. Each entry includes a sidebar with statistics used with the aging and growth system (see pages 08–15). The values shown in each race's entry are based off of those described on the appendixes of *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*.

#### Dwarf

While many jokingly claim that dwarves spring forth from the womb fully grown, armor donned and ready for battle, dwarves enter the world after a gestation period of 12-1/2 to 13 months much the same as any other humanoid. Dwarven children are notoriously dense, and they are famously born with relatively good vision, leading to the dwarven adage that every dwarf is, "born with her eyes open."

**Infant**: Dwarven infants are easy to manage compared to those of other races, as they tend to be heavy sleepers during their fledgling years. That being said, infant dwarves are also notorious for their loud crying, which often sounds more like an angry bellow than an infant's tears. Dwarves range from 8 to 10 pounds at birth and are typically 15 to 17 inches long, and have noticeably shorter limbs than human infants do. Dwarven infants have a remarkably developed sense of touch, and prefer tactile sensations to all others. Often, this manifests as a compulsion to touch and discover all manner of objects from a young age by palming them in their hands or rubbing up against them.

Toddler: Dwarven toddlers take their first steps around

the age of two, but are hesitant to try and run early on. Instead, dwarves toddle with a slow, plodding galt with remarkable stability; compared to a human Toddler, dwarves seldom-if everfall over. Dwarves often tend to have violent tantrums in their toddler years, much to the point where dwarves who have raised human toddlers think them docile by comparison. Oftentimes these tantrums are a direct result of a young dwarf coming into conflict with dwarven society's rigid rules and traditions, which involve strict schedules and high expectations. As they grow older, dwarf toddlers develop a constant desire to eat and put on when old dwarves fondly call 'baby fat." Dwarf toddlers also begin to build a surprising amount of muscle in these early years, as the extra strength is needed to help move her dense bones and thick frame, and many go through a phase where they'll stick virtually anything into their mouth, causing many dwarves to refer to toddlers in general as "biters."

Child: As a young dwarf ages into a child, she leaves tantrums and baby fat behind, replaced by a bit of an aggressive streak to match her

#### **Base Statistics for Dwarves**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x7
Toddler	1 years	x7
Child	4 years	x7
Youth	12 years	x7
Adult	40 years	x7
Middle Age	125 years	x7
Old	188 years	x7
Venerable	250 years	x7
Maximum Age	250 + 2d% years	x7

#### **Base Height and Weight for Dwarves**

Age	Base Height	Base Weight
Infant	1 ft. 2 in.	9.8 lbs.
Toddler	1 ft. 6 in.	13 lbs.
Child	2 ft. 4 in.	26 lbs.
Youth	2 ft. 10 in.	39 lbs.
Adult, female	3 ft. 7 in.	120 lbs.
Adult, male	3 ft. 9 in.	150 lbs.

#### **Dwarf Height and Weight Potential**

Random	Minimum	Average	Maximum
2d10	2	10	20

well-defined muscles. Traditionally-raised dwarves also begin to develop an appreciation for the legends and folk tales of their people, and many young dwarves spend much of their free time playing games that mimic brawling, fighting, and digging out of respect and idolization for the heroes of their people. Evenings are often spent lounging with family or listening to tales spun by elders.

Dwarven children are notorious for their curmudgeonly temperaments, which are often surly even by dwarf standards. That being said, dwarven children learn quickly to watch their tongue around their elders, for in dwarven society it is acceptable for any adult to punish a misbehaving child. While dwarves generally frown on corporeal punishment, most are more than willing to assign a long, difficult, and grueling task that they've been putting off for an unruly tyke.

Youth: As a young dwarf becomes older, they hit a significant growth spurt by dwarven standards, putting on an extra inch a few more pounds every couple years or so. As they reach their full size, many dwarven youths are expected to join the workforce alongside their parents, or receive training in a skill or trade or attend schooling. Male youths (as well as some females) often begin to grow the beards that many foreigners associate with the dwarven race, and learning proper beard hygiene is a critical skill that all youths are expected to master. Although dwarven youths are often as gruff as their elders, this is actually viewed as an improvement as the growing dwarf's crass temperament evens out.

#### Elf

For reasons that the elves keep to themselves, young elves are a rare commodity to the world despite the sultry appetites of most elves. In the rare situation where an elf becomes pregnant, gestation lasts a grueling 17-1/2 to 18 months which gives rise to a lithe child with delicate features and an almost peaceful demeanor. Elven children appear slender and frail throughout their lives, with large eyes and pointed ears that grow as they age.

**Infant**: Elf infants enter the world peacefully with minimum wailing and a curious demeanor, and they are easily mesmerized by natural sensations, such as fragrant flowers, trickling ponds, and glimmering sunlight. As soon as they learn to crawl, young elves need constant supervision, and they immediately embody much of the capricious whimsy that their race is known for. Worse still, elves are somewhat frail compared to other races, and an elven infant can be seriously harmed by a collision or a fall that would merely bruise a human Infant. As a result, elven parents are often somewhat doting with their infants and bond very quickly.

Unlike infants of other humanoid races, elven infants don't keep much body fat as they age, maintaining the slender and delicate appearance that elves are known for throughout their lives. Elf infants also require far less sleep than Infants of other races demand, taking few naps during the day and almost instinctively taking to the cycle of day and night to determine when they must rest, meaning that few elves wake during the night, assuring a peaceful slumber for both the young elf and its caregivers.

Toddler: While elven toddlers take longer to take their first steps, typically doing so around 3 years of age, there is little hesitancy in their stride as they do so. Young elves practically take off running shortly after their first steps, mastering motor coordination with such effortlessness that some claim young elves literally learn to run before they can walk. As they grow older, their limbs become longer and they gain a small bit of weight, but remain as lithe and delicate in appearance as they did in Infancy thanks to their light bone structure and near inability to gain excess weight. Elf toddlers also learn language almost effortlessly, and most can construct full sentences in Elven before their fourth year, an impressive task considering how nuanced of a language Elven is.

**Child**: Although many assume that an elven childhood is significantly longer than that of other races, in truth an elf child grows only slightly slower than a young human. As she ages, an elf child's limbs become longer and more graceful and she quickly becomes a master at tasks involving physical grace, including running, jumping, and climbing. Keen even in these early years, an elf child quickly masters an array of skills, and is typically years more advanced than

#### **Base Statistics for Elves**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x3
Toddler	1 years	x3
Child	4 years	x3
Youth	12 years	x3
Adult	110 years	x3
Middle Age	175 years	x3
Old	263 years	x3
Venerable	350 years	x3
Maximum Age	350 + 4d% years	x3

#### **Base Height and Weight for Elves**

Age	Base Height	Base Weight
Infant	1 ft. 8 in.	6.9 lbs.
Toddler	2 ft. 3 in.	9 lbs.
Child	3 ft. 5 in.	18 lbs.
Youth	4 ft. 2 in.	27 lbs.
Adult, female	5 ft. 4 in.	90 lbs.
Adult, male	5 ft. 4 in.	100 lbs.

#### **Elf Height and Weight Potential**

Random	Minimum	Average	Maximum
2d10	2	10	20

her human peers in nearly all areas of academia. Despite this, few elven parents force the same rigorous demands upon their children that humans do, instead preferring that their offspring live pleasant, carefree childhoods.

> Youth: Much of what humans consider to be an elf's "eternal childhood" is spent as a youth, as opposed to a child. As a youth, an elf's characteristically eternal frame undergoes a number of awkward growth spurts that seem localized in her legs and arms, giving her an almost awkward appearance compared to the normally flawless beauty normally associated with elves. As a result, many elves consider early youth, especially pubescence, to be a "clumsy phase" for the youngster. Once she grows into her body towards the end of her second decade, an elven youth's growth all but stops for the next eight decades, gaining only a meager inch and

a few pounds every five years or so. Although biologically mature by this point, elven society does not recognize a young elf's adulthood until she has lived for more than a century, a prospect that some more adventurous elves find bothersome.

#### Gnome

As small and vibrant as they are, gnomes tend to give birth to equally small and vibrant children. The average gestation period for a gnome is 11-1/2 to 12 months, but few things are typical for a gnomish pregnancy: gnomes can spend as few as 5 months in the womb or as much as 18 and be born looking exactly the same, much to the confusion of medical professionals. "A gnome," most gnomish midwives claim, "is born not a moment before she's born."When they are finally born, gnomes seem eager to embrace all of the joy and wonder that the world has to offer, and possess keen vision and hearing at birth in order to experience it. Even when they're young, many gnomes possess vibrant skin and hair colors that closely resemble aspects of nature, such as sky blue, forest green, daffodil yellow, or even lotus pink.

Infant: Gnome infants look somewhat comical when they are born, possessing heads and limbs that are slightly disproportional to their bodies. Surprisingly large given the size of their mother's bodies, a typical gnome infant is roughly 10 inches long and weighs about 2 pounds. Although tiny things, a gnome infant is hardy and has an eager curiosity for the world around. Gnomes live to explore whatever they can with all of their senses, and the best playthings for a young gnome are those that can safety stimulate all of her senses. Although it might sound puzzling to claim that gnomes are drawn to interesting things, they favor objects of all sorts that are brightly colored, interesting to manipulate, and that taste or smell good. As a result, gnome parents often spend much of their time finding things that smell and taste interesting for their young to enjoy. Furthermore, the skin and hair tones that a young gnome is born with aren't necessarily those that she'll have in adulthood, as a young gnome's skin tone and hair are prone to drastic changes as the gnome grows older.

**Toddler:** Gnome toddlers begin babbling in their parent's language relatively early on, and they typically take their first steps when they are a year and a half old. Insatiably curious and incredibly lively and energetic, gnome toddlers wobble, crawl, climb, and explore virtually any person, any place, and any thing they happen across using all of their senses. Before the end of her second year, a gnome toddler typically speaks her first intelligible words and from there, a linguistic deluge occurs as the gnome discovers the joys of social interaction for the first time. What's more, gnomes typically begin harnessing the first vestiges of fey magic that they possess, causing minor oddities such as amusing herself with strange lights and sounds, freshening her own soiled diaper, or causing a favored toy to randomly change colors.

Child: Unlike the young of other races, who typically begin to solidify their personal likes and interests in childhood, a gnome child remains every bit the veritable storm of exploration that she was

#### **Base Statistics for Gnomes**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x1
Toddler	1 years	x1
Child	4 years	x1
Youth	12 years	x1
Adult	40 years	x1
Middle Age	100 years	x1
Old	150 years	x1
Venerable	200 years	x1
Maximum Age	200 + 3d% years	x1

#### **Base Height and Weight for Gnomes**

Age	Base Height	Base Weight
Infant	0 ft. 10 in.	2.3 lbs.
Toddler	1 ft. 3 in.	3 lbs.
Child	1 ft. 11 in.	6 lbs.
Youth	2 ft. 4 in.	9 lbs.
Adult, female	2 ft. 10 in.	30 lbs.
Adult, male	3 ft. 0 in.	35 lbs.

#### **Gnome Height and Weight Potential**

Random	Minimum	Average	Maximum
2d4	2	4	8

as a toddler, only with slightly more mature tastes. Their innate desire to explore new people and places also morphs from a desire for wholistic sensory experiences to social encounters with interesting people, and a gnome child has an almost compulsive need to check under every rock, peek into every burrow, and chat with every stranger, a habit that adult gnomes encourage. Although a gnome grows throughout her childhood just as any child would, their heads and eyes remain

proportionately larger than the rest of their body, giving them an eerie, fey-like appearance.

Youth: Agreeable by nature, most gnome youths are surprisingly compliant during their teenage years, only harboring slight rebellious streaks and minor scuffles involving conflicts of interests. By youth, most gnomes have refined the overwhelming obsessions of childhood into several more focused pursuits that most continue studying well into adulthood. As they age, a youth gnome's head quickly behind to assume their race's adult proportions, though many retain a somewhat childish or even comical flair to specific features such as large eyes, a bulbous nose, or a hairless chin.

#### Half-Elf

As the product of two drastically different races, half-elf children are extremely unpredictable in regards to their growth and development. Often as varied in appearance as their human parents and possessing traits that hint at their human parent's ethnicity, some half-elves possess the same lithe, graceful form as elves do while others bare no resemblance to their elven kin save for their pointed areas. The gestation period for a half-elf is typically 14 to 15 months, leading to a significantly longer than average pregnancy if the mother is human, or a significantly shorter pregnancy if the mother is elven. A half-elven child is often significantly easier to deliver than a human child but more taxing than an elven child, so such children are a relief for human women but often painful for elven woman. Strangely, while elves often have difficulty conceiving with other elves, it is often much easier for an elf of either sex to conceive a half-elf child, possibly as a result of human fecundity.

**Infant**: Half-elf infants are unpredictable children on account of the fact that their blood stems from two extremely

different sources. Half-elves can have physical traits such as hair color, eye color, eye shape, and skin color from either parent, but virtually all have large eyes with slightly enlarged irises and slightly pointed eyes. Unlike an elf, a half-elf's ears are rounded at their point and slightly shorter, which becomes increasingly apparent as the half-elf ages.

Even as infants, half-elves tend to be exceptionally beautiful by human standards, though elves often worry that they look overweight or deformed. They need slightly less sleep than human infants do, but considerably more than elven Infants. Mentally, half-elven infants are far closer in cognitive ability to human Infants than elven ones, and these differences lead many elven parents of half-elf children to believe their child is sickly or disabled in some manner.

**Toddler**: A half-elven toddler grows at much the same rate as a human toddler does, which is also slightly faster then that of an elven Toddler. Half-elven toddlers typically take their first steps by a year and a half of age, and are also well on their way to learning the languages of their parents, though

they often have a much easier time learning human languages as opposed to the nuanced tongue spoken by elves. Often as beautifully

#### Table 2-10: Base Statistics for Half-Elves

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x5
Toddler	1 years	x5
Child	4 years	x5
Youth	10 years	x5
Adult	20 years	x5
Middle Age	62 years	x5
Old	93 years	x5
Venerable	125 years	x5
Maximum Age	125 + 3d20 years	x5

#### **Base Height and Weight for Half-Elves**

Age	Base Height	Base Weight
Infant	1 ft. 7 in.	7 lbs.
Toddler	2 ft. 2 in.	9 lbs.
Child	3 ft. 3 in.	19 lbs.
Youth	4 ft. 0 in.	29 lbs.
Adult, female	5 ft. 0 in.	90 lbs.
Adult, male	5 ft. 2 in.	110 lbs.

#### Half-Elf Height and Weight Potential

Random	Minimum	Average	Maximum
2d8	2	8	16

delicate in appearance as an elf, but as hardy as a human. In most regards, half-elven toddlers are indistinguishable from human toddlers in terms of their behaviors, much to the annoyance of any elves in the toddler's life.

Child: Like both elves and humans, a halfelven child experiences rapid mental growth during her childhood years, perhaps more so than her human peers do. Half-elves, however, often don't get a chance to show off their keen intellects, however, because while they age ever so slightly less than humans as children, that slight offset is enough to leave them miles behind academically, as half-elves aren't always developmentally ready to learn the same topics their human peers are learning. That said, they typically make for very attractive, active children who have a predisposition for outdoor activities.

Youth: Half-elves largely have a mentality and temperament similar to those of their human peers, but grow significantly slower than their human peers or faster than their elven peers. As a result, half-elven youths are often frustrated by a world that seems to move too fast or too slow for them, and they often go through a rebellious streak against both human and elven society asa means of venting this frustration. In particularly unfortunate cases, some half-elf youths decide to leave their parent's society all together, striking out on their own in search of a home that understands and accepts them.

#### Half-Orc

Born from a union between two drastically different races, a half-orc pregnancy is often hard on a human mother and unbearably long for an orc mother. Half-orc pregnancies have a gestation period of 8-1/2 to 9 months, same as humans and longer than orcs. Though not nearly a burly as a full-blooded orc, half-orc babies tend to be large and difficult for human mothers to carry, and because of their natural strength, many human mothers who are pregnant with half-orcs end up with broken ribs and internal bruising from the infant's sheer strength as it jostles and kicks its limbs. As a result, a half-orc pregnancy can be dangerous for a human mother, and many die trying to carry their child to term.

Infant: Half-orc infants are notoriously large at birth, weighing roughly ten pounds and measuring an average of 18 inches in length. Compared to human infants, half-orc infants tend to be extremely fussy, and constantly wriggle and cry. They are large babies who are significantly stronger than most children and are able to grasp, pick up, and hold onto objects much sooner than other races, though they lack the coordination to do anything substantial with the objects they grab. Still, the parents of a half-orc must keep a constant vigil on their young child, for half-orc infants are notorious for picking up objects that children ought not to touch, and are particularly attracted to the glimmer of steel and the roar of fire. Although not nearly as impaired by bright light as pure-blooded orcs, half-orc infants are blind for

the first several weeks of their life, and are easily irritated by bright light until their eyes have fully developed around one year of age.

Toddler: Half-orc toddlers begin walking roughly the same time as humans, but are often noticeably larger than their human peers and favor rough play that is often on the destructive side. Half-orc toddlers speak infrequently even after acquiring language and undergo an exceptionally painful teething process due to the small, adult tusks that begin burrowing out of their gums. These tusks commonly cause infection in and around the teething area, but half-orc toddlers are ravenous eaters despite the pain who usually wean early in favor of gnawing on tough foods like meat and bread. Although rowdy, half-orc toddlers are just as predisposed to kindness as humans are, though tragically most learn the cruelty of orcs and humans alike as early as their toddler years, and as a result are forced to learn to survive in an unfriendly world, often becoming cold, hard, and pragmatic towards others as a result.

#### **Base Statistics for Half-Orcs**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x7
Toddler	1 years	x7
Child	4 years	x7
Youth	7 years	x7
Adult	14 years	x7
Middle Age	30 years	x7
Old	45 years	x7
Venerable	60 years	x7
Maximum Age	60 + 2d10 years	x7

#### **Base Height and Weight for Half-Orcs**

Age	<b>Base Height</b>	Base Weight
Infant	1 ft. 6 in.	9.6 lbs.
Toddler	2 ft. 0 in.	13 lbs.
Child	3 ft. 0 in.	26 lbs.
Youth	3 ft. 8 in.	38 lbs.
Adult, female	4 ft. 5 in.	85 lbs.
Adult, male	4 ft. 10 in.	120 lbs.

#### Half-Orc Height and Weight Potential

Random	Minimum	Average	Maximum
2d12	2	12	24

**Child**: A half-orc child grows fast and plays hard when given the opportunity, and they are perfectly suited for competitions of strength and endurance. That being said, few get the opportunity to enter such competitions because a half-orc's appearance often scares both human children and their parents away, while they often provoke disgust and ire from any pure-blooded orcs should they have been raised in an orc community. As a result, most half-orc children must learn to make due alone, and are often shy in regards to academic achievement both because few are predisposed for academia and because few are tolerated within the walls of most respectable academies unless their families have the proper clout or connections.

Youth: Once a half-orc becomes a youth, she rockets in height and weight, growing more swiftly than even the fastest of humans. Before they reach 12 years old, a half-orc youth can weigh as much as 160 pounds and stand well over five feet tall, and any tusks they possess, which begin growing when during toddlerhood, reach their full length at this point. Overall, this gives half-orc youths a very intimidating appearance, and many have bad tempers and rebellious personalities. As a result, many half-orcs often get into major and minor scuffs, though this is a behavior that many grow out of as the throes of adolescence leave them behind.

#### Halfling

Halfling children are happy and humorous with a positive, upbeat personality that often looks for the good in any situation. Despite their diminutive size and lean frames, halfling children are often pleasantly plump and have comically large feet until their bodies thin out and assume their proper proportions during prepubescence. The gestation period for a halfling infant is 11-1/2 to 12 months, and halfling parents handle the challenges of parenthood with their race's signature fearlessness and determination.

**Infant**: Halfling infants look nearly identical to human infants, except their ears are slightly pointed, small wisps of hair streak across their feet, and each is diminutive at birth, seldom measuring more than 10 inches in length. They are typically less cautious than human infants, and aren't afraid of the possibility of crawling off of furniture or tumbling into walls or floors. As a result, halfling infants need constant supervision, and halfling parents often swear by swaddling clothes for the first several months of life, as the thick wrappings help keep the babe in sight and out of trouble.

**Toddler**: For the first few years of their lives, halflings grow and develop at mostly the same pace as humans, except

at a smaller scale. Halflings toddlers typically need more time to develop the muscles to raise their heads and coordinate their feet, but once they manage to stand at roughly 2 years of age, walking comes quickly thanks to their wide feet and natural sense of balance. Fearless by nature, halfling toddlers crave exploration and wander anywhere their two feet can take them despite lacking the

#### **Base Statistics for Halflings**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x1
Toddler	1 years	x1
Child	4 years	x1
Youth	8 years	x1
Adult	20 years	x1
Middle Age	50 years	x1
Old	75 years	x1
Venerable	100 years	x1
Maximum Age	100 + 5d20 years	x1

#### **Base Height and Weight for Halflings**

Age	Base Height	Base Weight
Infant	0 ft. 8 in.	1 lbs.
Toddler	1 ft. 1 in.	2 lbs.
Child	1 ft. 8 in.	4 lbs.
Youth	2 ft. 1 in.	8 lbs.
Adult, female	2 ft. 6 in.	25 lbs.
Adult, male	2 ft. 8 in.	30 lbs.

#### Halfling Height and Weight Potential

Random	Minimum	Average	Maximum
2d4	2	2	8

sturdy callouses that protect their kind's feet from harm. For this reason, many halflings refer to toddlers as "tenderfoots" because young halflings often bruise and scrape their feet while playing.

**Child:** By childhood, a halfling's feet are properly calloused, protecting them from harm and enabling the young halfling to fully experience the world without worry. Quick-witted and humorous by nature, halfling children are known for playing pranks and telling falsehoods as they try to learn to tell better stories. Such tendencies often cause trouble with the young halfling's parents, who find that they must work constantly to teach their child the difference between a story and a fib. Despite their small size, halfling children often have big personalities and use a variety of vivid expressions and phrases when conveying their emotions to others.

Youth: Although most adolescents are known for being moody and angst-ridden, this isn't the case for halfling adolescents. Instead, halfling youths often have a prominent sense of humor and enjoy playing pranks and jokes on others, especially their friends and family members. Halfling adolescents also embody teenaged fearlessness, taking even their people's bravery to the extreme. As a result, most halfling Youths have a daredevil phase that parents often try to hurry along as quickly as possible. Most young halflings crave adventure in some capacity, even if they don't admit it to it, and often find themselves getting into trouble both big and small when their foolhardy curiosity inadvertently gets the better of them.

#### Human

Both adaptable and ambitious, humans have remarkable endurance and are primarily driven by expansion. This motivation is deep-set within the human psyche, and one result of this drive is humanity's extreme populousness, which is aided significantly both by their fecundity as well as the endearing manner in which most rear their children. To humans, a child is not only a gift from the gods, but also insurance against a future of loneliness and frailty and an heir who can inherit the material possessions and wealth that they have spent their lives amassing. The gestation period for a human Infant is 8-1/2 to 9 months, though as with all facets of humanity, there is room for variance in and beyond this range (especially if the mother is pregnant with twins, which typically leads to a birth after 7 months). Humans tend to have uncomfortable pregnancies, and many seek the comforts of a midwife or doctor to help mitigate the chance of complications. Despite the considerable chance that something will go wrong, many human women are fearless in braving the trials of pregnancy, and families with four children are common, with some having as many as twelve.

Infant: Human infants are born squalling and full of life, their weight and height varying as much between Infants as it can between human Adults. The average human infant weighs roughly 7–9 pounds and is 19–22 inches

> in length. Most humans are born with light blue eyes and fuzzy vision, though this clears upon quickly throughout the infant's first weeks of life. As their vision clears, a human infant's eyes typically change in color, assuming the child's true eye color. Human infants grow and develop rapidly.

By 3 months of age, most human Infants are able to lift heir head without support, and by 7 months of age most can roll over and even sit up without assistance and are beginning to learn to crawl. Human infants

are instinctively drawn to bright colors and sounds, and quickly learn to recognize the sounds of their caregivers' voices as well as humanoid faces.

> **Toddler**: After roughly a year of age, young humans begin picking up their first inklings of language and are often standing

#### **Base Statistics for Humans**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x5
Toddler	1 years	x5
Child	4 years	x5
Youth	8 years	x5
Adult	15 years	x5
Middle Age	35 years	x5
Old	53 years	x5
Venerable	70 years	x5
Maximum Age	70 + 2d20 years	x5

#### **Base Height and Weight for Humans**

Age	<b>Base Height</b>	Base Weight
Infant	1 ft. 6 in.	7.5 lbs.
Toddler	2 ft. 0 in.	10 lbs.
Child	3 ft. 0 in.	20 lbs.
Youth	3 ft. 8 in.	30 lbs.
Adult, female	4 ft. 5 in.	85 lbs.
Adult, male	4 ft. 10 in.	120 lbs.

#### Human Height and Weight Potential

Random	Minimum	Average	Maximum	
2d10	2	10	20	

up on their own, if not outright walking short distances. As the toddler grows, her vocabulary increases dramatically and she gains the ability to walk with significantly more coordination and poise. Despite the increase in vocabulary, however, most human toddlers are difficult to understand and their pronunciation on account of their botched usage of words, incorrect pronunciations, and inability to use sentences with more than a handful of short, simple words.

**Child**: As humans age from toddlerhood into childhood, their large heads and stubby limbs begin to fill out. While childhood lacks the rapid growth of earlier age categories, young humans become veritable sponges for knowledge and information, and it is in childhood that most young humans begin to show their first inklings of an interest in personal pursuits and careers. Human children often look goofy and disproportionate compared to adults, as different parts of their bodies don't grow at the same rate or speed. This is no cause for alarm, however, as most fill out during adolescence.

Youths: Adolescence is a time of rapid growth and change for young humans, both from a physical and mental perspective. Human youths often suffer from hormonal fluctuations as they age that cause everything from acne to emotional mood swings. Often rebellious, most go through a stage where they desperately seek to control their lives, but aren't financially or emotionally equipped to do so. Human teenagers often start gangly but fill out quickly, reaching their full height and weight in a matter of a few short years.

#### Kitsune

Kitsune children are good-natured and mischievous, and enjoy playing silly games and pranks on their guardians and peers. Although the typical image of a kitsune is lean and lithe, kitsune are pudgy in youth, thinning out as their extremely fluffy fur begins to "fill out" and become more manageable. Kitsune are typically born after a gestation period of 8-1/2 to 9 months, and are eager to explore the world from the moment they gain their first inkling of independence.

**Infant**: Kitsune are born blind and deaf at birth and are typically 19-20 inches long and 6 pounds in weight. A young kitsune will typically hear its first sounds after just two days, but few open their eyes for the first time until two weeks after birth, which are well-developed and resplendently colored, and don't change in coloration as the kitsune ages. Kitsune infants often appear stubby compared to their lithe and graceful parents; both their limbs and digits are short and plump and their tails appear stubby, though this is largely a byproduct of the kitsune's thick fur.

Shapeshifting comes naturally to newborn kitsune, and not only can infant kitsune shift between their true form and their human form with ease, but they quickly learn to recognize shapeshifted caregivers. Infant kitsune also possess a shapeshifting reflex that causes them to instinctively shapeshift into whichever form that someone who is holding or touching them assumes, so an older kitsune can guide an infant's shapechanging to prevent their ruse from being spoiled.

**Toddler**: Kitsune typically take their first steps around ten to twelve months of age, but generally master motor skills at a rate similar to humans. Kitsune toddlers are often more poised and coordinated than humans because of their tails, and tend to be more linguistically advanced, learning new languages, especially human ones, rapidly. As a result, the conversational abilities of a young kitsune are often years beyond that of a human toddler, though just as naive, innocent, and immature in the things they say. In addition, kitsune toddlers are curious to a fault and constantly find new and inventive ways to make mischief, making them exhausting to care for.

Child: As a young kitsune enters childhood, her tail elongates and her fur coat thins, dropping the stubby bulk of youth. Kitsune children are springy and energetic, often possessing exceptional balance and agility that allows them to effortlessly out maneuver their human friends. That being said, kitsune children are physically weaker than human children and must learn to avoid overexerting themselves when frolicking with human friends. Kitsune children are also known for their youthful optimism, and few can tolerate sitting still for long. As a result, its often difficult for a young kitsune to tolerate traditional human settings for children, namely the classroom, for very long, and they often find church sermons and school lessons to be gruellingly dull. For this reason, kitsune parents are quick to teach their children the importance of learning to blend into and tolerate human society, no matter how dreary it may be.

#### **Base Statistics for Kitsune**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x5
Toddler	1 years	x5
Child	4 years	x5
Youth	8 years	x5
Adult	15 years	x5
Middle Age	32 years	x5
Old	50 years	x5
Venerable	65 years	x5
Maximum Age	65 + 3d12 years	x5

#### **Base Height and Weight for Kitsune**

Age	Base Height	Base Weight
Infant	1 ft. 6 in.	4 lbs.
Toddler	2 ft. 0 in.	8 lbs.
Child	3 ft. 0 in.	16 lbs.
Youth	3 ft. 8 in.	25 lbs.
Adult, female	4 ft. 5 in.	85 lbs.
Adult, male	4 ft. 10 in.	100 lbs.

#### Kitsune Height and Weight Potential

Random	Minimum	Average	Maximum
2d8	2	8	16

Youth: Kitsune adolescence is strikingly similar to human adolescence, except kitsune often become boastful and braggart-like instead of angst-ridden, though the behavior is treated similarly to teenage angst by older kitsune. Adolescent kitsune often act as though they can conquer the world, and by their mouths alone some might think them capable of it. Adolescent kitsune grow at a rate similar to those of human

> adolescents, except they remain leaner and lighter and most go through their growth spurts faster then their human peers, giving kitsune youths a brief window of time where they are larger in size and equally matched in physical strength to their human peers. During adolescence, many kitsune begin to feel the pangs of wanderlust and often begin preparing to leave home.

#### Nagaji

Quiet and obedient, nagaji children have an innate sense of duty to others even from a young age, and are surprisingly docile in youth. Unlike other races, which tend to grow steadily until adolescence, nagaji grow in spurts throughout every stage of their lives, as they must shed their scaly skin in order to make room for their body to grow. A typical nagaji sheds her skin roughly 25 times throughout her life, a milestone that they often track with as much enthusiasm as her years. Although many assume that nagaji hatch from eggs like tengu or kobolds do, they are actually born live after a gestation period of 8-1/2 to 9 months.

Infant: Nagaji are surprisingly well-developed when they are born, especially compared to a human infant. An infant nagaji is born with considerable muscle mass and gross motor skills, and is often able to roll over on its own from birth and learns to crawl mere weeks later. Despite their children's rapid muscle growth, nagaji mothers seldom notice their infant's increased strength or mobility within the womb.

Infant nagaji aren't born with scales; they instead possess soft, tender skin that is usually pinkish in color. Before her first

birthday, this flesh has hardens into proper scales with a pattern (including coloration) unique to that nagaji. Until then, a young nagaji is exceptionally vulnerable to harm and nagaji caregivers take special care to make sure that their infants are safe and looked after. This is seldom difficult, as nagaji are incredibly well-believed infants and seem to gravitate towards authority figures and rules with an instinctual obedience.

Toddler: Nagaji take their first steps early compared to most toddlers, and can typically walk by a year and a half of age. As with infants, nagaji toddlers are eerily well-behaved and completely lack the "terrible twos" phase that human toddlers are known for; they are obedient and have an innate knack for rule-following. Although they tend to master fine motor skills at the same rate as humans, nagaji gain gross motor skills at a significantly faster rate on account of their much more refined muscle mass. Early on during a nagaji's toddlerhood the youngling sheds her skin for the first time,

a messy but momentous occasion that nearly all nagaji parents celebrate exuberantly in a manner akin to how human parents celebrate their children's birthdays.

Child: As in toddlerhood, nagaji children

#### **Base Statistics for Nagaji**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x7
Toddler	1 years	x7
Child	4 years	x7
Youth	8 years	x7
Adult	20 years	x7
Middle Age	60 years	x7
Old	90 years	x7
Venerable	120 years	x7
Maximum Age	120 + 3d20 years	x7

#### **Base Height and Weight for Nagaji**

Age	<b>Base Height</b>	Base Weight
Infant	1 ft. 9 in.	12.3 lbs.
Toddler	2 ft. 5 in.	17 lbs.
Child	3 ft. 7 in.	33 lbs.
Youth	4 ft. 5 in.	50 lbs.
Adult, female	5 ft. 6 in.	160 lbs.
Adult, male	5 ft. 9 in.	180 lbs.

#### Nagaji Height and Weight Potential

Random	Minimum	Average	Maximum	
2d10	2	10	20	

grow in quick, rapid spurts marked by the shedding of their skin. Nagaji children often seem to have mercurial attitudes to foreigners and they bounce quickly from quiet stillness to barreling energy in a blink of an eye, abounding with energy. Nagaji parents often try to harness a young nagaji's energy by giving her chores around the house that a human might think better suited for an older child, such as digging pits and drudging fields. Such tasks are fairly easy for young nagaji on account of their physical brawn, however.

Youth: Nagaji adolescence is similar to human adolescence, except that nagaji take noticeably longer to grow to their adult height and weight. This is a result of their continued need to shed their skin as they grow; even the fastest of nagaji growth spurts are significantly slower and more evenly paced than an average human's growth at any given point during adolescence. Nagaji youths often begin studying under a mentor or master, usually their parents, to learn a trade that will support them as an adult. For most nagaji adolescents, the mastery of their skills in their chosen field is their primary concern and they work hard to become productive members of their society.

Although adolescence is tumultuous for parents and includes many outbursts and cries for attention and independence for parents of all races, adolescent nagaji are notably mild and protest very little, perhaps on account of their slower growth rate. Likely, it's because most nagaji are willing to accept whatever place they're given in society with determination and a willingness to work hard despite all odds.

#### Samsaran

Although joyful and cheerful, to say that samsaran children differ from human children is unimaginably restrained on account of the unique way in which young samsarans enter the world. Samsaran souls do not move on to the afterlife the way that the souls of other creatures do; instead, they return to the Material Plane and reincarnate as entirely new individuals who are the biological equivalent of a human child aged 4 through 7 years. Most samsarans reincarnate in a span of 2 to 4 weeks, and often rotate their sex in accordance to an metaphysical cycle every few lifetimes. This gives her the opportunity to experience many facets of mortal life across many lifetimes without a significant time lapse.

**Child:** When a samsaran reincarnates, she typically reappears on the Material Plane with a body and mind that is the biological equivalent of a 4 to 7 year old human child. Although none are entirely sure how it happens, most samsarans manage to reincarnate within a few miles of other, major samsaran settlements and some theorize that a reincarnating samsaran's soul uses ley lines for guidance, as traditional samsaran settlements are built along ancient ley lines and the majority of samsarans reincarnate around such settlements. Life as a newly reincarnated samsaran is tumultuous at first; she is quickly tested via a ritual known as a *samsutra*, which involves placing the worldly

possessions of several recently deceased samsarans before a newly reincarnated child to determine who she once was through the objects she most strongly identifies with. Once this has been divined, all of her previous life's possessions are returned to her, if any remain. Afterwards, she

is assigned caregivers and is expected to relearn samsaran traditions and customs.

> Despite her lingering memories of adulthood, a young samsaran doesn't act like a "tiny adult." She has her own,

#### **Base Statistics for Samsarans**

Age Category	Starting Age	Weight Multiplier
Infant	-	-
Toddler	-	-
Child	0 years	x5
Youth	14 years	x5
Adult	60 years	x5
Middle Age	150 years	x5
Old	200 years	x5
Venerable	250 years	x5
Maximum Age	250 + 6d% years	x5

#### Base Height and Weight for Samsarans

Age	Base Height	Base Weight
Infant	—	_
Toddler	-	-
Child	3 ft. 6 in.	20 lbs.
Youth	4 ft. 3 in.	32 lbs.
Adult, female	5 ft. 6 in.	110 lbs.
Adult, male	5 ft. 4 in.	110 lbs.

#### Samsaran Height and Weight Potential

Random	Minimum	Average	Maximum
2d8	2	8	16

unique personality and learns and grows at her own rate. In truth, a samsaran child acts more like a human child who's too smart for her own good, which is largely true for samsarans. As a result, young samsarans often seem incredibly crafty to outsiders and often are significantly smarter then one would expect, given their age. Samsaran children truly are wise beyond their years, however, and that wisdom often translates into a child who is significantly better at assessing situations and making responsible choices for herself.

Youth: Although they acknowledge their inexperience, by the time that a samsaran reaches adolescence she is largely treated as an adult in most respects. As a result, samsaran society isn't particularly forgiving to the antics of its youths, of which there are many. As in childhood, samsaran youths are often too smart for their own good, and confident in their ability to mimic feats of skill and prowess that they were able to perform during their past lives, no matter how inept they might actually be during their current one. As with humans, samsaran adolescence is largely about discovering one's identity. Only for samsarans, this discovery revolves around identifying that which makes the samsaran's current lifetime distinct and unique from her previous ones. Samsarans are largely encouraged to try new things and explore things that interest them, rather than trying to complete a "mental checklist" of professions and skills. After all, samsarans believe that life itself is meaning, and that the meaning of life is to find one's individual reason for living.

#### Wayang

Skittish and somewhat jumpy, wayang children are particularly odd-looking on account of their sharp features and thin, gangly frames. Easily spooked and poor at reading the emotions of others, most young wayangs typically prefer avoiding new people and take a long time to warm up to strangers. Once they feel safe and secure, however, wayangs are chatterboxes and extremely inquisitive; they are interested in just about everything and particularly quick to learn new information. The average gestation period for a wayang is 11-1/2 to 12 months, and they're nearly always born at nighttime.

**Infant**: Wayang infants are gaunt creatures who, unlike human infants, appear practically emaciated at birth. In truth, wayangs grow like shadows; they are longest and leanest at dawn (infancy) and dusk (venerability) and become increasingly rounded the closer one moves towards noon (adulthood). As a result, wayang infants typically have dramatic features, including huge ears, bug like eyes, angular jaws, and long, spindly fingers and toes.

Wayang infants are completely blind at birth, but most develop their eyesight within several weeks. Wayangs of all ages loathe brightness, but hatred is most pronounced in infants, who wail incessantly in the presence of even the dimmest candle. Young wayangs typically do not grow out of this behavior until they're nearly a year and a half old, so most wayang families take great care to shield their youngest members' eyes to prevent a cacophony of screaming and crying from erupting whenever someone cracks open a window.

> Toddler: As an infant wayang ages, its features begin to fill out to more normal proportions, but wayang toddlers still have a gangly shape, and often appear crazed thanks to their large eyes and ears. If their alien shapes have one advantage, its that young wayangs often have wider feet, and as a result they typically take their first steps at just 13 months of age. In most other ways, wayangs develop throughout their toddlerhood in a manner similarly to humans, though they pick up language faster, provided that they live in a village that is insular enough to have more than one or two languages spoken by its residents. Young wayangs often frighten easily, and are often attached to their caregivers at the hip, especially when visiting bright places.

**Child:** Wayang children are tiny, imp like creatures who act accordingly. Constantly underfoot, they all but live to find new and interesting places to hide and skulk about in, reveling in every precious moment that they get to spend embraced in darkness. As one can imagine,

#### **Base Statistics for Wayangs**

Age Category	Starting Age	Weight Multiplier
Infant	0 years	x1
Toddler	1 years	x1
Child	4 years	x1
Youth	12 years	x1
Adult	40 years	x1
Middle Age	100 years	x1
Old	150 years	x1
Venerable	200 years	x1
Maximum Age	200 + 1d% years	x1

#### Height and Weight for Wayangs

Age	Base Height	Base Weight
Infant	0 ft. 11 in.	2 lbs.
Toddler	1 ft. 3 in.	3 lbs.
Child	1 ft. 10 in.	6 lbs.
Youth	2 ft. 3 in.	10 lbs.
Adult, female	2 ft. 10 in.	30 lbs.
Adult, male	3 ft. 0 in.	35 lbs.

#### Wayang Height and Weight Potential

Random	Minimum	Average	Maximum
2d4	2	4	8

hide and seek and similar games of perception are favorites of young wayang, and these diminutive humanoids are without peer in such revelries. While their preference is and forever will remain for dark places, most wayang children have completely (if begrudgingly) acclimated to the sunlit world and do not fear its brightness. Wayang children are also sharpwitted and quickly take to learning new skills and abilities, much to the delight of their parents. Learning, especially book learning, is incredibly important in wayang culture, and most parents begin stressing its importance early in life.

Youth: As they age closer to adulthood, an adolescent wayang's features continue to thicken, round out, and shorten, though despite this they still possess grossly exaggerated features by the standards of other races. Like most other races, wayang adolescence is a time of self-discovery, but what many discover is that they loathe the light-bathed world that they have found themselves in, and many deal with feelings of entrapment in the sense that the insufferable sun keeps them trapped within darkened caves and hollows. Also, it is during adolescence that wayangs are permitted to perform their people's most culturally and religiously significant rites upon themselves-ritualistic scarification and skin bleaching. Different wayangs from different tribes and clans scar themselves for different reasons-some as a sign of faith, and others a show of strength or resolve. In either case, these rites are a prominent part of wayang tradition, and nearly all wayang bleach their hair and skin in adolescence as a result.

## Childhood Heroise

For as long as stories have been told, characters such as Christopher Robin, Katniss Everdeen, Harry Potter, Menolly, the Pevensie children, Korra, and the Baudelaire orphans have been leaving their homes, going out into the world, and finding adventure (or for some, adventure finds them). In many ways, young heroes such as these are a fundamental component of fantasy storytelling, and just as every adult has a reason for adventuring, so does every child and adolescent. While many of these reasons transcend age, others are tied directly to youth and the process of growing up.

Ultimately, it is the people at the table (players and GM alike) who determine what concepts for young characters are acceptable to play. That being said, it is important to keep in mind that incorporating active young characters into a story opens up taboos that otherwise would not be considered. While there are no hard or fast rules about what is or is not acceptable to bring into a campaign, the further a concept travels from socially acceptable norms, the more important it is for players and the GM to discuss why the inclusion of a young character is the right choice for a particular game. The thought of children in danger can be an upsetting consideration for some people, and the real feelings of real people should always supercede the utilization of fictional characters for the sake of a story.

The following section discusses the inclusion of young characters in a variety of campaign roles, as well as common pitfalls to avoid when planning and roleplaying young characters.

#### **An Infant's Role**

Largely subject to outside forces, infants know very little and lack the physical ability to reliably move of their own accord and the mental ability to meaningfully communicate with older people, instead mimicking things they see provided they can manage even that. As a result, infants require a guardian or caregiver who can provide them with the most basic necessities for living. Infants are egocentric by nature, unable to conceptualize others, let alone put the needs of others before themselves.

It is often in infancy when a person learns to trust or distrust the nature of others, and Infants who are treated poorly often grow up into individuals who struggle to place their trust in other people. Such tendencies are seldom, if ever, innate; in this and all else, Infants are blank slates eagerly awaiting experiences that will ultimately result in the creation of a unique person.

#### A Toddler's Role

Toddlers are significantly more mobile than Infants and possess the ability to express themselves with sufficient (if limited) linguistic ability. Although walking, toileting, and talking are by far the most common skills associated with toddlerhood, toddlers are constantly learning and refining the most basic skills necessary to survive and inhabit their environment. Toddlers learn these new skills quickly as they strive to master the reins of their own bodies, so to speak. Toddlers recognize that there is much to be discovered in life, and they crave opportunities to seek out new experiences.

Although still egocentric, toddlers begin to recognize individuals as being different than themselves, both in a physical and emotional sense. They can often recognize the emotions of others and may even care enough to try and console or elevate those emotions, but typically do so in ways befitting herself, rather than the other person. At this age, toddlers feel that they can do whatever needs to be done by themselves on account of an inaccurate ability to assess personal capabilities and competencies. Mimicry of older people is even more common in toddlers than infants, and many toddlers emulate what they see through play, such as by playing house or guards and thieves.

Intellectually, toddlerhood is the stage of "why," as toddlers seek to understand and make sense of everything that enters their sphere of experience. Make believe and imaginative thinking first manifests during a person's toddler years, and especially in a world where sorcery exists, anything that a toddler cannot easily comprehend is often dismissed as being "magic" rather than contemplated with logic or critical thinking. Often, this happens because few races begin formally educating their young as toddlers, as they are not yet developmentally capable of handling even the most fundamental of abstract concepts, which is a skill honed in childhood rather than toddlerhood.

#### A Child's Role

Despite common adult assumptions, children often have significant proficiency in a limited number of skills and abilities, likely through formal training or self discovery. This often occurs in skills that the child is able to teach herself, such as climbing trees or swimming, or that she possesses adult assistance in learning or discovering, such as painting or playing an instrument. Although they are veritable sponges for new skills and information, children still tend towards concrete and linear thinking, and are able to think abstractly in only the most basic context.

Children seek to find their personal calling, a skill or ability that speaks to them as a future vocation, just as much as adults do. Through experience, children have a deeper sense of self and of others, and are significantly more empathetic than either infants or toddlers. Children are able to place themselves in the metaphoric shoes of others, and constantly seek praise and approval of authority figures and family members in their lives. If encouraged, a child may flourish. If discouraged, a child may lose heart and believe they are incapable, hardening them against future aspirations. Despite claims to the contrary, children seek stability and boundaries and will often do whatever a respected authority asks of them in order to gain approval, praise, and possible acceptance, even if the request is illegal or something they wouldn't normally consider doing.

#### A Youth's Role

Both the similarities and differences between youths and adults are stark, especially when viewed in the light of the significant progress she has made since birth. Youths are capable of abstract thinking, and can apply previously learned lessons to new situations. They possess a growing understanding of the future as a concept and have begun preparing for it, often by working hard in the present or narrowing their interests down to a select few skills that will serve them well in adulthood. During adolescence, youths begin to identify as individuals separate from their parents or care givers and develop their personal morals and ethics, which become the foundation of their adult ethos. Oftentimes families struggle with a youth's seemingly sudden need for independence and isolation as she transitions between childhood and adulthood.

Physically, youths are often just as capable as adults, albeit less experienced and refined. As their bodies mature into adulthood, they often struggle with the awkwardness of their own developing body, and don't often realize their own physical strength on account of its rapid development. Youths grow constantly, and clothes that fit them just months before can quickly become ill-fitting, especially on younger youths. Youths often struggle with their identities as they age, wanting both the respect and independence of adulthood as well as the safety and carelessness of childhood but truly possessing neither. These frustrations can manifest infamously as short-lived bouts of angst or even outright rebellion against authority figures.

#### Young Characters as PCs

Young characters have limitless reasons to go adventuring, and virtually any reason for an adult to become an adventurer is just as suitable for a young character, with many emphasizing the reason that the child is forced to leave the security of home. Despite having similar catalysts, young characters are not merely smaller adults, and differences in psychology and motivation should play a key role in determining a young character's background and reasons for adventuring.

Playing a young character opens up unexplored opportunities for beginners and seasoned players alike. Exploring a world of magic and wonder through the eyes of a character who isn't jaded by a life of hardship, has never ventured beyond her homeland, or hasn't been disappointed

#### **Young Character Stereotypes**

There are plenty of great reasons to include a child character in a story; it is a trope that is literally as old as the art of storytelling itself. However, there are positive and negative stereotypes for doing so, and using these stereotypes present both an advantage and a disadvantage to the story. While many consist of legitimate observations of young people, using too many of these stereotypes or using them too often dehumanizes a character until she is defined only by her age.

The following are common (and often contradictory) stereotypes involving young characters.

Young characters are incapable of honest work. Oftentimes when a young character is portrayed as having to work to earn her keep for one of many different reasons, she is relegated to performing illicit work such as petty thieving or working as a rumormonger. Historically speaking, there are plenty of unskilled jobs (including some dangerous ones) that young children have performed, such as chimney sweeping, shop cleaning, shoe shining, tour guiding, and delivery boy/girl, among countless others that are perfectly legal.

Young characters have binary emotions. Young characters (especially adolescents) are often portrayed with binary emotions. Happy/sad, mean/kind, and selfish/ selfless are just a few of the common emotional axis that are regularly assigned to young characters. Furthermore, young characters are often portrayed as having little to no variance in these assigned emotions; a mean kid is always mean while a selfless kid is always selfless. This assumption simplifies the emotional turmoil that exists in childhood and adolescence, the same turmoil that exists in all stages of life. While its true that young characters often struggle to give voice to their emotions, that doesn't mean that young people lack the capacity to experience them.

Young characters can't sympathize with adult situations. Adults often assume that young characters lack the ability to comprehend adult problems and situations. While its true that children may not understand the complexities of these things, they are empathetic creatures and understand emotions such as frustration and fear, and are therefore capable of handling such situations better than adults give them credit for.

Young characters are weak. Children (and sometimes adolescents) are often portrayed without agency, as being utterly dependent upon caregivers for everything and as being powerless to act or protect themselves from hostile forces, to the extent that they make no real effort to do so. Often, this stereotype is paired with the "youth in distress" trope, in which a young character is placed in a perilous situation with no opportunity to try and alleviate herself. While its true that children are physically weaker than adults and rely on them, depriving a young character from showing agency for herself on account of her age discriminates against young people, especially those who possess self defense skills and abilities. by dubious companions can be a refreshing change of pace that allows a player to take a new perspective in regards to the game world, whether that world is one the player is intimate with or not. While such emotions are also experienced by adults, young characters have an innocence about them that most adults have lost, a special quality of child-like innocence that has been ground away by the monotony of adult life. Even adults who have lived their entire lives within the same small village have heard tales of the outside world, after all, and their knowledge is tempered with years of experience regarding how the world works. In contrast, a child's first experience with the outside world may be a traveling performance group and the naiveté that leads them to run away with the circus.

Children see the world as a magical place filled with wonder to be discovered. A rabbit hole can lead to a world filled with playing cards and mad characters or a warm, cozy parlor where honey pots are stacked from floor to ceiling and tea is brewing on the hearth. Even the most mundane stick just might be a lost wizard's wand waiting for the right child to pick it up and give it a swing just so before it comes to life with its magic. Thus, playing a young character is an opportunity to be exceptionally creative and imaginative within an already creative medium.

#### Motivation by Age

A young person's motivation to become an adventurer varies heavily with age. For all young characters, curiosity is one of the strongest and most compelling reasons to adventure. A strange sound in the distance, an unusual light on the horizon, the smell of smoke, or an earth shattering event all have the potential to get a young character to take to their feet and leave home running to find the cause. Nothing is too trivial to spark a young character's sense of wonder or curiosity, and such events often impart a strong and lasting influence over a young character's lifetime that are difficult to overcome.

**Infants**: Characters in infancy have little reason to autonomously go adventuring. They lack agency to get from one place to another independently, and cannot easily provide for themselves. The majority of infants lack the cognitive abilities to truly understand what is happening around them, and few have the experience necessary to truly have any sort of experience, let alone class levels. As a result, infants are almost never adventurers; they're either tagalongs with an older character or an adult character who, by some circumstance, has become trapped in an infantile body.

**Toddlers**: Toddler characters make slightly more plausible PCs then infants, as they possess significantly more agency and an ability to have real experiences. Full adventuring without the assistance of a family unit (be it blood or bond) is almost always beyond a character in toddlerhood, and only the most exceptional toddlers can hope to gain class levels and become PCs. Although they typically lack in combat ability, toddler characters have the ability to go places and gather information that older characters might not normally have access to, as most are willing to speak somewhat freely in the presence of a toddler. Toddlers, however, are typically egocentric enough that they lack the necessary motivation to become adventurers, or simply aren't mature enough to handle the burdens of the life of an adventurer.

Children and Youths: Of all young characters, children and youths are the best suited to life as an adventurer, as they are old enough to have defined personalities and experiences that can result in a believably deep character and a valued member of an adventuring party. Such characters, especially youths, are often of an age where they are independent and responsible enough to set out into the world on their own. They are capable of planning an escape, running away from a sour situation, and standing firm for causes they believe in. Many child and youth characters get their start upon receiving a task from a caregiver or a similar authority figure, while just as many become adventurers after running away from home, whether as the result of a truly bad situation or a flawed perspective on the part of the young character. After all, it is within the very nature of such a character to seek reasons to try something new or see something they've never seen before, and many are just itching for a catalyst to get out and go someplace new and exciting.

#### Adventuring as a Family

One of the easiest ways to get a young character to become an adventurer is to make her parents or guardians an adventurer too. Minors of all ages go where their guardians go, whether that be on the road or in a traditional home. Although this isn't the only option available to a young PC, giving a PC another family member in the party (be that family member a fellow PC or an NPC) lends some credence to the young adventurer's presence in a party as well as their continued training in what is often a dangerous line of work.

Traveling with a protective guardian offers a number of intrinsic advantages for a young character. For instance, their close bond often enables the young character to have a partner with whom she can utilize teamwork-based abilities and tactics with, and they often possess complimentary class or racial features, such as having a young ratfolk use the swarming racial trait with her mother, or having a young rogue flank with her father to perform a sneak attack. Such tactics are to be expected in such a family, as family units exist to support and provide for one another.

In addition, characters belonging to a single family unit have a unique opportunity to interact with one another in meaningful ways while roleplaying and likewise give GMs the opportunity to use family-oriented plot hooks to start adventures. They also provide natural roles for groups of players comprised of both adults and children who don't wish to step too far outside their natural roles with one another, or who wish to reverse those roles entirely. In both cases, this party composition provides adult players an opportunity to teach young players both in and out of character.

#### Portraying a Child

Being a child and portraying a child in a game are not the same, just as being a fighter and portraying a fighter are fundamentally different things. Although children lack adult experience, including self-control, patience, and general worldly knowledge, overindulging in these aspects of childhood is likely to irritate fellow players as well as the GM if used without deliberation and restraint. It is extremely important as an adult player of a young character to wisely choose which aspects of childhood that you do and do not regularly exhibit at the table.

Time is relative. For an adult, an hour is not an inordinate length of time, but for young characters (especially toddlers, children, and youths), hours feel like days and a week is likewise a significantly long time to a person who's life can be easily calculated in months. As a result, young characters get bored and impatient easily and quickly compared to their adult counterparts, and conversations between adults about matters that do not concern a child or her interests are often exhausting to her comparatively short attention span. Although a real child would likely comment on such things, sometimes frequently or loudly, or become fidgety or even seek out some new, entertaining, and often annoying thing to do, it isn't always appropriate to roleplay such things at the gaming table. Acknowledging the strain on the young character may be necessary, but sharing such information in this manner repeatedly often quickly begins to push the limits

of what other players accept as appropriate roleplaying.

Young characters often lack the experience and ability to properly convey and understand their thoughts and emotions. Their vocabulary is often limited and their grammar lacking. While adults know many words and phrases to understand situations and can do so creatively using figurative language, subtext, and complicated phrases that are often lost on young listeners. As a result, ideas and thoughts are often miscommunicated between young characters and adults, and both often require clarification to concepts they don't understand. Compared to annoying players and disrupting the flow of play at the table, communication hiccups and misunderstandings are an effective way to add a childish feel to a character without straining the patience of the GM or fellow players at the table.

Roleplaying enthusiasm and wonder as well as a desire to learn is another effective way to roleplay young characters. As adults age, they often become jaded or blunted to the excitement of discovery that once enthralled them as a child. Experiences that are wondrous to a child, such as seeing an elephant or a similarly massive creature for the first time, are much less thrilling to an adult. Without context to process new discoveries and experiences, young characters often chatter about new thrills and sensations endlessly, telling every new person they meet about their new experience. Such reactions to new experiences as well as their willingness to admit their naiveté is another effective way to add a


childish feel to a young character, as most young characters are not only excited to experience new things, but they are also excited for a chance to connect with others by sharing their experiences with them. In doing so, many children unknowingly hope to become part of a larger community by setting themselves apart as someone unique and special in their own right. Creating this sense of realness is often easy for actual children to convey, but requires a bit of consideration for adults roleplaying young PCs to roleplay without creating a caricature of a character.

Despite beliefs to the contrary, adolescent PCs are often a challenge for many adults to roleplay well because their psychology walks a thin line between childhood and adulthood all while being something entirely unique. Youths are less mature than adults, but capable of faking it, and seek to be accepted as serious peers to the adults in their lives. As a result, they often pretend to understand concepts they don't, only to require deep explanation of a situation later. Youths seek to be seen as admirable, confident, and capable, which they often summarize with a single word: cool. As a result, they often go to great lengths to appear to be in the know, to fit in, or to generally avoid making a fool of themselves. Because of their inexperience, however, such attempts often backfire and leave them feeling embarrassed and prone to lashing out at others. Although needing constant explanations and reminders seems like something that could be annoying to other players, it can serve as a great way to get a group's priorities on track when focus is off or when starting a session in the middle of the action, and as such is a trait worth emphasizing.

Regardless of age, young characters grow and learn at a remarkable rate. Some habits are easily given up, but others die hard if they ever go away at all, Fortunately for the players at a given table, a young PC is a character first and a youth second, and if a young PC's behavior isn't working in a game, it can be easily and swiftly removed from her player's roleplaying repertoire and chalked up to, "I outgrew that." Such behaviors might sneak back in once and a while, especially when the character is stressed, but young characters seek acceptance and praise first and foremost, and using this to the playable advantage of the character's player is worth remembering. Its also worth noting that most young characters exploit whatever "hot buttons" they find for others and often test their boundaries with those individuals. Playing this up is yet another excellent way to make a character appear childish, so long as the behavior doesn't drive a real wedge between players and cause friction at the table.

#### Engaging with Young PCs

There is a significant difference between having young PCs in a party compared to having players who are young at the table. While many groups who have one ultimately have both, it is important to remember than an adult portraying a young character is different than an actual child in an encounter, no matter how good of a roleplayer that adult is. How the PCs interact with young members of their party may vary as a result of the inherently adult nature driving that character's motivations and actions. Perhaps more important than the motivations of the young PC and her player, however, is the kind of relationship that each other player at the table chooses to establish between the young PC and their own characters. Every adult has some amount

> of experience with young people; at the very least, every adult was once young after all. When a minor joins an adventuring party, the players at the table should first decide what their background with young characters is to determine how they interact with the young PC. For instance, characters who come from stable homes or that have children themselves

might have a maternal or paternal instinct kick in and feel strongly that the young character should be shielded from harm. Others might have been forced to leave home as

Value Constant

a youth themselves and respect the young character for doing the same, or feel that the young character is little more than a snot-nosed burden that will have to be cared for. A party's reactions to the presence of a young PC could very easily run the gamut between cautious acceptance and outright refusal; some more open-minded members of a party might take the young character under their wing in order to teach them the basics of adventuring, while others might display frustration at putting a young character in harm's way.

All of these reactions, even outright refusal, make for interesting roleplaying opportunities-provided, of course, that the other players themselves aren't opposed to the character's inclusion. Young characters come prepackaged with uniquely fun roleplaying opportunities, but they aren't always appropriate for every table. When discussing the inclusion of a young PC, each player should consider, "Is the presence of this character truly an immersion-breaker for me?" In a world prowled by dragons, where gods reign and every nightmarish monster imaginable exists, does it truly test the credibility of a campaign world for an 8 year old child to take up a sword and go on an adventure and be competent? But despite the feasibility of young heroes, some players might feel that their embarking on dangerous quests is ethically wrong, or the imagery of them being attacked in combat might be a trigger for memories better left forgotten. As always, communication between both PCs and players is crucial for making the gaming experience fun for everyone at the table, regardless of whether or not a young PC is present.

# Young Characters as NPCs

While the guidelines for playing young PCs can largely be extrapolated by GMs for creating young NPCs, there are some additional elements that are important for GMs to keep in mind when making young NPCs. First, it is imperative to refrain from making young NPCs into childish caricatures, which happens when the NPC's acts in a way for no other reason than "that's what kids do." Instead, focus on the "whys" and "hows" of behavior. For instance, a young character who constantly interrupts and annoys adults is a stereotype, but a young character who behaves in the same way because she lives on the streets and needs to heckle adults for basic necessities has the beginnings of a character because her behavior is justified. Consider why this character needs to be a young, rather than an adult, and let those reasons craft the character's personality for you. One effective way for an adult GM to do this is to project forward in time to consider what kind of adult the young character will grow into, then flash backwards to the current story and speculate who that adult was like at their current, tender age in order to play the role that they're needed to fill in the story line.

Often, young NPCs are used as set pieces by GMs, meaning that they're background characters that serve no purpose in the story other than to add flavor to a setting or to give the PCs a compelling reason to undertake an adventurer. Regardless of

# **Puberty, Sex, and Young Characters**

The topic of sex and young characters is a difficult one to try and incorporate into a roleplaying game. After all, sex is a fundamental part of puberty in the sense that as they age, young characters slowly discover an important aspect of themselves during adolescence-their sexuality. As they grow and develop, youths often flirt with romantic relationships while hormones cause them to act erratically when in the presence of someone they find attractive. In essence, adolescents must relearn how their bodies function as they grow and develop, and often don't understand how to cope with the new signals that their growing body is sending them. Awkward, sweet, scary, or outright inappropriate moments caused by these changes and miscommunications define adolescence, but in order to keep things fun and consensual at the gaming table, it is important to respect the wishes of the players as well as the privacy of the PC when exploring this aspect of a character's identity.

The other aspect of sexuality—having sex—is never an appropriate topic for young PCs, and shouldn't even be discussed whenever young players are at the table without a serious conversation with the player's guardians. Although young people certainly love and lust, the act of sex in the context of young character is an inappropriate topic for a roleplaying game and should be avoided. If you absolutely must touch on this aspect of a young character's sexuality in your campaign, stick to less intimate gestures such as holding hands, a kiss on the cheek, or a loving embrace. Anything more detailed will make most players feel uncomfortable.

Expanding upon the idea that sex between two young characters is a subject that most players don't want to be approached with during a roleplaying game, sex between a young character and an adult will often be outright reviled by most players and GMs. Often, this reaction is rightfully so; no matter the motivation, romantic relationships between a young character and an adult are nearly always exploitative in nature and the majority reduce the agency of the young character in question. Although examples of such relationships exist historically, such as in draconian marriage traditions found throughout the ancient and literary world, including such details doesn't make your game world feel more alive or in-depth; it makes the world feel unsafe for your players to play in, and unsafe games are eventually abandoned.

When faced with these topics in a roleplaying game, it is often best to start a discussion about the topic as real people rather than characters in a game. These situations involving sex are intimate and personal for the characters involved and the people playing them, regardless of age, and demand consent from all participants: characters, players, and GM. Note that underage characters can't really give consent, and topics that go beyond a date or a kiss should simply be avoided when young players are present. how vital such roles are to a story, using young characters in this manner only serves to dehumanize them and is ultimately as boring as relying on the tired "damsel in distress" trope. Effective NPCs need depth regardless of age or campaign role, lest they be dismissed or overlooked by the PCs.

Also keep in mind that not all NPCs can or should be adults. Carefully consider if this NPC would be appropriate as an adult and what it is that you hope to convey to your players that requires a child in the role. As with PCs, NPCs with unusual backgrounds make them more compelling and memorable. As with any NPC, young NPCs occupying strange roles should gain a satisfactory resolution or answer to the question of why or how they obtained that role, even if that resolution is itself enigmatic.

#### Young NPCs as Villains

If crafting a young NPC who is neutral or friendly to the PCs is tricky, making a young NPC who is antagonistic or outright villainous to their aims requires even more strategy. A young villain for an entire party of young characters keeps everything on a level playing field mentally and socially while



allowing the villain to remain a peer to the PCs, which not only allows greater contrast between the actions of the PCs versus the actions of the villain, but also allows that villain to hound the PCs under the collective noses of adult authority; after all, what sensible adult would believe that a child was seriously seeking to throw open the gates of Hell and usher in a new age of devastation and ruin?

Often when PCs face off against a foe, they're used to fighting enemies who are bigger and more powerful then they are, which often helps to justify the use of violent action against those foes. But what about when the PCs are being opposed by someone smaller and younger than them? Young villains, especially those capable of standing toe to toe with the PCs as a result of strange magic or cunning skills, make the use of force against adversaries a difficult question for the PCs. Do they harm or possibly kill someone so young, someone who has potential enough that they could possibly be redeemed from their wicked ways? Would they offer the same chance at repentance to an older villain acting in the same way? And is the young character truly acting of its own accord, or is there a greater threat pulling the young character's strings, using them as a convenient puppet in a larger strategy that the young character isn't mature enough to understand? Regardless of the answers to these questions, they (as well as countless others) make confrontations with young antagonists difficult prospects for the PCs to manage.

Regardless of the PCs and their feelings regarding the presence of a young villain, all villains are characters first and it is crucial that a young villain have a fully formed personality and motivation that helps explain why someone so young would be willing to do whatever terrible things that the villain has done to achieve her ends. Just as an adult villain, a young villain must be fully formed, deeply considered, and flawed with motivations that explain her desires and actions. Whether these facets are simple or complex, the motivations of a young villain should never be lacking in deliberation.

A villainous minor that squares off against adult or young PCs should be a challenge regardless of her chronological age, but should not be made young on a whim. When looking for deep motivations for a child villain, a GM needs to determine what kind of triggering event caused a child to become "bad," evil, or simply in opposition to the PCs. At this point, it is imperative to note that young characters (children especially) really only know what they have been taught, including some degree of right and wrong. While fairness is something that everyone understands, children especially often reason that it is fair to take something that they do not personally have from another individual if they desire it. However, most children aren't evil despite this reasoning; they are simply egocentric and lack the experience to be able to place themselves in the shoes from whom they are victimizing. Also, young characters often lack the ability to readily comprehend the full implications and consequences of their actions, and often believe that failure is something that happens to other people.

Another consideration for the motivations of young villains is the perception of time; specifically, how young people view time. Place an adult and a child alone in a room for an hourthe adult is likely able to cope better than the child because to the child, an hour feels like an eternity. The younger a person is, the longer she perceives any given measurement of time compared to the perceptions of her adult counterparts. Likewise, to be denied something desired for any length of time is often stressful to a young person, and for someone with the power to take what they want when they want it, who is often developmentally egocentric and lacking in interpersonal empathy, it is easy to see how a young character could become a villain. This isn't to say that all young villains are shortsighted brats, however. The youth who is wise beyond her years, who has been deeply impacted by a traumatic event, can likewise blossom into a potential villain on account of her understanding of how the adult world works, and needs comparatively little time for her views to shift towards villainy on account of a youth's truncated perception of time and malleable world view. For instance, a 5 year old person who endures exile or strife for a single year has still endured hardship for 20% of her lifetime, and during a time when she is developing her personal ethos that will ultimately set the foundation for her moral choices as an adult. Events that seem like a modest or moderate inconvenience to an adult can thus have lasting repercussions on the psyche of a young character.

Young characters who are never taught compassion or empathy through experience often lack the capacity for these emotions, and their perspective is likewise shaped by these deficiencies. After all, a young character's worldly perspective is far more malleable then that of an adult's, and neglect is as powerful a sculptor as experience, leading many adults who mentioned or raised a so-called enfant terrible to wonder where they went wrong with the young character without releasing that what they didn't do is just as important as what they did. In the end, however, it is important that a young villain has agency in her actions; simply blaming "mommy or daddy issues" as the reason for her antagonistic relationship with the PCs removes the villain's agency, which is a crucial factor in what makes an effective villain. An NPC's decision to be the hero of her own selfish story and come to blows with the PCs must ultimately reside with her if she is to be a deep and complex villain, regardless of her age.

Young villains work best when they make PCs examine their character's life choices, shining a light on how similar they are save for a few different choices at crucial moments. They often represent the path one walks when she makes only the "easy" choices in life, for it is easier to hate and destroy than to love and protect. While flawed themselves, a good child villain shines a light on the flaws of the PCs and makes them question their own life choices. Also, young villains often serve as an effective mirror on both familial and societal institutions, as no child is inherently cruel, and should provide a lens into the absolute worst the world has to offer.

# Adult Situations at the Gaming Table

Few situations arise where a GM must tread lightly than when describing adult scenes for young characters. First and foremost, both the GM and her players participate in roleplaying games to have fun. As individuals, players play roleplaying games for many reasons, including escapism, personal exploration, socialization, or simply as a casual way to pass time. Because different players play the game for different reasons, incorporating adult situations into your roleplaying game is a sensitive topic even before young PCs enter the picture, as each player has their own list of adult situations that, as individuals, they feel uncomfortable engaging in, and such situations can trigger memories of personal experiences and unpleasant pasts.

As a GM, it is imperative to consider your players as individuals. Some people are very private, and virtually no player is ever going to sit down at a table the first night of a new campaign and say, "My PC is not interested in having sexual relationships because I was raped as a child." But silence is not consent. There are players, both men and women, who have had terrifying encounters with trusted adults, and experiencing those same situations in the context of a roleplaying game can cause those terrifying memories to resurface. Such memories are often even more profound if the scenario at the table is happening to a young character, even if that character does not belong to the traumatized individual. Quickly, these bouts of terror make such players feel as though the gaming table is not a safe place for them to express their concerns and feelings, and ultimately those players tend to leave campaigns before voicing their objections.

Ultimately, capable GMs are able to run an adult game without resorting to adult topics that can serve as a trigger for the players at their tables. Refraining from such topics or keeping your focus on them light ultimately keeps players feeling safe at your table, and players who feel safe are more likely to return for the next session. Ultimately, the inclusion of most so-called adult topics usually amount to little more than lazy and unsophisticated tactics for building tension, fear, and revulsion towards specific characters and societies in the context of a game world. If you absolutely must incorporate an adult topic into your game, ask your players for their opinions on the topic first. Engage in a meaningful, polite, and brief discussion on the topic, and if you don't know a player's personal history, keep adult topics out of your game.

One particular trope that requires special mention is the fille fatale, the young character counterpart of the femme fatale. As there is no male counterpart to this trope, it is generally never a good idea to use it as it distastefully reduces a young girl to a sex object for a male minor. While a young girl may be aware that men might be sexually attracted to her and attempt to use that to her advantage, show some respect and avoid using this tired trope in your games.

# Monster Age Categories

Most monsters are born, grow older, and develop just as humanoids do, to the extent that most progress through a series of eight stages that are, in most ways, like the eight age categories of humanoid creatures. Also like humanoids, many monsters gain aging modifiers, physical traits, and mental traits based upon their age.

This section describes the ability score modifiers and traits associated with age categories for all types of creatures except humanoids (for humanoid age categories, see pages 6 and 7). The age categories described herein are painted broadly to give a general impression of what a character is like at that age category's given level of physical and mental maturity. At the GM's decision, the modifiers and traits for a specific creature might vary from those listed herein.

**CR and Young Monsters**: As a general rule, a monster's Challenge Rating is reduced by 1 if it is a Child, by 2 if it is a Toddler, and by 3 if it is an Infant. If an Infant monster has a physical or mental trait that severely restricts the actions it can take (such as a humanoid Infant's mental traits), that Infant effectively has no Challenge Rating, as the young creature lacks the ability to provide a significant challenge to its adversaries.

# Aberration Age Categories

Aberrations are bizarre and varied creatures that have no unified methodology for determining how they age. Most aberrations belong to one of three categories for the purpose of determining aging and how they age: bestial aberrations, humanoid aberrations, and ooze aberrations. Example creatures for each type are provided, but ultimately GMs are encouraged to use their best judgment when determining how an aberration ages.

**Bestial**: Aberrations in this category have forms that are vaguely similar to animals, magical beasts, or vermin, such as reefclaws. They count as animals for the purpose of determining their age categories and how they age.

**Humanoid**: Aberrations in this category have a vaguely humanoid shape, such as gugs. They count as humanoids for the purpose of determining their age categories.

**Ooze:** Aberrations in this category are amorphic and have no clearly defined body shape, such as gibbering mouthers. They count as oozes for the purpose of determining their age categories and how they age.

# **Animal Age Categories**

The following describes the eight age categories associated with animal growth and development

#### Infant

Infancy in animals is incredibly varied, as different animals possess different levels of independence when they are born. Typically, most birds and mammals rely on caregivers for food and shelter as infants, and are completely unable to fend for themselves alone. More primal animals such as amphibians, fish, and reptiles, however, are born with innate instincts and can act much as Adults of their kind do.

All animal Infants possess the following aging and size modifiers. An animal Infant may also possess the following physical and mental traits at the GM's decision, as certain creatures that age using these age categories may possess different physical and mental traits at certain age categories. Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha. Size: An Infant animal is three size categories smaller than an Adult of its kind.

**Physical Traits**: An Infant animal's speed for all of its movement types is reduced to 5 feet, and standing from prone is a full-round action for an Infant. An Infant must make a DC 20 Acrobatics check whenever it moves more than 5 feet during a round or fall prone. An Infant with a solid object to balance against, such as a wall or a sturdy object, or that has four or more legs does not need to make this check. An Infant cannot speak any languages if an Adult of its kind would normally possess the ability to do so.

**Mental Traits**: An Infant character cannot take any actions that require concentration, physical or mental coordination, finesse, or the ability to hold or wield objects. An Infant cannot understand any languages if an Adult of its kind would normally possess the ability to do so; in most cases, any Adult languages that an Infant appears to speak is nothing more than random babble or sound mimicry that happens to sound like speech.

#### Youngling

As an Infant animal grows, it becomes increasingly independent of its caregivers, assuming it had any to begin with. By the time an animal ages into the Youngling age category, it is often able to move about effortlessly and has full range of its abilities. As a result, the parents of Youngling animals are tasked with teaching their young the skills needed to survive on their own.

All animal Younglings possess the following aging and size modifiers.

Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha. Size: A Youngling animal is two size categories smaller than an Adult of its kind.

# Child

In all but the most intelligent of creatures that age using animal age categories, a Child animal is indistinguishable from a Youngling animal aside from its size. Child Animals are still learning to survive on their own, and require assistance from caregivers to do so, provided they had any to begin with.

All Child animals possess the following aging and size modifiers.

Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha. Size: A Child animal is one size category smaller than an Adult of its kind.

## Young Adult

Upon aging from childhood into the Young Adult age category, most animals are physically mature enough to strike out on their own. While they haven't reached the peak of their kind's physical form, Young Adult animals act in most ways like Adults of their kind.

All Young Adult animals possess the following aging and size modifiers.

Aging Modifiers: +2 to Dex, -2 to Str, Con, and Wis.

**Size**: A Young Adult animal is the same size as an Adult of its kind.

#### Adult and Beyond

Upon reaching adulthood, survival is the primary concern of most animals. They hunt, forage, or scavenge for food and seek suitable mates to further their kind. As an animal matures and enters old age, its body starts to wither and grow less quick and responsive. As a result, most animals die not of natural causes, but from predation from other, younger animals.

All animals of the Adult age category or older possess the following aging modifiers when their age advances to the appropriate age category.

Adult Aging Modifiers: None. Mature Adult Aging Modifiers: -1 Str, -1 Dex, -1 Con. Old Aging Modifiers: -2 Str, -2 Dex, -2 Con. Very Old Aging Modifiers: -3 Str, -3 Dex, -3 Con.

# **Dragon Age Categories**

Dragons are proud, reptilian-like creatures that are known for their ill-temper, their love of gold, and their inherent magical natures. Dragons fall into one of two categories for the purpose of determining aging: degenerate dragons and true dragons. Example creatures for each type are provided, but ultimately GMs are encouraged to use their best judgment when determining how an aberration ages.

**Degenerate**: Dragons in this category do not increase in Hit Dice merely from aging; they require class levels or the acquisition of racial Hit Dice from other sources in order to increase in power and ability. They count as animals for the purpose of determining their age category and how they age until they reach the Adult age category, at which point they count as humanoids (typically dwarves, elves, or other longlived humanoids).

**True**: Dragons in this age category gain additional Hit Dice and special abilities whenever their age category increases. Nearly all true dragons include age category rules in their

# **Advancing by Age and Aging Effects**

The majority of creatures advance via class levels or racial Hit Dice; while they have predetermined base statistics that are modified slightly by their age category, they do not gain new powers or abilities from aging, nor does their number of Hit Dice increase. A small number of creatures, however, do not need to gain class levels or racial Hit Dice in order to advance; instead, they gain Hit Dice simply by living and growing into their full adult forms. Although advancing one's Hit Dice via aging has its benefits, it does leave such creatures vulnerable to aging spells and effects (see pages 16–17). That being said, it is difficult to age or regress creatures who advance via aging for this same reason: their bodies and minds have grown and become tempered with age, and as such they resist attempts that attempt to age them before their time or return them to youthful inexperience.

A creature whose base statistics advance from aging (such as a true dragon) cannot be a willing target of any aging effect, and such creatures are granted one or more saving throws to negate an aging effect that targets it even if one is not normally allowed. The creature gains a Fortitude save to negate any physical aging effect and a Will save to negate any mental aging effect. Furthermore, if such a creature has spell resistance as a racial ability (as opposed to spell resistance granted by other sources like a class ability or spell), its spell resistance increases by +5 against any spell or spell-like ability that attempts to alter its physical age category, its mental age category, or both.

An aging effect never causes a creature whose abilities and statistics advance from aging to gain or lose Hit Dice.

respective bestiary entry; some true dragons, such as shens (*PATHFINDER ROLEPLAYING GAME BESTIARY 5*) count as true dragons despite not possessing age category rules in their entry. For such dragons, approximate their age categories using a similar kind of true dragon (such as sovereign dragons for shens).

# **Fey Age Categories**

Fey are human-like creatures that are closely tied to natural places and are notorious tricksters and pranksters, sometimes to deadly effect. Fey fall into one of two categories for the purpose of determining aging: natural fey and timeless fey. Example creatures for each type are provided, but ultimately GMs are encouraged to use their best judgment when determining how a fey ages.

**Natural**: Most fey are born and age through natural means. They count as humanoids for the purpose of determining their age categories and how they age.

**Timeless**: A very small number of fey creatures spontaneously emerge from the world's wild places, rather than requiring a natural birth. These fey often represent nature in all of its primal might and fury. Despite having souls, these creatures don't have age categories; they are effectively immortal and are constantly at the cusp of adulthood. In addition, such fey are outright immune to aging effects, as their bodies are utterly incapable of progressing or regressing.

While virtually all fey are natural, virtually any kind of fey can spontaneously wink into existence as a timeless fey. Ultimately, the GM determines whether a fey is natural or timeless; barring any extreme circumstances (such as a collation of timeless fey that work together towards some greater end), only 1 in every 1,000 fey is a timeless fey.

# Magical Beast Age Categories

Magical beasts are extremely diverse, comprising of both vertebrates and invertebrates with magical abilities. Magical beasts belong to one of four categories for the purpose of determining aging: awakened beasts, magical animals, magical vermin, and timeless beasts. Example creatures for each type are provided, but ultimately GMs are encouraged to use their best judgment when determining how a magical beast ages.

Awakened Beasts: All magical beasts in this category have an Intelligence of 3 or higher, such as the phoenix. They count as humanoids for the purpose of determining their age categories and how they age.

**Magical Animals**: All magical beasts in this category are vertebrate creatures with an Intelligence of 1 or 2, such as the hippocampus. They count as animals for the purpose of determining their age categories and how they age.

**Magical Vermin**: All magical beasts in this category are invertebrate creatures with an Intelligence of 2 or lower, such as the ankheg. They count as vermin for the purpose of determining their age categories and how they age.

**Timeless Beasts**: All magical beasts in this category are incredibly powerful creatures that where either created by the divine (such as the behemoths or the tarrasque) or are especially powerful, mighty, or mysterious beings (such as kaiju). These magical beasts don't have age categories, and are immune to aging effects (even if their stat blocks don't note this immunity). Timeless beasts with the young creature simple template typically represent runts of their kind, rather than actual younglings or children.

# Monstrous Humanoid Age Categories

As their name implies, monstrous humans look and act like humanoids in most regards. All monstrous humanoids count as humanoids for the purpose of determining their age categories and how they age.

# **Ooze Age Categories**

The following describes the three age categories associated with ooze growth and development

#### Immature

Oozes are never "born" the way that animals or vermin are. Rather, most oozes reproduce either by binary fission, in which one ooze splits into two oozes, or budding, in which a small growth on an existing ooze sprouts off into a new ooze. A small number reproduce in other ways, including spores or infestation. As the simplest of creatures, Immature oozes simply appear like Adult oozes, only smaller.

**Physical Traits**: An Immature ooze has the young creature simple template.

#### Adult

Aside from an increase in size, little difference is apparent between an Immature ooze and an Adult ooze. Motivated only by the most basic of instincts, oozes simply go about their days feeding until they age into Mature oozes.

Physical Traits: None.

#### Mature

A fully mature ooze is preparing to reproduce, and is either covered with small buds, preparing to split, or both. Typically, oozes must amass a significant amount of bodily resources before they can reproduce, meaning that most mature oozes are larger than Adult members of their kind.

**Physical Traits**: A Mature ooze has the advanced creature simple template. An ooze that reproduces via binary fission gains the giant creature simple template instead of the advanced creature simple template.

#### **Outsider Age Categories**

Outsiders are fantastic beings that are usually comprised of the essence of a plane other than the Material Plane, such as Heaven, Hell, or the Shadow Plane. Outsiders fall into one of three categories for the purpose of determining aging: mortal natives, immortal natives, and true outsiders. GMs are encouraged to use their best judgment when determining how an outsider ages.

Mortal Natives: All outsiders in this category have the native subtype. Unlike true outsiders, native outsiders in this category are born, grow old, and die, such as aasimars and tieflings. They count as humanoids for the purpose of determining their age categories and how they age.

**Immortal Natives**: All outsiders in this category have the native subtype. Unlike mortal natives, which grow and age like mortal beings, immortal natives, such as kami, spontaneously manifest upon the Material Plane. These native outsiders don't have age categories, and are immune to aging effects (even if their stat blocks don't note this immunity). Immortal natives with the young creature simple template typically represent runts of their kind, rather than actual younglings or children.

**True Outsiders:** All outsiders in this category lack the native subtype. True outsiders, which account for nearly all outsiders, manifest fully grown at the moment of their creation, and as a result they are immune to aging effects (even if their stat blocks don't note this immunity). Outsiders with the young creature simple template typically represent runts of their kind, rather than actual younglings or children.



# **Plant Age Categories**

The following describes the eight age categories associated with plant creature growth and development.

# Young Seedling

When a young plant creature first sprouts, it is known as a seedling. Young Seedlings are typically able to grow and thrive on their own from the moment they sprout, but some more intelligent plant creatures opt to take care of their young, much as humans do, as they lack many of the abilities associated with Adults of their kind. The rate at which plants grow and develop varies. Some grow rapidly like weeds, while others take years to develop. As a general rule, smaller plants grow and develop more quickly than larger ones. Mosslike plants (like mindslaver mold) tend to grow and develop faster than soft stem plants (like assassin vines), which grow and develop faster than woody stem plants (like treants).

Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha. Size: A Young Seedling plant is three size categories smaller than an Adult of its kind.

**Physical Traits**: A Young Seedling plant's speed for all its movement types is reduced to 5 feet. A Young Seedling does gain any extraordinary abilities that it would normally possess based upon its kind.

**Mental Traits**: A Young Seedling plant's does gain any extraordinary, spell-like, or supernatural abilities that it would normally possess based upon its kind, nor can it cast spells or perform any other action that requires concentration. A Young Seedling cannot understand any languages if an Adult of its kind would normally possess the ability to do so; in most cases, any Adult languages that a Young Seedling appears to speak is nothing more than random babble or sound mimicry that happens to sound like speech.

#### Seedling

As a Seedling, a plant creature is often noticeably bigger and is capable of moving faster, but otherwise there is little difference between a Young Seedling and a Seedling. As a Seedling, most plants have gained the special abilities that their kind are known for, and can be as dangerous as an Adult.

Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha.

**Size**: A Seedling plant is two size categories smaller than an Adult of its kind.

**Physical Traits**: A Seedling plant's speed for all its movement types is reduced by half.

#### Sprout

Sprout plant creatures are much larger than Young Seedlings or Seedlings, and have undergone significant physical development. They are often just as fast as Adults of their kind, and are often just as dangerous.

Aging Modifiers: -2 to Str, Dex, Con, Int, Wis, and Cha. Size: A Sprout plant is one size category smaller than an Adult of its kind.

# Mature Sprout

By the time a Sprout matures into a Mature Sprout, it is basically an Adult; it needs only to fill out a little more and finish growing to its full size and splendor. Despite being less powerful than Adults of their kind, a Mature Sprout plant is a significant threat and is nearly as capable as an Adult.

Aging Modifiers: +2 to Dex, -2 to Str, Con, and Wis. Size: A Mature Sprout plant is the same size category as an Adult of its kind.

# Adult and Beyond

Once a plant creature has become an Adult, it typically spends most of its time sustaining itself and attempting to reproduce. Although most young plants have no motivation to attack travellers or adventurers, as Adults, many plants need the corpses of living creatures to use as proper fertilizer or as nutrients to provide their young with precious nutrients they need to grow from a seed into a Young Seedling plant.

Adult Aging Modifiers: None.

Mature Adult Aging Modifiers: -1 Str, -1 Dex, -1 Con. Old Aging Modifiers: -2 Str, -2 Dex, -2 Con. Very Old Aging Modifiers: -3 Str, -3 Dex, -3 Con.

# **Vermin Age Categories**

In many regards, the only true difference between an animal and a vermin is that most animals are thinking creatures while vermin are nearly always mindless invertebrates. All vermin count as animals for the purpose of determining their age categories and how they age.

Some kinds of vermin undergo a special process known as metamorphosis, in which case the vermin drastically alters its biological chemistry when progressing from one specific age category to another (typically from Young Adult to Adult) by creating a pupa, dissolving its body, and reforming itself into its adult shape. Creatures that have undergone metamorphosis react differently to aging effects; if younger than Adult, a metamorphic vermin cannot have its age progressed to Adult or older. If older than Young Adult, a metamorphic vermin cannot have its age category regressed to Young Adult or younger.

# **Nonliving Creatures**

Creatures that aren't alive nor dead (namely constructs and undead) do not age and are immune to aging effects. Specific aging effects may describe alternate effects when used against a nonliving creature (such as *flames of youth*), however. Constructs and undead with the young creature simple template are usually simply smaller than normal (such as an undead raised from a child's corpse) and aren't actually young.

Creatures that are half-construct or half-undead (see Chapter 4 in *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*) can be affected either as living creatures or as undead creatures, depending upon whether they are mostly alive or mostly undead, as determined by the GM.



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# Character Options

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"For someone who's only been an adult for a day, you're handling yourself well," Jayven remarked as Danshi felled one of the cyclops's thugs with a single thrust. The young sorcerer snapped his fingers, and a leopard charging towards him crumbled to ash.

"I've fought before, you know!" Danshi snapped, but in truth he understood Jayven's words. As a youth, he was filled with a distracting, bubbly energy. As an adult, his movements were precise and refined.

"Stop taking so long!" The cyclops bellowed as her goons struggled to restrain Kyr'shin. "The sooner you bring the red one to me, the sooner I remove his years, gift him to my mistress, and grant the lot of you the reward you desire."

Danshi's eyes narrowed. "Not if I have anything to say about it."

# Archetypes and Options

Archetypes modify a base class by replacing its class features. When a player selects a class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different theme.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as the other alternate feature.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a rogue's sneak attack or a fighter's weapon training), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements.

#### Arcane Discoveries

Wizards constantly hunt knowledge and the magic that manifests from it, spending most of their time researching spells and secrets, and arcane discoveries are the result of this obsession. A wizard can learn an arcane discovery in place of a regular feat or a wizard bonus feat.

**Ageless (Su)**: You gain absolute control over the effects of time on your body. You become immune to aging effects, though you may choose to be affected by such an effect if desired. In addition, you can alter your physical age to any age category at will, as if using *greater alter age* (page 68). You still die of old age when your time comes. You must be at least a 17th-level wizard to select this discovery.

**Hidden Life (Ex)**: You have stored a bit of your essence within your familiar, making you more difficult to kill. You automatically stabilize when reduced to 0 or fewer hit points if your familiar is within 60 feet of you. If you die, your soul is drawn to your familiar and is housed within it. As long as your familiar is alive and in direct contact with your body, any source of healing that targets your body can bring you back to life, as described by *breath of life*. Healing effects cannot bring you back to life in this manner if you have been dead for more than 1 round. You must be at least a 10th-level wizard to select this discovery.

**Rebellious Student (Ex)**: You have eschewed the traditional methods taught to you by your former instructors in favor of a number of practical, if risky, shortcuts. As a result of your unconventional approach to spellcasting, the Spellcraft DC to identify spells that you cast increases by 5. In addition, whenever you cast a spell, you can ignore its verbal components (as Silent Spell), its somatic components (as Still Spell), or its material components (as Eschew Materials).

Using this ability doesn't increase the spell's casting time or spell level. You can choose to apply two or even all three of these benefits to a single spell with a single use of this ability, but doing so grants you a 25% arcane spell failure chance (as if you were wearing armor) when casting the spell for each additional benefit beyond the first that you apply. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Vitality Siphon (Su): You can absorb a creature's life force with your aging spells. Whenever you target an opponent with a spell from the necromancy (aging) subschool, you gain a number of temporary hit points equal to the spell's caster level + the number of age categories that you progressed or regressed the target. Temporary hit points gained from this discovery do not stack and disappear after 1 hour.

#### **Cavalier Order**

The following cavalier order is appropriate for child characters or characters that interact frequently with children.

#### Order of the Terrier

Cavaliers who belong to this order are driven to be protectors of the weak and are quick to stand against bullies and speak against injustice. Members of the Order of the Terrier never hesitate to engage a foe simply because of size; they enjoy seeing a strongman and tyrant in her place and relish the opportunity to do so themselves.

**Edicts**: The cavalier must defend those weaker than he and seek to right injustice or unfairness whenever he encounters it. He must work to combat oppression and tyranny wherever it appears, using whatever means are most effective given the situation. The cavalier must never willingly aid a tyrant or use his position to take advantage of the meek or defenseless.

**Challenge:** Whenever an order of the terrier cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge if his target is one or more size categories larger then him or its CR is 1 or more higher than his party's APL. This bonus increases by +1 for every four levels the cavalier possesses.

**Skills:** An order of the terrier cavalier adds Knowledge (local) (Int) and Perform (Cha) to his list of class skills. In addition, an order of the terrier cavalier adds half his class level (minimum 1) on skill checks made to demoralize opponents.

**Order Abilities:** A cavalier that belongs to the order of the terrier gains the following abilities as he increases in level.

*Worrying Boast (Ex)*: At 2nd level, the cavalier can spend a standard action to boast about his accomplishments and battle prowess. He receives Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability. The cavalier can demoralize opponents using Bluff rather than Intimidate and takes no skill check penalty for being smaller than his target.

Intuitive Tactician (Ex): At 8th level, the cavalier develops a knack for directing his allies in battle. He adds his Charisma bonus (if any) to the number of times per day that he can use the tactician ability; if he does not have tactician, he gains it as a cavalier of half his level. Whenever the cavalier acts as the commander of an army (PATHEINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN), his army increases its Morale by 2 and he gains one additional boon.

Inspiring Victory (Ex): At 15th level, the cavalier's impressive deeds spur his allies towards victory. Whenever the cavalier confirms a critical hit against the target of his challenge or reduces the target of his challenge to 0 or fewer hit points while in combat, all allies within 60 feet (except the cavalier himself) gain a  $\pm 2$  morale bonus on attack rolls, caster level checks, damage rolls, and saving throws for 1 round. This ability does not function if the target of the cavalier's challenge is helpless or has fewer Hit Dice than half the cavalier's character level.

# **Investigator Talents**

The following investigator talents are available to investigators, and other classes that can use investigator talents.

*Encyclopedic Knowledge (Ex)*: Any time the investigator uses inspiration on an Intelligence check or an Intelligence-based skill check, if he rolls the maximum result on his inspiration die he can roll an additional inspiration die and add the result to his check. He must spend one use of inspiration to do so, even if he could normally use inspiration with the Intelligence check or Intelligence-based skill check for free. He can continue to do this for as long as he rolls the maximum amount, up to a number of times equal to his Intelligence modifier (minimum 1). The investigator must be at least 5th level to select this talent.

Local Connections (Ex): The investigator has recruited a loyal group of street urchins, research assistants, or other contacts

that provide him with aid and information. The investigator chooses a community of no more than 500 people per investigator level in size. While he is within this community, he gains a +4 bonus on Diplomacy and Knowledge (local) checks to gather information and when he makes such checks it takes half of the normal amount of time. Once per day while in his chosen area, he can ask a minor request of his followers. This typically involves delivering a message, fetching an item for the investigator, or a similar task. He can change his chosen area by spending a week in a new area recruiting new followers or relocating his old crew. An investigator must be at least 7th level to select this talent.

Unmask (Ex): Whenever the investigator makes a successful Perception or Sense Motive check to oppose a Bluff or Disguise check or succeeds on a Will save against an illusion effect that disguises another creature's appearance (such as *disguise self* or *ghostly disguise*<sup>LMM</sup>), he can spend one use of

inspiration as an immediate action to reveal the ruse to all creatures within 60 feet, treating them as if they also had succeeded on the skill check or saving throw. This doesn't reveal the disguised individual's identity unless the investigator has a means of removing the disguise, such as by dispelling *disguise self* or removing a mundane disguise.

*Vivid Memory (Ex)*: The investigator has an astounding ability to recall information, no matter how brief the exposure. He can spend one minute and expend one use of inspiration to perfectly memorize one page (no larger than 1 square-foot in area) of written information, including both any text and any accompanying illustrations or diagrams contained on the page. The investigator recalls the information as a visual image, so he does not need to understand the language or content to memorize it. He may have a number of pages of information equal to his investigator level memorized at any one time and can forget a page of information at will to memorize a new one. The investigator can reproduce the memorized information through writing or drawing, but particularly complex illustrations or diagrams may require a Craft or Profession check to be reproduced accurately.



#### **Kineticist Archetype**

The following archetype is available to kineticist characters.

#### Spatial Kineticist (Archetype)

Some telekineticists relish using their powers to manipulate the world around them, rather than blow it apart. While entirely able to harm their foes, spatial kineticists often prefer hampering or disabling opponents, leaving enemy threats at the telekineticist's mercy.

**Spatial Focus (Ex)**: A spatial kineticist must choose aether as her primary element and must choose telekinetic blast as her first simple blast. Her telekinetic blast and any infusions she applies to it does not count as magic for the purpose of determining if her blast affects incorporeal creatures.

**Extended Spatial Control (Su)**: At 1st level, a spatial kineticist gains the extended range infusion and telekinetic finesse utility wild talent.

This ability replaces the 1st-level infusion.

**Kinetic Guard (Su)**: At 2nd level, a spatial kineticist gains a +1 deflection bonus to her AC. This bonus increases by 1 for every four kineticist levels she possesses. By accepting 1 point of burn, the spatial kineticist can increase this deflection bonus by +1 until the next time her burn is removed. She can increase the bonus multiple times in this way, but never more than 50% of its starting value. In addition, whenever she accepts burn while using an aether wild talent, the currents of aether swirling around her cause this bonus to increase by +1 for 1 round. A spatial kineticist can dismiss or restore this effect as an immediate action.

This ability replaces elemental defense. A spatial controller cannot select the expanded defense utility wild talent.

#### **Kineticist Wild Talents**

The following wild talents are available to kineticist characters.

#### HINDERING INFUSION

Element aether, air, earth, water; Type substance infusion; Level 2; Burn 2

Associated Blasts air, blizzard, charged water, earth, ice, magma, metal, mud, plasma, sandstorm, steam, telekinetic, thunderstorm, water

#### Saving Throw none

Your kinetic blast drives into the foe in a vulnerable area. Attempt a dirty trick<sup>APG</sup> combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your CMB. If your attack is successful, the target gains your choice of one of the following conditions: blinded, deafened, shaken, or sickened. This condition lasts for 1 round. For every 5 by which your attack exceeds your opponent's CMD, the penalty lasts 1 additional round. This penalty can be removed if the target spends a move action. If you accept an additional point of burn, the penalty from the maneuver lasts for 1d4 rounds plus 1 round for every 5 by which your attack exceeds the target's CMD, and the affected opponents must spend a standard action to remove the condition.

#### **BATTERING INFUSION**

- Element aether, air, earth, water; Type substance infusion; Level 2; Burn 2
- Associated Blasts air, blizzard, charged water, earth, magma, metal, mud, sandstorm, steam, telekinetic, water Saving Throw none

Your kinetic blast swirls around your foe, forcing it in a direction of your choice. Attempt a reposition<sup>APG</sup> combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your CMB. If your attack is successful, you can move your target 5 feet to a new location. For every 5 by which your attack exceeds your opponent's CMD, you can move the target an additional 5 feet. You cannot use this maneuver to move a foe into a space that is intrinsically dangerous, such as a pit or wall of fire, and it has no effect on creatures that are more than one size category larger than you. You can accept additional points of burn when using this infusion to treat yourself as being one size category larger for the purpose of determining which creatures you can affect with this infusion per point of burn accepted.

#### MIND OVER MATTER

Element aether; Type utility (Su); Level 2; Burn 1

Whenever you use an aether wild talent whose effects move a target against its will (such as foe throw or pushing infusion), you can accept 1 point of burn in order to add +1 to the wild talent's save DC or to any attack roll made as part of a combat maneuver check. This bonus increases to +2 at 12th level and +3 at 20th level.

#### **Oracle Archetype**

The following archetype is available to oracle characters.

#### Foundling (Archetype)

Countless legends tell of mortals who have encountered fey creatures and emerged forever changed. Whether they danced in a fairy ring, nibbled on a cake that sat on a toadstool, or accepted a fairy's gift in a moonlit glade, these foundlings are blessed with the magic of the fey, but also suffer the mischievousness or malice of a fairy's capricious nature.

**Fey-Touched Curse (Su):** All foundlings share the same curse—their brushes with fey have left them forever unlucky. A foundling cannot benefit from luck bonuses or abilities that allow her to roll twice on any roll or check and use the better (or worse) result. She also takes a -4 penalty on Diplomacy and Sense Motive checks made against creatures other than fey on account of her strange and otherworldly demeanor. The foundling adds one 1st-level enchantment or illusion spell

from the sorcerer/wizard spell list to her oracle spell list and her spells known as a divine spell.

At 5th level, she gains a +4 bonus on saving throws against mind-affecting effects. She adds one 2nd-level enchantment or illusion spell from the sorcerer/wizard spell list to her oracle spell list and her spells known as a divine spell.

At 10th level, she gains cold resistance 10 and electricity resistance 10. She adds one 4th-level enchantment or illusion spell from the sorcerer/wizard spell list to her oracle spell list and her spells known as a divine spell.

At 15th level, she gains DR 10/cold iron. She adds one 7th-level enchantment or illusion spell from the sorcerer/ wizard spell list to her oracle spell list and her spells known as a divine spell.

This ability replaces the oracle's curse.

**Bonus Spells**: faerie fire (2nd), invisibility (4th), charm monster (8th), baleful polymorph (10th), irresistible dance (16th). These spells replace the oracle's mystery bonus spells at the indicated levels.

**Revelations**: All foundling oracles have access to the following revelations, regardless of what mystery they choose.

*Pixie's Arrow (Sp)*: You can touch one melee weapon or one piece of ammunition as a standard action to infuse it with a bit of fairy magic. The next creature struck by this weapon within 1 minute of this ability's use loses all memories of the last 5 minutes, as per *modify memory*. The caster level for this effect is equal to your oracle level, and the creature receives a Will save (DC 10 + 1/2 your oracle level + your Charisma modifier) to negate the effect. At 7th level, you can cause the target to fall asleep, as per *deep slumber*, instead of erasing its memories. You can affect any creature whose Hit Dice are equal to or less than your own with this ability. At 15th level, you can charm the target, as per *charm monster*, instead of erasing its memories. You can use this ability once per day, plus one additional time each day at 5th level and every six levels thereafter.

Sprite Form (Su): You can shrink down to Diminutive size as a standard action, gaining a +6 size bonus to Dexterity and a -4 penalty to Strength. This otherwise functions as *reduce person*, except it can affect you even if you aren't a humanoid. While using this ability, you gain a 60-foot fly speed with perfect maneuverability. You can use this ability for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation.

Unbearable Beauty (Su): As a standard action, you can focus your gaze on one creature within 30 feet. The target must succeed on a Fortitude save or be blinded for 1 round. This ability has no effect on blind creatures or creatures that are immune to gaze attacks. Creatures that successfully save against this ability cannot be affected by the same foundling's unbearable beauty for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Woodland Guide (Ex)*: You can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas,

and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you. At 7th level, once per day as a standard action you can designate a number of allies equal to your Charisma modifier to share this benefit for 24 hours. You must be at least 3rd level to select this revelation.

**Mysteries**: The following oracle mysteries complement the foundling archetype: Heavens, Nature, Waves, Wind.

# **Paladin Archetype**

The following archetype is available to paladin characters.

#### Purehearted Champion (Paladin)

All paladins are forces for good in the world, but some are of these holy warriors harbor a spirit so innocent and righteous that their very touch is unbearable to evil creatures.

**Purifying Touch (Su)**: At 3rd level, a purehearted champion can use lay on hands to damage any evil-aligned dragon or outsider with the evil subtype as if they were undead. This ability replaces aura of courage.

**Purity (Su)**: At 3rd level, and every three levels thereafter, a purehearted champion can select one purity. Each purity adds an effect to the purehearted champion's lay on hands ability. Whenever she uses lay on hands to deal damage to one target, the target also receives an additional effect from one of the purities possessed by the purehearted champion. This choice is made when lay on hands is used. The target receives a Will save to avoid this purity. If the save is successful, the target takes the damage as normal, but not the effects of the purity. The DC of this save is equal to 10 + the paladin's level + the paladin's Charisma modifier. Creatures that cannot be damaged by the purehearted champion's lay on hands are immune to a purehearted champion's purities. At 3rd level, the purehearted champion can select from the following initial purities.

- » *Dazzled*: The target is dazzled for 1 minute per level of the purehearted champion.
- » *Fatigued*: The target is fatigued.
- » *Shaken*: The target is shaken for 1 round per level of the purehearted champion.

At 6th level, a purchearted champion adds the following purities to the list of those that can be selected.

- » *Dazed*: The target is dazed for 1 round.
- » Silenced: The target is unable to talk for 1 round per level of the purehearted champion, as if it were in an area of *silence*, as per the spell.
- » Staggered: The target is staggered for 1 round per two levels of the purehearted champion.

At 9th level, a purchearted champion adds the following purities to the list of those that can be selected.

» *Confused*: The target is confused for 1 round per two levels of the purehearted champion.

- » *Cursed*: The target is cursed, as if the purehearted champion had cast *bestow curse*, using his paladin level as his caster level.
- » *Exhausted*: The target is exhausted. The purehearted champion must have the fatigued purity before selecting this purity.
- » *Frightened*: The target is frightened for 1 round per two levels of the purehearted champion. The purehearted champion must have the shaken purity before selecting this purity.

At 12th level, a purehearted champion adds the following purities to the list of those can be selected.

- » *Blinded*: The target is blinded for 1 round per level of the purehearted champion. The purehearted champion must have the dazzled purity before selecting this purity.
- » *Deafened*: The target is deafened for 1 round per level of the purehearted champion.
- » Dispel: The target's magical effects are purged, as if the purehearted champion had cast the targeted version of *dispel magic*, using his paladin level as his caster level.
- » *Stunned*: The target is stunned for 1 round per four levels of the purehearted champion.

These abilities are not cumulative. For example, a 12thlevel purehearted champion's lay on hands ability deals 6d6 points of damage and might also cause the target to become fatigued, silenced, confused, or deafened. Once a purity is chosen, it can't be changed.

This ability replaces mercy.

**Greater Lay on Hands (Su)**: At 5th level, a purchearted champion can use her lay on hands ability to damage any creature with an evil aura (as the cleric class feature). In addition, she may spend two uses of lay on hands to channel energy as a cleric using the Alignment Channel (evil)<sup>APG</sup> feat. At 12th level, she can use this ability to damage any evil creature with 4 or more Hit Dice. This ability replaces divine bond.

**Untouched by Evil (Sp)**: At 8th level, a purehearted champion gains protection from evil as a constant spell-like ability, using her paladin level as her caster level. At 17th level, this protection expands outward into an aura, granting her a constant magic circle against evil effect that moves with her.

This ability replaces aura of resolve and aura of righteousness.

**Sanctified Blood (Su)**: At 11th level, a purehearted champion's blood causes extreme discomfort to wicked creatures that strike her in melee. Anytime a creature hits the purehearted champion and deals lethal damage with a melee attack that deals piercing or slashing damage, the attack provokes an attack of opportunity from the purehearted champion. If she chooses to take this attack of opportunity, she uses her lay on hands ability to make the attack. If her touch attack hits, the target is affected as if the purehearted champion used her lay on hands ability to attempt to damage it. This counts against her number of uses of lay on hands per day, and she may apply an additional effect to the creature from one of her purities.

This ability replaces aura of justice.

# Personal Mementos

Although most occultists seek implements that have strong connections to worldly events or strange phenomena, some occultists establish psychic connections with items of personal importance, such as those from a favorite childhood toy, a precious family heirloom, or even a friend or lover. Such personal links often result in powerful objects known as personal mementos, which hold great psychic significance for the occultist to whom it belongs.

An occultist can adopt a personal memento whenever he gains access to a new implement school. Once chosen, the personal memento is permanent and cannot be changed. A personal memento grants an occultist a bonus focus implement power for its implement school; however, using this focus power exposes emotions made raw by the occultist's connection to the memento, causing him to take a -2 penalty on Will saves anytime he activates this focus power and for 1 round afterwards. A personal memento is often the occultist's most prized possession; he must invest a minimum of 1 point of mental focus into it each time he regains mental focus and he may not invest more points of mental focus into any other implement he possesses. An occultist can only adopt one personal memento at a time.

#### CREEPY PLAYTHING

- Implement School necromancy; Implement bone, doll, figurine
- Unnerve (Su): As a standard action, you can expend 1 point of mental focus to take on a mien that unsettles your opponents for 1 round per occultist level. All foes within 30 feet take a -1 penalty on saves against fear effects. This penalty increases to -2 at 7th level and to -3 at 14th level. In addition, creatures within 10 feet that are immune to fear lose this immunity while they remain within 10 feet of you, and for 1 round afterwards. This focus power is a mind-affecting emotion effect.

#### **DANGEROUS** TOY

- Implement School evocation; Implement sling, slingshot, toy gun, wand
- *Peashooter (Su)*: You can telekinetically sling rocks, bullets, and other small objects at a target within 30 feet, functioning like *telekinetic projectile*<sup>OA</sup>. Using this ability doesn't expend mental focus, and you can use it so long as you have at least 1 point of mental focus invested within the implement. By spending 1 point of mental focus when you use this ability, you can add your occultist level to the damage done by each attack made using this ability, and the struck creature becomes dazed for 1 round unless it succeeds on a Fortitude save. At 6th level, you can activate this ability as a full-round action in order to make as many attacks with this ability as you could during a full-attack action with a bow. This counts as a full-attack for the purpose of using feats and abilities, such as Rapid Shot.

#### **PRACTICE BLADE**

- Implement School transmutation; Implement rod, toy weapon, writing utensil
- Toy to Tool (Su): When you gain this focus power, choose one type of weapon (simple, martial, or exotic) of the same general type as the implement. Once chosen, this choice cannot be changed. As a standard action, you can expend 1 point of mental focus to cause the implement to transform into a masterwork weapon of the chosen type. You can grant your implement an enhancement bonus and weapon special abilities as if it were actually a weapon, though you or another character must have the proper item creation feats and monetary resources to do so. The weapon retains its new shape until you spend 1 point of mental focus to return it to its original form.

#### SECRET EMBLEM

- Implement School abjuration; Implement amulet, brooch, shield, holy symbol
- *Hideaway (Su)*: As a standard action, you can expend 1 point of mental focus to shroud an area against outside observation and eavesdropping. Choose a 10-foot radius area that includes your current square. Anyone looking into the area from the outside sees only a dark, fog like mass that cannot be penetrated by darkvision or see in darkness. No sounds, regardless of volume, can escape the affected area. Likewise, the outside world is similarly obscured from those within the affected area. This effect lasts for 1 minute per occultist level.

#### SOOTHING TALISMAN

- Implement School enchantment; Implement bauble, blanket, figurine
- *Calming Glow (Su)*: As a standard action, you can expend 1 point of mental focus to emit a 20-foot aura of reassuring calm. Any mind-affecting emotion effects that rely on negative emotions (such as *crushing despair, rage, terrible remorse*<sup>LM</sup>, and all fear effects) are suppressed, as per *calm emotions*. While the aura is active, the personal memento shines like a torch, functioning like a 0-level light spell for the purpose of magical darkness. This aura lasts for 1 round per occultist level.

#### TATTERED CLOAK

- Implement School illusion; Implement blanket, cloak, towel
- Hide and Seek (Su): As a standard action, you can expend 1 point of mental focus to obscure your physical form while you are moving, making it difficult to strike you in combat. During any round that you move at least 10 feet, you gain 20% concealment, as per the *blur* spell, until the start of your next turn. This ability lasts 1 round per occultist level. At 10th level, you instead gain 50% concealment, as per *displacement*.

#### TREASURED GLASS

Implement School divination; Implement magnifying glass, spyglass, telescope

*Reconnoiter (Su)*: As a standard action, you can expend 1 point of mental focus to create an invisible, immobile sensor at a target location within 100 feet. You can see through this sensor as if you were at that location, using any visual senses that you possess when this focus power was activated, such as darkvision or *see invisibility*. The sensor lasts for 1 round per occultist level. Using this focus power causes any existing sensors that were created by this ability to instantly vanish, as if their duration had expired.

#### WORN UTENSIL

- Implement School conjuration; Implement chop sticks, fork, knife, spoon
- *Full Belly (Su)*: As a standard action, you can expend 1 point of mental focus to create one good meal's worth of simple, wholesome food or cause it to refine and purify existing food or drink, as per the *purify food and drink* spell.

#### Phantom Emotional Focus

Each phantom has an emotional focus—a powerful emotion based on some experience in life that keeps it tethered to the Material and Ethereal Plane. This emotional focus determines many of the phantom's abilities and benefits. The following new emotional focus is available to spiritualist phantoms and any other classes that gains a phantom or a phantom's emotional focus.

#### Bravery

Phantoms with this emotional focus often died in the heat of battle or while attempting some death-defying stunt. They remain tethered to the Material Plane as a result of their desire to continue to face down terrifying threats rather than retire to a peaceful afterlife. These phantoms bond with spiritualists who are timid or need support to face an overwhelming personal difficulty or situation. Phantoms with this focus tend to take the form of tall, benevolent beings that are quick to offer reassurance or spry rascals eager to tackle any challenge. These phantoms often exude an aura that flickers like the red-orange glow of a cheery campfire and their facial features often have a soft glow that radiates from within.

**Skills**: The phantom gains a number of ranks in Perform (oratory) and Sense Motive equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Fortitude and Will.

**Collective Resolve**: The phantom gains a +1 morale bonus on saving throws whenever it is within 10 feet of at least one ally (not including itself).

**Bolstering Blows (Su)**: Whenever a bravery phantom hits a creature with a slam attack, all other allies within 30 feet gain a +1 morale bonus to attack and damage rolls against that target for 1 round. This bonus increases to +2 at 8th level and +3 at 15th level.

**Aura of Valor (Su)**: When the spiritualist reaches 7th level, as a swift action, the phantom can emit a 10-foot-radius aura of valor. Creatures within the aura gain a +2 morale bonus on saves versus mind-affecting effects and they can roll twice, taking the better result, when making saves against fear effects. Ending the aura is a free action. The phantom can use this ability in either ectoplasmic or incorporeal form.

**Rallying (Su)**: When the spiritualist reaches 12th level, three times per day as a standard action, the phantom can give forth a battle cry that acts as *good hope*. The phantom uses its Hit Dice as its caster level for the effect. The phantom can use this ability in either ectoplasmic or incorporeal form.

**Constant Encouragement (Su)**: When the spiritualist reaches 17th level, the phantom can grant an ally that has failed an attack roll, saving throw, or skill check a +2d4 competence bonus to the roll retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds. The phantom can use this ability once per day, and only while in ectoplasmic or incorporeal form.

#### Ranger Combat Styles

The following combat styles are available to rangers, slayers, and other classes that can use ranger combat styles.

**Harrying**: If the ranger selects harrying, he can choose from the following list whenever he gains a combat style feat: Dodge, Combat Reflexes, Nimble Moves, and Sidestep<sup>APG</sup>. At 6th level, he adds Acrobatic Steps, Improved Sidestep<sup>APG</sup>, Spring Attack, and Wind Stance to the list. At 10th level, he adds Combat Patrol and Lightning Stance to the list.

**Sling**: If the ranger selects the sling combat style, he can choose from the following list whenever he gains a combat style feat: Arc Slinger<sup>UC</sup>, Far Shot, Precise Shot, and Sling Flail. At 6th level, he adds Deadly Aim, Improved Precise Shot, Point Blank Master<sup>APG</sup>, and Snap Shot<sup>UC</sup> to the list. At 10th level, he adds Improved Snap Shot<sup>UC</sup>, Pinpoint Targeting, and Shot on the Run to the list.

**Underfoot**: If the ranger selects the underfoot combat style, he can choose from the following list whenever he gains a combat style feat: Dodge, Improved Feint, Slayer's Feint<sup>ACG</sup>, Wave Strike<sup>UC</sup>. At 6th level, he adds Canny Tumble<sup>ACG</sup>, Disorienting Maneuver<sup>UC</sup>, Greater Feint, and Underfoot<sup>APG</sup> to the list. At 10th level, he adds Passing Trick<sup>UC</sup> and Sliding Dash<sup>III</sup> to the list.

#### Vigilante Social Talents

The following social talents are available to vigilantes, and other classes that can use social talents.

Age Imposter (Ex): The vigilante's vigilante identity can appear one age category older or younger than his social identity, which must match his actual age. This decision is made when this talent is chosen, and once made it can only be changed when the vigilante gains a level or when he advances to a new age category. The vigilante can still use the Disguise skill to appear older or younger than his actual age, and he takes no penalties on Disguise checks for attempting to disguise himself as a different age category.

Beneath Notice (Ex): The vigilante is adept at blending in among the local population. Add +4 to the DC to gather information about the vigilante's social identity. In addition, the vigilante gains spell resistance 13 + his character level against divination spells and effects that attempt to learn information about him, including scrying spells. A vigilante cannot take both this talent and the renown social talent.

Terrain Mastery (Ex): The vigilante can select the terrain mastery rogue talent (PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED) in place of a social talent. He can select this social talent multiple times. At 10th level, he can take the greater terrain mastery rogue talent (PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED) instead of the terrain mastery talent. He can only take greater terrain mastery once, and he must meet the talent's prerequisites.

#### **Rogue Archetype**

The following archetype is available to rogue characters.

## Street Urchin (Archetype)

The most unfortunate criminals are the ones born into a life of poverty and crime. Through birth or circumstance, these rogues are forced to make a living from a young age by scrounging, begging, pick pocketing, and stealing—whatever opportunities enable her to sate her aching belly. Though those lucky enough to escape or survive this childhood might be able to reform and put the skills she learned on the streets to work as productive members of society, most are more likely to join local thieves guilds, further spiralling downward into a life of crime.

Slippery Urchin (Ex): A street urchin adds half her rogue level (minimum 1) on Escape Artist, Sleight of Hand, and Stealth checks.

This ability replaces trapfinding.

Quick Getaway (Ex): At 4th level, a street urchin reduces the amount of time required to make an Escape Artist check. She can make Escape Artist checks that normally take a standard action as a move action, checks that normally take a full-round action as a standard action, and checks that take 1 minute or more in half the normal amount of time. In addition, whenever a street urchin uses Escape Artist to escape from a grapple, she can also use the withdraw action as a free action.

This ability replaces uncanny dodge.

**One With the Crowd (Ex)**: At 8th level, a street urchin no longer treats crowds as difficult terrain. She also gains the hide in plain sight (urban) talent as a bonus rogue talent,

# **Other Bravery Focused Abilities**

If a spiritualist archetype allows the selection of an additional focus, add bravery to the list of available foci. Add the following to other character options for spiritualists with bravery phantoms.

**Emotional Conduit (Feat)**: 1st—remove fear, 2nd blessing of courage and life <sup>APG</sup>, 3rd—heroism, 4th—feast on fear<sup>ACG</sup>, 5th—telepathic bond, 6th—greater heroism.

**Fractured Mind (Archetype)**: bless (5th), remove fear (7th), heroism (9th), greater heroism (16th).

**Spirit-Bound Blade (Spell)**: The weapon also gains the *courageous*<sup>UE</sup> special ability.

even though she is not yet 10th level. She can also use this talent to hide within a crowd, regardless of what terrain she is in.

This ability replaces improved uncanny dodge.

**RogueTalents**: A street urchin can choose uncanny dodge as a rogue talent starting at 4th level, and she can choose improved uncanny dodge as an advanced rogue talent. She can also choose from the following rogue talents in addition to generally available talents.

*Grease Man (Ex)*: A street urchin with this talent is treated as one size category smaller for the purpose of determining when she is squeezing. While squeezing, she can move at her normal speed and retains her Dexterity bonus to AC, though she still takes a -4 penalty on attack rolls and to her AC due to the confined space.

*Quick-Foot* (*Ex*): A street urchin gains a +10 bonus to her speed when taking the withdraw or run action. She also gains a +2 bonus on all ability checks and skill checks made as part of a chase (*PATHFINDER ROLEPLAYING GAME GAMEMASTERY GUIDE*).

#### **Rogue Talents**

The following combat styles are available to rogues and other classes that can select rogue talents.

Antic Ringleader (Ex) A rogue with this talent can, as a standard action, grant the benefits of the Combat Antics feat to all allies within 30 feet (not including herself) that can see and hear her, even if they don't meet the feat's prerequisites. Instead of gaining their own mischief pool as described by the Combat Antics feat, allies gain a number of mischief points equal to half the rogue's highest mental ability score modifier (minimum 1). An ally that already has the Combat Antics feat still gains these additional mischief points. Mischief points granted by this rogue talent are spent first when a character uses a combat antic. This ability lasts for 3 rounds, plus 1 round for every 2 levels the rogue possesses. The rogue can use this ability once per day, plus one additional time per day at 5th level and every 4 levels thereafter. A rogue must have the Combat Antics feat before selecting this talent.

*Decrier*: A rogue with this talent gains Improved Decry as a bonus feat, even if she doesn't meet the prerequisites.

*Dextrous Athletics (Ex)*: A rogue with this talent can use her Dexterity modifier in place of her Strength on Climb and Swim checks. In addition, she can use the Climb skill to climb as long as she has at least one hand free.

*Pitiful Disguise (Ex)*: A rogue with this talent reduces the amount of time it takes to create a Disguise by half; a full-round action becomes a standard action, a standard action becomes a move action, and a move action becomes a swift action. This stacks with similar effects that reduce the time required to create a disguise (such as the quick disguise<sup>APG</sup> rogue talent), but it does not reduce the casting time of spells and other effects that create magical disguises. In addition, she gains a +10 competence bonus on Bluff and Disguise checks made to appear as an ordinary beggar of her age and race,

and a +2 bonus on Diplomacy checks to make a request for money or simple aid.

*Rogue Antics*: A rogue with this talent gains Combat Antics as a bonus feat, ignoring its prerequisites. In addition, she can select feats that list Combat Antics as a prerequisite regardless of her age category. If she is an Adult or older when she selects this talent, she cannot exchange Combat Antics for Combat Stamina, as described by the feat.

#### Summoner Archetype

The following archetype is available to summoner characters using the summoner class from *Patheinder Roleplaying Game Patheinder Unchained*.

#### Phantasmalist (Archetype)

Those born with a vivid imagination and a will strong enough to impose that imagination upon reality are able to manifest figments of their make-believe world in the Material Plane, creating phantasmal creatures and images that are surprisingly difficult to disbelieve. Often the first thing to manifest to such an individual's side is a companion, one who embodies that individual's unconscious needs or desires.

**Phantasmal Companion (Su)**: A phantasmalist's eidolon is not a flesh and blood outsider, as typical eidolons are. Instead, a phantasmalist's eidolon is a creature born from the Dimension of Dreams, and is in many ways similar to an animate dream as a result. At 1st level, the phantasmalist chooses both an eidolon subtype for his eidolon as well as an emotional focus, as if his eidolon were a spiritualist phantom. The eidolon's appearance reflects its emotional choice, such as a zealous archon possessing an orange halo or an intimidating demon possessing pulsating black blotches on its hide. The eidolon also gains Skill Focus in one of its emotional focus's skills. Once chosen, this cannot be changed. In addition, should a phantasmalist's eidolon be reduced to 0 hit points or become dismissed, it retreats to the Dimension of Dreams rather than the home plane of its eidolon subtype.

This ability replaces the evolution point that the phantasmalist's eidolon would normally gain at 1st level; as a result, a phantasmalist's eidolon gains 1 fewer evolution points at each level then is indicated on Table: Eidolon Base Statistics.

**Hidden Consciousness (Su)**: As a standard action, as long as his eidolon is on the same plane as him, a phantasmalist can usher his eidolon into his mind, returning it to the font of imagination from which it sprung. Upon doing so, any items worn, held, or carried by the eidolon are dropped. While inhabiting its master's mind, the eidolon is fully aware of its surroundings and can even speak through the phantasmalist's mouth, should he allow it to do so. While his eidolon inhabits his mind, a phantasmalist gains the Skill Focus feat that his eidolon gained as a bonus feat at 1st level, unless he already has Skill Focus in this skill, and a +4 bonus on saving throws against mind-affecting effects. While housed within the phantasmalist's mind, the eidolon still counts as having been summoned for effects such as the phantasmalist's summon monster spell-like ability.

This ability replaces bond senses.

**Unbound Imagination**: A phantasmalist has a sense of wonder and imagination that cannot be contained by reality, and as a result he has access to magic normally unavailable to summoners. A phantasmalist casts arcane spells drawn from the sorcerer/wizard and summoner spell lists. Use the summoner spell list from *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED* for this purpose. Only illusion spells of 6th level and lower and summoner spell list. If an illusion spell appears on both the sorcerer/wizard spell list and the summoner spell lists, the phantasmalist uses the lower of the two spell levels given for the spell. This ability alters the summoner's spells.

**Phantasmic Creature (Su)**: Beginning at 3rd level, monsters summoned by a phantasmalist are quasi-real beings forged from his imagination. A phantasmalist can spend a use of his summon monster spell-like ability to cast a summon nature's ally spell of the same level. Although they appear like normal summoned creatures, all creatures summoned by a phantasmalist using this ability are shadow creatures, as per shadow conjuration. A shadow creature has one-fifth the hit

points of a normal creature of their kind (regardless of whether they are recognized as shadowy) and deals normal damage and have their normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only (20%) likely to work. (Roll for each use and each affected character separately.) Furthermore, a shadow creature's AC bonuses are just one-fifth as large.

In addition, creatures summoned by this ability never gain the celestial or fiendish template. Instead, the phantasmalist can grant such creatures any 1-point evolution available to an eidolon with the summoned creature's subtypes (if any). Summoned creatures cannot gain evolutions that require an eidolon base form and must meet all of the evolution's prerequisites.

At 5th level, shadow creatures summoned by this ability become two-fifths real (40%) instead of one-fifth real (20%). This increases to three-fifths real (60%) at 10th level, four-fifths real (80%) at 15th level, and five-fifths real (100%) at 20th level.

This ability alters summon monster.

**Subconscious Concentration** (Su): At 6th level, a phantasmalist can transfer control of any illusion spell that he casts with a duration of concentration to his eidolon, effectively allowing the eidolon to maintain concentration on the spell in his stead. The spell functions using the summoner's statistics and abilities, rather than those of the eidolon.

This ability replaces maker's call.

**Emotional Attacks (Sp)**: At 8th level, a phantasmalist can enhance one weapon wielded by his eidolon as if using *spirit-bound blade*<sup>OA</sup>. The phantasmalist may cast this spell-like ability on his eidolon from up to 30 feet away and the benefit that the eidolon gains must match its emotional focus. If the phantasmalist has an emotional focus that is not listed by *spiritbound blade*, he may choose the closest emotion from among those listed, as determined by the GM. The phantasmalist can use this ability once per day at 8th level, plus one additional time each day for every four levels beyond 8th.

This ability replaces transposition.



Feats represent special tricks and edges that characters acquire through training, luck, or a quirk of birth. They grant abilities and benefits in certain situations. Feats often belong to one or more special categories that possess a number of rules that govern them. A feat's types appear in parentheses after the feat's name. The following types of feats appear in this section.

**Child Feats**: Child feats can only be selected by Child and Youth characters. Whenever a character with a Child feat reaches a new age category as a result of natural aging or gains a new class level, she may choose to learn a new feat in place of one child feat she knows, in effect losing the child feat in exchange for a new one. The feat that the character learns instead of the child feat is listed in the feat's description, and she can only change one child feat at any given opportunity. Some child feats allow or require the character to immediately trade her feat when certain criteria are met; these are also noted in the feat's description and don't count against the total number of child feats that she can trade at a given level.

**Combat Feats**: Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats, provided they meet the prerequisites.

**Teamwork Feats**: Teamwork feats grant significant bonuses, but only function under specific circumstances. In most cases, these feats require an ally with the same feat to have a specific position on the battlefield. Teamwork feats provide no benefits if the given conditions are not met. Allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purpose of these feats. Cavaliers, hunters, and inquisitors have special class abilities that allow them to use teamwork feats even if their allies don't have those feats.

# **Ambitious Grip (Child, Combat)**

You are capable of wielding weapons as efficiently as any adult. **Prerequisites**: Str 10, base attack bonus +1.

**Benefit**: You can wield weapons as if your size category were that of an adult of your race without taking the penalty for an inappropriately sized weapon.

**Normal**: You take a -2 penalty when using an inappropriately sized weapon.

**Maturation**: You may learn Power Attack or Weapon Focus in place of this feat. You must learn a new feat in place of Ambitious Grip when your age category reaches Youth or older; unlike other child feats, this exchange is not optional.

# **Animal Partner (Child)**

You share a powerful bond with an animal friend.

**Prerequisite**: Animal companion or mount class feature. **Benefit**: You can make Handle Animal checks to handle

your mount or animal companion as a free action and your animal companion gains defend as a bonus trick. If it already knows this trick, you may select a different trick instead. In addition, as long as you and your animal companion are within 30 feet, you both are aware of each other's positioning and conditions, functioning as *status*, and should you become unconscious, your companion can use the defend trick to defend you without handling.

**Maturation**: You may learn Mounted Combat, Skill Focus (Handle Animal or Ride), or any teamwork feat in place of this feat. You may learn a new feat in place of Animal Partner if your animal companion dies in addition to when you could normally swap a child feat.

# Arcane School Dropout (Child)

You dropped out of a school due to an unwillingness or

inability to complete the program of study, though you still recall a number of tricks from your school days.

**Prerequisites**: Intelligence 10, Spellcraft 1 rank, no levels in a class that has the arcane school class feature.

**Benefit**: Choose one arcane school from any of the schools available to a character with the arcane school wizard class feature. You cannot choose an elementalist or focused arcane school. You gain a +1 bonus on saving throws made against spells of the chosen spell school. You can use one 1st-level power from the chosen school once per day, as if you were a 1st-level wizard. This feat only allows you to use arcane school powers that are limited to a number of uses per day equal to 3 + the wizard's Intelligence modifier.

**Maturation**: You may learn Skill Focus or Spell Focus in place of this feat. You may learn a new feat in place of Arcane School Dropout if you gain levels in a class that has the arcane school class feature in addition to when you could normally swap a child feat.

# **Bookish (Child)**

You live vicariously through the written word.

**Prerequisite**: Must have spent at least 3 skill ranks in any number of Intelligence-based skills.

**Benefit**: Choose one Intelligence-based skill that you are trained in. You gain a +2 bonus on checks made with this skill, and once per day you may reroll a failed check with the chosen skill. If you have the inspiration class feature<sup>ACG</sup>, you may spend one use of inspiration to use this feat instead.

Once per day, you may change the Intelligence-based skill that you have chosen with this feat by studying written notes, textbooks, or a similar repository of information for 10 minutes. Doing so doesn't reset the number of times per day that you may use this feat. **Special:** This feat can be taken multiple times. Its effects don't stack. Each time you select this feat, choose a different Intelligence-based skill to which it applies.

**Maturation**: You may learn Skill Focus with any Intelligence-based skill in place of this feat.

#### **Brash Temperament (Child)**

You are defiant and braizen when facing even the largest opponents.

**Prerequisite**: Intimidate 1 rank.

**Benefit**: You gain a +2 bonus on Intimidate skill checks and are considered one size category larger when determining size-based bonuses and penalties to Intimidate checks. In addition, the DC to demoralize you increases by +2.

**Maturation**: You may learn Skill Focus with any Charismabased skill in place of this feat.

## **Child at Heart**

You never completely grew up, and several tricks and techniques that you picked up in childhood remain with you.

Prerequisite: Must be taken at 1st level.

**Benefit**: Choose one child feat. You must meet the feat's prerequisites, and you cannot choose a child feat whose maturation is mandatory upon aging into a certain age category (such as the Ambitious Grip feat). You gain the chosen child feat, but you can never learn a new feat in place of this feat.

# **Childlike Innocence (Child)**

Your age makes you seem naive and trustworthy to others, regardless of your actual motives.

Prerequisites: Cha 13.

**Benefit:** You can take 10 on Bluff checks to convince others you are telling the truth, so long as your story makes you appear innocent. You gain a +1 bonus on Bluff and Diplomacy checks when interacting with characters of your race who are two or more age categories older than you.

**Maturation**: You may learn Deceitful, Persuasive, or Skill Focus (Bluff or Diplomacy) in place of this feat. A halfling may learn Childlike<sup>APG</sup> in place of this feat as well. You must learn a new feat in place of Childlike Innocence when your age category reaches Adult or older; unlike other child feats, this exchange is not optional.

# Coven Initiate (Child)

You have been introduced to the weird ways of witchcraft.

**Prerequisite**: Intelligence 10, no levels in a class that has the hex class feature<sup>APG</sup>.

Benefit: Choose one hex, as the witch class feature. You may use the chosen hex twice per day, using your character level as your effective witch level.

**Special**: Should you join a hag's coven, you may change the hex that you have chosen with this

feat to any witch hex (but not major hex or grand hex) that any other member of the coven has once per day. Doing so doesn't reset the number of times per day that you may use this feat.

**Maturation**: You may learn Iron Will or Skill Focus in place of this feat. You may learn a new feat a new feat in place of Coven Initiate if you gain levels in a class that has the hex class feature in addition to when you could normally swap a child feat, and you add Extra Hex<sup>APG</sup> to the list of feats that you may learn in place of this feat, provided you meet this feat's prerequisite.

### Effortless Cooperation (Child, Teamwork)

You have grown up and practiced with a number of allies and can use this training to conquer seemingly impossible challenges.

**Benefit**: Choose up to four creatures. Whenever you are within 30 feet of a chosen ally who also has this feat and has also designated you as a chosen ally, you may use any skills that cannot be used untrained that your chosen ally possesses as if you were trained in that skill. You can swap one creature that you have designed with this feat for a new creature each time you gain a level. If a chosen ally dies, youy may designate a new ally with this feat the next time you gain a level.



**Special:** A character cannot benefit from this feat unless she permanently has it. This acts as an exception to the solo tactics class feature, the tactician class feature, and similar abilities. This feat can be granted to a companion creature using the hunter tactics class feature and similar abilities, provided that it is permanent.

**Maturation**: You may learn any teamwork feat in place of this feat.

# Feral Upbringing (Child)

Raised by friendly beasts in the wild, your life experiences have changed you in ways that civilized folk cannot imagine.

**Benefit**: Choose one specific kind of animal. You gain a +2 racial bonus on Survival checks, which increases to +4 whenever you are in your chosen animal's preferred terrain, and can communicate with animals of this type as an extraordinary ability, functioning like *speak with animals*. In addition, you gain one of the following benefits:

- » +2 on Fortitude saves made against exposure to cold or warm weather.
- » +2 on Acrobatics, Climb, Fly, Perception, or Swim skill checks. (Choose one skill.)
- » Add +5 to your base speed when using the charge, run, or withdraw actions or when using the Stealth skill.

**Special**: You can select this three times. Its effects don't stack. Each time you select this feat, choose two additional benefits from among those listed.

**Maturation**: You may learn Fleet, Great Fortitude, or Skill Focus with Acrobatics, Climb, Fly, Perception, Swim, or Survival in place of this feat.

# **Greater Decry (Combat)**

You are skilled at making foes outright ignore your allies.

Prerequisites: Cha 13, Improved Decry, Bluff 4 ranks.

**Benefit**: Whenever you use decry to grant an ally the decried condition, increase the duration of the condition by 1d4 rounds. In addition, creatures that are immune to mind-affecting effects (except mindless creatures) are subject to any decried condition you create, though they gain a +20 bonus on Sense Motive checks to oppose the condition.

# Head of the Class (Child)

You were your class's star pupil, always the first to offer an answer and always correct.

**Prerequisite**: Must have at least 1 skill rank in three different Knowledge skills.

**Benefit**: You gain a +2 bonus on initiative checks and a +1 bonus on Knowledge skill checks with all Knowledge skills that you are trained in.

**Maturation**: You may learn Improved Initiative or Skill Focus with any Knowledge skill in place of this feat.

#### Improved Decry (Combat)

You are skilled at persuading your foes to leave allies alone.

Prerequisite: Cha 13.

**Benefit**: You can make a Bluff check to decry an ally in combat as a move action.

Normal: Decrying in combat is a standard action.

#### Incorruptible (Child)

You view the adult world in black and white, and are staunchly rooted in your beliefs.

**Benefit**: You gain a +4 bonus on saving throws against charm and compulsion effects and against possession. Once per day, you may reroll a Will save against such an effect. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

**Maturation**: You may learn Iron Will or any feat that lists a paladin class feature that you possess as a prerequisite in place of this feat. You must meet the feat's prerequisites. At the GM's decision, you may learn a new feat in place of Incorruptible if you witness or are subject to an event that completely shatters your youthful innocence and naive outlook.

#### Mature Bearing (Child)

You move through the adult world with ease, acting far beyond your years.

Prerequisites: Bluff or Diplomacy 1 rank, Disguise 1 rank.

**Benefit**: You gain a +2 bonus on Bluff and Diplomacy checks made against adults of your race. You gain a +2 bonus on Disguise skill checks to pose as though you were up to two age categories older then your actual age, and ignore the check penalties for disguising yourself as a member of your race of a different age category.

**Maturation**: You may learn any feat that lists 1 or more ranks in Bluff, Diplomacy, or Disguise as a prerequisite, or Skill Focus with any of these skills in place of this feat.

#### Meek Facade (Combat)

You are skilled at making foes outright ignore your allies. Prerequisite: Cha 13.

**Benefit**: Whenever you are decried, you can attempt Stealth checks to hide from opponents that have failed their opposed Sense Motive check, even while being actively observed by such an opponent. Attempting any action that could be viewed as a potential threat or an obvious threat still causes the decried condition to end.

#### Noble Scion (Child)

You are a member of a proud noble family, whether or not you remain in good standing with them.

Prerequisite: Charisma 13.

**Benefit**: You gain a +2 bonus on all Knowledge (nobility checks), and that Knowledge skill is always considered a class skill for you. In addition, when you select this feat, choose one of the benefits listed below that matches the flavor of your noble family. Work with your GM to ensure that your choice is appropriate.

*Scion of the Arts:* You gain a +1 bonus on all Perform checks, and Perform is always a class skill for you. If you have the bardic performance ability, you can use that ability for an additional 3 rounds per day.

Scion of Lore: You gain a +1 bonus on all Knowledge skills in which you have at least 1 skill rank.

*Scion of Magic*: You gain one of the following languages as a bonus language: Abyssal, Aklo, Celestial, Draconic, Infernal, or Sylvan. Once per day, as a free action, you can gain a +1 bonus on any caster level check you make to overcome spell resistance. You must use this ability before rolling your check.

*Scion of Peace*: Whenever you take 10 on a Wisdom-based skill or Diplomacy, treat the result as if you had rolled a 13 instead of 10.

*Scion of War*: Add your Charisma modifier instead of your Dexterity bonus on initiative checks. If you have a Dexterity penalty, you must apply both your Dexterity penalty and your Charisma modifier.

**Special**: A character that is an Adult or older may select this feat as if she were a Youth, but only at 1st level. If she does so, she cannot learn a new feat in place of this feat.

**Maturation**: You may learn Persuasive, Prodigy, or Skill Focus in place of this feat.

# **Precocious Youth (Child)**

You seek to be more adult than your childish peers, driving you to train your body and mind.

**Benefit:** Choose one of the following ability scores: Strength, Constitution, or Wisdom. You reduce the aging penalty that you take to the chosen ability score by -2.

**Special:** You can select this feat three times. Each time, choose a different ability score.

**Maturation**: You may learn Great Fortitude, Iron Will, Lightning Reflexes, Toughness, or any feat that lists one or more of these feats as a prerequisite, provided you meet the feat's prerequisites. You must learn a new feat in place of Precocious Youth when your age category reaches Youth or older; unlike other child feats, this exchange is not optional.

#### Sibling Rivalry (Child, Teamwork)

You are extremely competitive with siblings and teammates alike, and strive to prove your superiority at all times.

**Benefit**: Once per round at the start of your turn, you can designate one ally within 30 feet that you can see as a free action. Beginning at the start of your next round, whenever you attempt an attack roll or skill check of the same kind that the designated ally also attempted during the last round, you may gain a +2 morale bonus on one such roll or check as an immediate action. If you designate an ally with Sibling Rivalry that also has this feat, you gain a +2 morale bonus on all attack rolls and skills of the same kind that the designated ally makes without needing to use an action.

**Maturation**: You may learn any teamwork feat in place of this feat.

# New Psychology Maneuver

Psychology maneuvers are special actions that characters can take to weaken their foes' resolve and manipulate their actions in combat. For more information on psychology maneuvers, see pages 20–23 in *ULTIMATE CHARISMA*.

#### Decry

In combat, you can decry one ally (including yourself) to make that creature seem meek and unworthy of attention. You can decry an ally that is within 30 feet as a standard action. The ally gains the decried condition (see below) for 1 round. Decrying an opponent that already has the decried condition extends the duration of the decried condition.

Using the decry psychological maneuver is a languagedependent effect unless used to decry one's self.

**Multiple Attempts**: When attempting to decry an ally, that ally takes a -5 penalty to its Psychology DC if it has already performed an action that could be viewed as a potential threat by onlookers, or a -10 penalty if it has already performed an action that is an obvious threat (see the decried condition). These penalties stack. In contrast, a creature that has already been decried and that has performed no threatening actions gains a +5 bonus to its Psychology DC against opposed Sense Motive checks to attack it.

#### New Condition: Decried

A decried creature cannot be the target of any lethal actions unless the attacker succeeds on a Sense Motive check opposed by the decried creature's Psychology DC. Attempting this check is a free action that can be made once per round. A decried creature may calculate its Psychology DC for this purpose as 10 + its Bluff bonus if this value is higher. A lethal action is any attack or effect that causes direct harm to an opponent in the form of lethal damage, ability damage or ability drain, negative levels, or any other effect that could potentially kill a creature. A creature that succeeds on its Sense Motive check can attack the creature normally; effectively ignoring the decried condition for that creature. When the duration ends or all active opponents are ignoring the decried condition, the decried condition ends.

If a decried creature performs any action that could be viewed as a potential threat, such as a hostile creature approaching, she takes a -5 penalty to her Psychology DC against Sense Motive checks made to overcome the decried condition. Any obvious threat, such as drawing a weapon, casting a spell, or aiming a ranged weapon, allows all creatures that witness the obvious threat to ignore the decried condition. This condition doesn't remove a creature's ability to act rationally.

Creatures with an Intelligence of 2 or less gain a  $\pm 10$  bonus on opposed Sense Motive checks against a decried creature in addition to any other bonuses they may receive. Creatures immune to mind-affecting effects ignore this condition.

# Mischief and Anties

Mischief and antics is an optional system to help stimulate the level of creativity, exuberance, and near fearlessness that young characters bring to nearly every activity they participate in, combat included. Their antics are unconventional, and often disruptive and frustrating to adults (and occasionally other young characters). The combination of wild creativity and fearlessness represented by mischief and antics can be brutal both on and off the battlefield. Although a young character's ability to use antics is limited, young characters can easily bounce back into the fray with a bit of rest, continuing their string of mischief and mayhem.

There are two ways you can implement mischief and antics in your game.

**Feat Access**: The default assumption is that most children do not have the wild nature that mischief and antics require, and as a result the mischief and antics system is only available to characters that have the Combat Antics feat, which grants them a mischief pool and access to antics.

**Every Young Character**: In particularly youthfully charged games, all children might have a mischief pool by default as well as access to all the antics they meet the prerequisites for. Under this system, a character that ages into the Adult age category immediately loses access to her mischief pool and antics, and she would need to take the Combat Antics feat in order to regain these abilities. (Under this implementation, the Combat Antics feat isn't a child feat and cannot be exchanged via maturation.)

#### **Mischief Pool**

When you have an ability that grants you a mischief pool, your mischief pool contains a maximum number of points equal to half your character level (minimum 1) + your highest mental ability score modifier (Intelligence, Wisdom, or Charisma). During combat, you can spend points from this pool to perform various antics, the specific effects of which are dictated by the class features, feats, skill ranks, and spells you possess. Spending mischief points does not require an action unless noted in the antic's description, and you can't do so if you are unconscious, dazed, or stunned. You can use as many antics on the same action or attack as you like (as long as you have the mischief to spend), but you can't use the same antic twice within its scope. For instance, if you have an antic that affects a single attack, you can't use that antic more than once on the same attack. The save DC against an antic's effects is equal to 10 + 1/2 your character level + your highest mental ability score (Intelligence, Wisdom, or Charisma).

Dropping to 0 mischief points causes you to become fatigued until you have 1 or more points in your mischief pool.

Temporary increases to your mental ability scores, such as those granted by *fox's cunning* or *owl's wisdom*, do not increase the number of mischief points in your pool or your pool's maximum number of mischief points. However, permanent increases to your mental ability scores, such as the bonus granted by a *headband of vast intelligence* worn for more than 24 hours, do adjust your mischief points.

You regain mischief points by resting for short periods of time. You don't have to sleep while resting in this way, but you can't exert yourself. You stop regaining mischief points if you enter combat; take an action that requires a Strength-, Dexterity-, or Constitution-based skill check or an ability check tied to one of those ability scores; or take more than one move action or standard action in a round (you can still take free, immediate, and swift actions). This reduction in your number of actions per round also effectively halves your overland speed. For each uninterrupted minute you rest in this way, you regain 1 mischief point. If you are suffering from any of the following conditions, you can't regain mischief points: confused, cowering, dazed, dead, disabled, exhausted, fascinated, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, or stunned.

## **Class Feature Antics**

Many class features that are gained in a class's first few levels have antics associated with them. In addition to the class feature requirements listed for each of these antics, you must have the Combat Antics feat.

**Ambitious Strike (Unarmed Strike)**: You strike foes with exceptional force. Whenever you hit an opponent with an unarmed strike, you can spend up to 10 mischief points to add +1 to your unarmed strike damages roll per 2 points spent until the end of the turn.

**Cajole Companion (Animal Companion):** You are skilled at getting your companion to perform a trick it doesn't know multiple times. As a standard action, you can spend 3 mischief points in order to choose one trick that it could learn and attempt a Handle Animal check with a DC equal to 5 + the trick or general purpose's Handle Animal DC. If your check succeeds, your animal companion counts as knowing the chosen trick or general purpose for 1 minute.

**Child of Nature (Nature Sense, Resist Nature's Lure, or Wild Empathy)**: You have a close bond with nature. If you possess the nature sense class feature, whenever you attempt a Knowledge (nature) or Survival check, you may spend any number of mischief points (minimum 1) to gain a +1 bonus on the check for every mischief point spent. If you have the wild empathy class feature, whenever you attempt to improve the attitude of a creature using wild empathy, you may spend any number of mischief points (minimum 1) to gain a +1 bonus on your wild empathy check for every mischief point spent. If you have the resist nature's lure class feature, whenever you

make a saving throw against the spell-like and supernatural abilities of fey, you may spend any number of mischief points (minimum 1) to increase the bonus from resist nature's lure by an amount equal to the number of mischief points spent. This increase does not adjust the effects of any class features or feats that you possess that determine their effects based upon your resist nature's lure class feature's bonus.

**Chosen Hand (Smite Evil or Smite Good)**: You are infused by the very will of your deity. Whenever you smite an evil foe with smite evil or a good foe with smite good, you may spend a number of mischief points up to the number of times per day that you can smite evil (minimum 1). Whenever you successfully hit the target of your smite evil with an attack, you heal a number of hit points of damage equal to the number of mischief points spent, as if from fast healing. This ability lasts a number of rounds equal to your paladin level. If the target of your smite dies, you immediately heal 1d8+1 hit points of damage per mischief point spent.

**Competitive Countering (Countersong or Distraction)**: You work hard to counter your enemies with your performances. You can spend any number of mischief points (minimum 1) whenever you make a Perform check using the countersong or distraction bardic performances to add +1 to your Perform check's result for every mischief point spent.

**Fleet Feet (Fast Movement)**: You move surprisingly fast, You can spend 1 mischief point to increase the movement speed bonus that you gain from your fast movement class feature by 5 feet until the start of your next turn. Using this ability is a free action.

**Flexible Tactics (Favored Enemy)**: You attempt to apply your lessons against your favored enemies against new foes with mixed results. As a swift action, you can spend 2 mischief points and choose one opponent that is not one of your favored enemies. You treat that opponent as if it were one of your favored enemies for a number of rounds equal to your ranger level. You bonus against that opponent is equal to half your highest favored enemy bonus.

Hope-Inspiring Soloiquy (Inspire Courage): Your performances inspire hope in even the most jaded hearts. Whenever you start or maintain the inspire courage bardic performance, you may spend 3 mischief points. Allies affected by your performance have all fear effects, if any, suppressed for 1 round.

**Parrot Lore (Bardic Knowledge)**: You've overheard plenty of useful information when others thought you weren't listening. Whenever you attempt a Knowledge check, you may spent a number of mischief points up to half your bard level in order to gain a +1 bonus on the check per mischief point spent. If you have the lore master class feature, you may spend 5 mischief points to take 20 on a Knowledge check as a standard action, as if you had used lore master to do so.

Scattering Channel (Channel Energy): Your channeled energy jostles your adversaries about at your god's

#### New Feats

The following feats allow characters to make better use of their antics and mischief.

# **Antic Companion (Child)**

When your animal companion does well it excites you, refreshing your own mischief.

**Prerequisites**: Animal companion, eidolon, familiar, or phantom class feature; ability to use antics.

**Benefit**: Whenever your animal companion, eidolon, familiar, or phantom rolls a natural 20 on an attack roll, you immediately regain 1d3 mischief points.

**Maturation**: You may learn any feat in place of this feat. You must learn a new feat in place of Antic Companion if you lose the ability to use antics, such as by exchanging the Combat Antics feat or from aging into the Adult age category.

# Combat Antics (Child, Combat)

You bring a special combination of daring, luck, and creative thinking to the combats you engage in.

**Benefit**: You gain a mischief pool. Whenever you make an attack roll, saving throw, or skill check in combat, you may spend 2 mischief points in order to reroll your attack roll, saving throw, or skill check. Alternatively, you may spend 2 mischief points when an opponent attacks you to force that opponent to reroll its attack roll and use the lower result. You must use this ability before the roll's result is revealed.

**Special**: Since you have a mischief pool, you can spend your mischief points to use any antics for which you the prerequisites.

**Maturation**: You may learn Combat Stamina<sup>PU</sup> or Extra Stamina<sup>PU</sup> in place of this feat.

whims. Whenever you use channel energy to harm creatures, you may spend 3 mischief points to attempt a reposition combat maneuver against all creatures that fail their Will saving throw against your channel energy ability. You may substitute your effective cleric level for your base attack bonus and your Charisma modifier for your Strength modifier when making this reposition attempt. Creatures with channel resistance add their channel resistance to their CMD against this reposition attempt. If you possess the Channel Force<sup>ARG</sup> feat, you gain a +5 bonus on your reposition attempt for every 2d6 points of channel energy damage you are capable of dealing.

**Surprising Strike (Sneak Attack)**: You quickly strike foes for surprising amounts of damage. Whenever you hit an opponent with an attack and deal sneak attack damage, you can spend 3 mischief points to roll your sneak attack damage dice twice and use the higher result.

Tantrum (Bloodrage or Rage): You quickly work yourself into a frenzy when you're angry. Whenever you are bloodraging or raging, you can spend 2 mischief points to gain



a +1 bonus on a single attack roll or a single Strength check made to break an object. You can use this ability as a free action (even if it isn't your turn) and can use it a number of times per round equal to the total number of effective barbarian levels and effective bloodrager levels you possess.

**Triumphant Grit (Grit, Luck, or Panache)**: When things go well, your celebratory cheers inspire your friends. Whenever you regain a point of grit, luck, or panache, you can spend 2 mischief points to grant all allies within 30 feet a +1 morale bonus on attack rolls and on saving throws against fear effects until the start of your next turn. Unlike most morale bonuses, this bonus stacks with any morale bonuses those allies already possess, but not from multiple instances of this antic.

Youthful Courage (Bravery): You're indestructibleor at least you often behave that way. Whenever you make a saving throw against a fear effect, you may spend any number of mischief points (minimum 1). You increase the bonus that you gain from your bravery class feature by an amount equal to the number of mischief points spent. This increase does not adjust the effects of any class features or feats that you possess that determine their effects based upon your bravery class feature's bonus.

#### **Feat Antics**

Many child feats as well as feats that are available to lowlevel characters have combat antics associated with them. In addition to the feat requirements listed for each of these antics, you must have the Combat Antics feat.

Acrobatic Maneuvers (Agile Maneuvers): You can use the momentum from your acrobatic flips and dives to attack foes. Whenever you make a bull rush, disarm, grapple, reposition, steal, or trip attempt, you can spend 2 mischief points in order to substitute your Acrobatics bonus for your combat maneuver bonus when making your attack roll to use that combat maneuver. Additionally, any time you attempt to maintain a grapple or escape from a grapple, you can spend 2 mischief points to substitute your Acrobatics bonus for your combat maneuver bonus when making your attack roll as part of the grapple combat maneuver.

**Below the Belt (Improved Dirty Trick**<sup>APG</sup>): You know how to strike a creature where it hurts the most. Whenever you make a melee or ranged attack against a humanoid opponent or an opponent whose weaknesses and abilities you have identified with a successful Knowledge check, you can spend 2 mischief points in order to strike your opponent in a vulnerable location. If your attack succeeds and you deal at least 1 point of lethal or nonlethal damage to the target, your opponent must succeed on a Fortitude save or become sickened for 2d4 rounds and fall prone.

**Bounce Back (Toughness)**: You are too much of a troublemaker to stay down for long. Whenever you are dealt lethal damage, you can spend any number of mischief points (minimum 1) as an immediate action to convert up to 5 hit points of lethal damage into nonlethal damage per mischief point spent. This antic can only convert lethal damage from a single attack or effect into nonlethal damage per use.

**Clip Charge (Improved Trip)**: You are able to interrupt charging creatures by tripping them. You can spend up to 5 mischief points whenever a charging opponent provokes an attack of opportunity from you for moving through your threatened area. If your attack of opportunity hits, you can attempt to trip that opponent with the weapon as a free action without provoking an attack of opportunity. You gain a +1 circumstance bonus on this trip attempt for each mischief point you spent using this antic.

**Combined Attacks (Effortless Cooperation\*)**: You can pressure an opponent directly into an ally's oncoming attack. Whenever you use the aid another action to grant a bonus to attack rolls to an ally that you have designated with the Effortless Cooperation feat, you can spend any number of mischief points. For every 2 mischief points that you spend, your ally also gains a +1 bonus on damage rolls on the next attack that she makes against the chosen opponent before the start of your next turn.

Dog Pile (Improved Grapple): You help others keep foes pinned by using your body weight to your advantage. Whenever you grapple an opponent that is not also being grappled by any other creature, you can initiate a dog pile by spending any number of mischief points (minimum 1) and designating one ally within 30 feet per mischief point spent. Whenever you attempt to maintain the grapple against the dog piled opponent, you may choose to fall prone as a free action. Likewise, designated allies may choose to fall prone whenever they attempt to aid you in maintaining the grapple. While prone, you and all allies that you designated don't take the usual -4 penalty on attack rolls made to grapple the dog piled opponent, nor do you take the usual -4 penalty to your CMD against attacks made by the dog piled opponent (including attempts to escape your grapple). Instead, you gain a +4 bonus on grapple attempts and to your CMD against grapple combat maneuvers while prone, and designated allies that successfully aid your provide a +2 bonus on grapple attempts and to your CMD against grapple combat maneuvers while they are prone. This benefit lasts for as long as you continue to maintain the dog pile.

**Fiercely Independent (Brash Temperament\*)**: You insist upon doing everything yourself. As a free action, you can spend 3 mischief points to designate one opponent that you can see. For a number of rounds equal to your character level, you gain a +2 bonus on attack rolls and damage rolls against the target provided that you and your animal companions, eidolons, familiars, and phantoms are the only creatures threatening that opponent. This benefit immediately ends if your designated opponent is attacked by an ally that isn't one of your animal companions, eidolons, familiars, or phantoms.

**Innocent Mein (Meek Facade\*)**: You are devious in your ability to feign meekness. Whenever you gain the decried condition (see page 59), you may spend 3 mischief points to designate one opponent within 30 feet. If that opponent fails its Sense Motive check to oppose the Psychology DC of the creature that granted you the decried condition, it is flatfooted against the next attack that you make against it before the end of the decried condition.

**Kinetic Evasion (Kinetic Leap**<sup>OA</sup>): You can quickly use your kinetic powers to escape harm by blasting yourself into the air. Whenever you would be required to make a Reflex save, you may spend up to 5 mischief points as an immediate action to substitute an Acrobatics check for your Reflex save bonus. This counts as an Acrobatics check made to jump for the purpose of determining if you gain a bonus from effects like Kinetic Leap. For each mischief point you spend, you gain a +1 circumstance bonus on your Acrobatics check. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. In addition, you move as part of using this ability, as if you had made an Acrobatics check to jump; this may be a long jump or a high jump (your choice).

Leg Grab (Improved Grapple): You can latch yourself onto a larger creature's leg, impairing its ability to move. You can spend 2 or more mischief points whenever you attempt to grapple an opponent that is one or more size categories larger than you. For the purpose of this grapple, you count as a creature one size category larger if you spent 2 mischief points, or two size categories larger if you spent 4 mischief points and calculate your size bonus to CMB and CMD accordingly. If your grapple succeeds, you latch onto the target's leg or a similar appendage, immediately moving you into the opponent's space. Your opponent does not receive the grappled condition (although you do), but its movement speed is reduced by half if you are one size category smaller than it, or one-fourth if you are two size categories smaller than it. This condition lasts for as long as you continue to maintain the grapple, and the movement penalties stack if multiple characters use this ability against a single foe. Grappling a foe in this manner doesn't end the decried condition.

**Vulgar Stunt (Improved Dirty Trick)**: You can perform a stunt that is specifically intended to gross out your opponent, such as by dripping saliva into their ears or flinging boogers at them. Whenever you attempt a dirty trick combat maneuver, you can spend 3 mischief points in order to inflict two penalties onto the target simultaneously: the sickened condition, plus one of the following conditions: blinded, dazzled, deafened, entangled, or shaken. This doesn't stack with other feats or abilities that allow you to inflict multiple conditions onto an opponent with a single dirty trick attempt.

Wedgie (Improved Dirty Trick<sup>APG</sup>): You can daze an opponent by interfering with its garments. Whenever you successfully use the dirty trick combat maneuver, you can spend up to 9 mischief points to cause the target to become dazed for 1 round, plus 1 additional round per 3 mischief points spent. This is in addition to the usual penalty that you inflict with the dirty trick combat maneuver. Any creature that is immune to sneak attacks is immune to this ability, and any item or ability that protects a creature from critical hits also protects a creature from this ability. Creatures that aren't wearing clothing cannot be affected by this antic.

#### **Skill Antics**

In addition to the skill requirements listed for each of these antics, you must have the Combat Antics feat.

**Antagonizing Jeers (Intimidate 5 ranks)**: You unleash a torrent of callous slurs and cruel jeers at opponents, leaving enemies demoralized despite your size. Whenever you attempt a verbal Handle Animal or Intimidate check to antagonize an opponent using the antagonize psychology maneuver (*ULTIMATE CHARISMA 20–23*), you can spend up to 5 mischief points. You gain a +1 circumstance bonus on your antagonize attempt per mischief point spent.

**Babbling Banter (Diplomacy 3 ranks)**: In combat, while you fight, you babble incessantly. As a swift action, you can spend 1 mischief point to make a Diplomacy check opposed by the Psychology DC of one opponent within 30 feet. If your check is successful, you gain a +1 morale bonus on attack rolls against that target and a +1 dodge bonus to your AC against attacks made by that target. These bonuses last 1 round. On subsequent rounds, you can maintain these bonuses against a creature for 1 additional round by spending 1 mischief point as a free action. This is a language-dependent effect that relies on verbal components.

**Frightening Tumble (Intimidate 3 ranks)**: You scare your foes so effectively that they tumble over in fright. Whenever you successfully demoralize an opponent and you beat their Psychology DC by 5 or more, you can spend 3 mischief points to force the target to make a Reflex save instead of increasing the duration of the shaken condition. If the target fails its Reflex save, it falls prone.

**High Striker (Acrobatics 3 ranks)**: Your attacks are especially lethal when you have higher ground. Whenever you make an attack against an opponent, you may spend 3 mischief points if you have a high ground bonus against the target of your attack. You may use this ability even if you don't have a high ground bonus whenever you are attacking from a space above your opponent, such as when you are flying or jumping (typically requiring an Acrobatics check with a DC equal to 4 x the target's height). As part of your attack, make an Acrobatics check against your target's CMD. If you succeed, your attack deals additional damage as if you were a Small falling object; for every 5 by which your check beats your target's CMD, the size of this damage increases by one size category, to a maximum of a Huge falling object.

**I'm Not Touching You (Bluff 3 ranks)**: You are able to infuriate your foes with your feinting antics. Whenever you successfully feint an opponent in combat, you can spend 3 mischief points to attempt a verbal Bluff check to antagonize that opponent using the antagonize psychology maneuver (ULTIMATE CHARISMA 20–23) as a free action.

**Imaginary Flanker (Bluff 5 ranks)**: In combat, you fight as if an invisible force were aiding you at all times. As a swift action, you can spend up to 5 mischief points to make a Bluff check opposed by the Psychology DC of one opponent within 30 feet that you threaten. You gain a +1 circumstance bonus on your Bluff check per mischief point spent. If your check is successful, you treat that opponent as if you were flanking it until the start of your next turn, granting you the usual bonuses on melee attack rolls as well as allowing you to use feats and class features that function against flanked opponents, such as sneak attack. Creatures with 1 or 2 Intelligence gain a +4 bonus to their Psychology DC against this ability, and mindless creatures are not affected.

Grab and Stab (Sleight of Hand 5 ranks): You can grab an opponent's clothing or appendages and guide them into an attack with a flick of your wrist. Whenever you use the attack action, you may spent any number of mischief points (minimum 1) to attempt a Sleight of Hand check opposed by the Combat Maneuver Defense of the target of your attack. If your check succeeds, you gain a +1 bonus on attack and damage rolls made with light and one-handed weapons against the target of your attack, plus an additional +1 bonus for every 5 by which your check's result exceeded the target's CMD. This bonus cannot exceed the total number of mischief points that you spent using this ability. You cannot use this ability against an opponent that lacks clothes, garments, or appendages that you can easily grab and guide into your weapon attack, and you must have at least one hand free in order to use this ability.

Look at Me (1 rank in any Strength-, Dexterity, or Charisma-based skill): You are skilled in the art of keeping all eyes on you. As a full-round action, you may spend any number of mischief points (minimum 1) in order to make a skill check with any Strength-, Dexterity-, or Charismabased skill opposed by the Psychology DC of all opponents within 30 feet. Any opponent whose Psychology DC you beat with this check becomes fascinated for 1 round, plus 1 additional round for every 5 by which your check exceeds that opponent's Psychology DC. The duration of the fascinate effect cannot exceed the number of mischief points that you spent using this ability, and you cannot take any other actions

#### while maintaining the fascinate effect.

**Pockets of Stuff (Sleight of Hand 1 rank)**: You have a habit of collecting junk with sometimes useful applications. Whenever you are at a settlement for at least 24 hours, you can spend 4 hours and 10 gp to establish a junk fund. After doing so, you are treated as carrying 5 pounds of additional weight. After doing so, you are always treated as carrying 5 pounds of additional weight. As a full-round action that provokes attacks of opportunity, you can spend 2 mischief points and an appropriate amount of money from your junk fund to draw an item that would have been available in the settlement that you visited. Once you have spent all the money from your junk fund or procured 5 pounds of items with this ability, you can not use this ability again until you replenish your junk fund.

If you have the Brilliant Planner<sup>UI</sup> feat, you can spend 3 mischief points to procure an item from your brilliant plan fund in half the usual amount of time (5 minutes instead of 10 minutes).

## **Spell Antics**

Many cantrips and 1st-level spells have antics associated with them. In addition to the spell requirements listed for each of these antics, you must have the Combat Antics feat.

**Disrupting Flare (ability to cast** *flare*): You can use your *flare* spell to disrupt your enemies' actions. You can spend 3 mischief points in order to ready an action to cast *flare* whenever one opponent of your choice either makes an attack roll, moves (including charges), or casts a spell. When your readied action triggers, your *flare* spell gains an additional effect based upon the action that triggered it, as described below. The save DC against *flare* when readied in this manner increases to 10 + 1/2 the spell's caster level + your highest mental ability score modifier (Intelligence, Wisdom, or Charisma).

*Attack*: If the opponent fails its saving throw against *flare*, all attacks it makes suffer a 20% miss chance until the start of its next turn, as if from concealment.

*Movement*: If the opponent fails its saving throw against *flare*, it must immediately attempt a Reflex save at the same save DC or fall prone.

*Spellcasting*: If the opponent fails its saving throw against flare, it must attempt a concentration check (DC equals *flare's* save DC) or lose the spell.

Hot Foot (ability to cast spark): You use a tiny portion of magical energy to burn an opponent's feet. As a standard action, you can force one opponent within 30 feet to make a Reflex save by spending at least 1 mischief point. For every 2 mischief points you spend beyond the first, add +1 to the Reflex save DC of this ability. If the target is wearing shoes or other footwear, it gets a +2 circumstance bonus on its Reflex save. On a failed save, the target takes 1 point of fire damage, and its speed is reduced by half because it foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it

## **Mischief and Stamina**

Mischief and Stamina (see Chapter 3 in *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*) represent two different means by which heroes can gain access to the same pool of clever tricks and tactics, using it to accomplish amazing feats. For characters with a mix of mischief and stamina, they pool the resources together into a combined pool, gaining a number of points equal to:

#### 1/2 the character's level + the character's base attack bonus + the character's Constitution modifier + the character's highest mental ability score modifier.

For feats, magic items, and other effects, a mischief user can spend and gain mischief points in place of stamina points and vice versa. However, you only regain 1 mischief point or 1 stamina point from each minute of rest (see above).

receives at least 1 point of magical healing. Creatures that take no fire damage from this ability do not have their movement speed reduced. This antic does not work against opponents that cannot be affected by caltrops.

Numbing Cold (ability to cast ray of frost): You use a small amount of cold energy to numb your target's body. As a standard action, you can force one opponent within 30 feet to make a Fortitude save by spending at least 1 mischief point. For every 2 mischief points you spend beyond the first, add +1 to the Fortitude save DC of this ability. If the target is wearing furs or cold weather gear it gets a +2 circumstance bonus on its Fortitude save. On a failed save, the target takes 1 point of cold damage, and it takes a -2 penalty to its Strength and Dexterity for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. Creatures that take no cold damage from this ability do not take these penalties. This antic does not work against opponents under the effects of *endure elements* or more powerful magic.

**Potent Daze (ability to cast** *daze*): You time your *daze* spell to take effect at the perfect moment, allowing it to affect even powerful adversaries. By spending 2 or more mischief points when you cast *daze*, you can increase the spell's HD limit by 2 and its save DC by +1, up to a maximum of 20 HD and +10 to the spell's save DC.

**RangedTrickster (ability to cast** *mage hand*): You use arcane powers to augment your mischievousness. As a standard action, you can use the dirty trick combat maneuver at range by spending any number of mischief points. The range of this ability is 30 feet per mischief point spent. When attempting a dirty trick at ranged, you may use your caster level in place of your base attack bonus, and your highest mental ability score (Intelligence, Wisdom, or Charisma) in place of your Strength modifier.

# Leadership Parks

Introduced in *ULTIMATE CHARISMA*, leadership perks are special abilities that characters gain that represent special tips and tricks that they have acquired that improve their effectiveness as a leader. Leadership perks are earned at 2nd level and every 2 levels thereafter, and additional perks can be gained by taking the Extra Leadership Perk feat (*ULTIMATE CHARISMA* 41).

Some perks are organized into categories that represent the benefits they provide. The following kinds of perks are included within this section.

**Loner**: Loner perks grant powerful benefits in exchange for the character's ability to recruit cohorts and followers. Upon selecting a loner perk, you lose the ability to attract such characters and any existing cohorts and followers you have leave your service. You can forgo the benefits of your loner perks for 1 entire level in order to exchange them for new perks, regaining the ability to acquire cohorts and followers. At the GM's decision, doing so may also require a personal sacrifice, such as gp, performing a task for another character, and so on.

**Kingdom**: Kingdom perks interact with the kingdom building rules found in Chapter 4 of *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*. They increase your effectiveness as a leader by allowing you to grant additional benefits to your kingdom.

**Organization**: Organization perks allow characters that join one of your organizations to gain special benefits based on the type of organization that you created. You can select multiple organization perks, but an organization can only gain the benefit of one organization perk at a time.

**Relationship**: Relationship perks interact with the relationship system found in Chapter 3 of *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*. They improve your ability to build relationships with other characters.

#### Alone in the Dark (Loner)

Loneliness has gripped you in fear for all your life, and as such you no longer fear that which lies in darkness.

**Benefit**: You gain a +2 bonus on Will saves against fear effects. If you are affected by a fear effect, you can attempt a new saving throw against the effect 1 round later at the same DC, even if a save is not normally allowed (such as against a successful demoralize attempt). The save DC against a demoralize attempt is equal to 10 + the Intimidate bonus of the creature that successfully demoralized you.

# **Band of Misfits (Organization)**

You have built an organization into a youthful band of misfits.

Prerequisites: Founder perk, Child or Youth age category.

**Benefit:** Choose one organization that you have selected with the Founder perk. You form that organization into a band of misfits. All characters that belong to the chosen organization must be Child or Youth characters, or have the Child at Heart feat. In addition, you gain a +2 bonus on Bluff, Diplomacy, and Intimidate checks made against Child or Youth characters.

# **Beloved Heir (Kingdom)**

The people love you nearly as much as they love your parents, and stay loyal to you when tragedy strikes.

**Prerequisite**: Beloved relation perk (ULTIMATE CHARISMA 50).

**Benefit**: Whenever you act as the Ruler for a turn, you gain the Ruler benefit instead of the Heir benefit, although you still must succeed at a Loyalty check (with a +4 bonus) during the kingdom's Upkeep phase or Unrest increases by 1.

# **Childhood Mount**

Your beloved companion can bear you with ease.

Prerequisite: Animal companion class feature.

**Benefit**: Choose one animal companion you possess. The animal companion gains the come, heel, and stay tricks as bonus tricks. In addition, you can ride your animal companion if it is of your size category or larger, although encumbrance or other factors might limit how you can use this ability.

#### **Celebrity Status**

You are born into a respected noble houses, a fact that causes others to want to get to know you better.

**Benefit**: Choose one group of creatures with a specific, identifiable physical trait (such as type, subtype, age, gender, or hair color). You treat your Fame with creatures with the chosen physical trait as being 5 higher for the purpose of determining the starting attitude of such creatures, as well as any bonus on Diplomacy checks that you gain against such creatures as a result of your Fame (or Infamy).

**Special**: You can select this perk multiple times. Its effects don't stack. Each time you select it, choose a different identifiable physical trait to apply this benefit to.

#### Fast Friends (Relationship)

You make friends with nearly everyone quickly.

**Benefit**: Add +1 to your Charisma modifier for the purpose of determining your Relationship score with all characters.

#### Hustler

You are skilled at earning money.

**Benefit**: You gain a +4 bonus on all checks made to make money, including skill checks (such as Perform checks and Profession checks), day job checks, and Economy checks made for any kingdom that you act in a leadership role for. An organization or kingdom can only benefit from one instance of this perk at a time.

## **Imaginary Friend**

You gain a quasi-real being as a cohort.

**Prerequisite**: Character level 6th.

**Benefit:** You gain a phantasmal eidolon (see page 54) as if you were a summoner with the phantasmalist archetype of your character level –4. This eidolon's Hit Dice count as an effective cohort level for the purpose of determining your maximum cohort level. If you later gain an eidolon through another source, this perk stacks with that other source but you must take the phantasmalist archetype. This perk counts as having the eidolon class feature for the purpose of meeting feat prerequisites.

## Personal Contact (Contact)

Whether because of your family ties, mentors, or personal friends you possess, you have many contacts.

**Benefit**: Choose one of the following types of contacts: academic, artisan, gossip, merchant, observer, rumormonger, or watch guard. You immediately gain a contact with a Trust score of 3 of the chosen type. This contact must be a person that you know well or have some sort of personal connection to. If you lose this contact, you may select a new contact with this perk the next time that you gain a level.

**Special:** This perk can be selected multiple times. Each time it is selected, you gain a new contact.

# **Social Tactics**

You possess a number of bits of useful know-how that help you navigate complex social situations.

**Benefit:** Choose one of the following feats: Blustering Bluff<sup>UI</sup>, But a Scratch<sup>UI</sup>, Call Truce<sup>UI</sup>, Confabulist<sup>UI</sup>, Criminal Reputation<sup>UI</sup>, Cutting Humiliation<sup>UI</sup>, Ironclad Logic<sup>UI</sup>, Intoxicating Flattery<sup>UI</sup>, Nerve-Racking Negotiator<sup>UI</sup>, Persuasive Bribery<sup>UI</sup>, Play to the Crowd<sup>UI</sup>, Quick Favor<sup>UI</sup>, Rhetorical Flourish<sup>UC</sup>, Sense Assumptions<sup>UI</sup>, Sense Relationships<sup>UI</sup>, Street Smarts<sup>UI</sup>. You gain the chosen feat as a bonus feat. You must meet the feat's prerequisites, if any.

**Special**: This perk can be selected once at 1st level, plus one additional time at 5th level and every 4 levels thereafter.

# Survivor (Loner)

Living on your own, you've learned to do

whatever it takes to survive the harshness of the world.

**Benefit**:You gain a +1 bonus on Acrobatics, Bluff, Disguise, Escape Artist, Perform, and Stealth checks, as well as on Fortitude saves against disease and poison and Constitution checks made to stabilize. When your character level reaches 5th and every 5 levels thereafter, these bonuses increase by +1, to a maximum of +5 at 20th level.

## **Trickster Companion**

You use companions to create ideal distractions and diversions.

**Prerequisite**: Must have an animal companion, cohort, familiar, follower, eidolon, or phantom.

**Benefit**: Whenever you are within 30 feet of one of your animal companions, cohorts, familiars, followers, eidolons, or phantoms you gain a +2 circumstance bonus on Bluff, Sleight of Hand, and Stealth checks. If you and one of your animal companions, cohorts, familiars, followers, or eidolons are threatening the same spellcaster, the DC for that spellcaster to cast defensively increases by 1. This penalty does not stack if multiple creatures with this perk threaten the same spellcaster.



The new spells in this section are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass." In addition, several spells introduced within this section belong to a new subschool of the necromancy school, as noted below.

**Aging**: An aging spell alters the physical age of its target. Some aging spells also alter the target's mental age as well. All spells that belong to the aging subschool are aging effects (see the Aging Effects section above).

# Alter Age

School necromancy (aging); Level cleric 7, sorcerer/wizard 7, witch 7

Components V, S Casting Time 1 standard action Range close (25 ft. + 5 ft./2 levels) Target one creature or object Duration 10 minutes/level (D) Saving Throw none; Spell Resistance yes

You temporarily alter the target's physical age, progressing or regressing it by up to three age categories. Adjust the target's Strength, Dexterity, and Constitution scores as appropriate for its new age category. The target's maturity and mental ability scores remain unchanged. A creature whose age is unknown is treated as if this spell had advanced its age to Middle Age or regressed it to Youth (your choice).

If you cast this spell on an object, construct, or undead creature, it either takes 10 points of damage per caster level you possess or heals 10 points of damage per caster level you possess, to a maximum of 200 points.

#### Alter Age, Greater

School necromancy (aging); Level cleric 9, sorcerer/wizard 9, witch 9

Components V, S Duration 1 hour/level (D)

This spell functions as *alter age*\* except you can advance or regress the target's age to any age category of your choice, even if the creature's age is unknown.

If you cast this spell on an object, construct, or undead creature, it either takes 10 points of damage per caster level you possess or heals 10 points of damage per caster level you possess, to a maximum of 250 points.

#### Childhood's Allure

School enchantment (compulsion) [mind-affecting]; Level bard 5, shaman 5, sorcerer/wizard 5, witch 5
Components V, S, F (a child's toy)
Casting Time 1 standard action
Range touched object (spell's only)
Area 30-ft.-radius emanation from touched object
Duration 10 minutes/level (D)

#### Saving Throw Will negates; Spell Resistance yes

You bewitch a childish toy so it becomes impossibly alluring to even the most mature individuals. Creatures within the area become fascinated with the target object unless they succeed on a Will saving throw. If its save is successful, a creature is immune to this instance of the spell's effect for the rest of its duration. If its save fails, the creature must approach the target object at its normal movement speed and get close enough to touch the object. Once a creature is able to touch the object, it may take no other actions for the spell's duration other than those that allow it to play with the target object. After the spell ends, an affected creature may act normally. On an affected creature's next turn following its failure to save against childhood's allure, it may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. If this save is successful, the effect ends and the creature is immune to that instance of childhood's allure for the rest of the spell's duration. If not, the creature continues playing for the entire duration or until the fascinate effect is broken (see below) and can take no other actions other than to do so.

While playing with the target object, the creature's mental facilities are reduced to that of a child, causing it to replace its own aging modifiers to its mental ability scores (Intelligence, Wisdom, and Charisma) with those of a Child of its race, as per *mental regression* (see below). The creature can play as loudly or as softly as it wishes for the duration, and can even get up and move so that it is more than 30 feet away from the target object, provided it can still see it.

While under the effects of *childhood's allure*, a creature making a save to break the fascinate effect because of a potential threat takes a -4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect.

# FLAMES OF YOUTH

School necromancy (aging); Level cleric 3, sorcerer/wizard 3, witch 3 Components V, S Casting Time 1 standard action Range touch Target touched creature or object Duration 10 minutes/level or instantaneous (see text) Saving Throw none; Spell Resistance yes You temporarily regress the target, immediately returning it to its previous age category. The target immediately alters its Strength, Dexterity, and Constitution scores to reflect its new age, but it does not alter its Intelligence, Wisdom, or Charisma for that category. A creature whose age is unknown is treated as if the spell regresses it to Youth.

If you cast this spell on an object, construct, or undead creature, it is healed 3d6 points of damage + 1 point per caster level (maximum +15) as time reconstructs and repairs it. This version of the spell has an instantaneous duration.

This spell counters and dispels sands of time\*.

#### FLAMES OF YOUTH, GREATER

School necromancy (aging); Level cleric 5, sorcerer/wizard 5, witch 5

This spell functions as *flames of youth*\* except you can reduce the target's age by up to two categories or heal 5d6 points of damage + 1 point per caster level (maximum +20) to an object, construct, or undead.

#### HIDE FROM ADULTS

School abjuration; Level bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2

Components V, S, DF

Range touch

Targets one touched creature/level

**Duration** 10 min./level (D)

Saving Throw Will negates (harmless); see text; Spell Resistance yes

Humanoids that are Youths or older cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Humanoids get a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to touch or attack any creature (even with a spell), the spell ends for all recipients.

#### INFANTILE BABBLE

School enchantment (compulsion); Level bard 2, cleric 3, mesmerist 2, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft. /2 levels) Effect ray Duration 1 hour/level Saving Throw Will partial; see text; Spell Resistance yes

A faintly sparkling ray projects from your hand. You must succeed on a ranged touch attack to strike a target. The

subject loses the ability to speak any language it knows, and may babble meaninglessly like an Infant. This prevents the subject from providing verbal components for spells and abilities or being easily understood without elaborate pantomimes or sign language. *Comprehend languages* does not meaningfully translate the subject's words. A successful Will save reduces the subject's linguistic ability to that of a Toddler, significantly reducing its vocabulary. The subject may only speak in simple words and short sentences, limiting its ability to speak to up to 25 words, none of which may contain more than two syllables. Any spells or abilities that the subject uses with verbal components have a 50% chance of failure, and the save DCs of language-dependent effects that the target uses are reduced by 6.

*Tongues* suppresses the effects of *infantile babble* for its duration, but does not dispel it.

#### MENTAL REGRESSION

School enchantment (compulsion) [mind-affecting]; Level cleric 4, sorcerer/wizard 4, witch 4 Components V, S Casting Time 1 standard action Range touch Target touched living creature Duration 10 minutes/level (D) Saving Throw Will negates; Spell Resistance yes

You temporarily wipe the target's maturity and experiences from its mind, making it act as though

it were a child. The target replaces its mental aging ability score modifiers for those of the Child age category (-2 Intelligence, -4 Wisdom, -2 Charisma for humanoids). In addition, its base attack bonus is reduced to +0 and each of its skill ranks grants a +0 bonus on checks made using that skill instead of the usual bonus. As a result, the target cannot use any trainedonly skills for the duration of this spell unless the target has an ability that allows such skills to be used untrained. Finally, the target's effective level in each of its classes is reduced to 1 for the purpose of all level-dependented abilities and effects it possesses. This also prevents a spellcaster from casting spells that it could not cast as a 1st-level spellcaster.

This spell doesn't affect the target's hit points or which class features it possesses.

#### MENTAL REGRESSION, GREATER

School necromancy (aging) [mind-affecting]; Level cleric 6, sorcerer/wizard 6, witch 6

This spell functions as *mental regression*\*, except the target replaces its mental aging ability score modifiers for those of the Infant age category (-6 Intelligence, -8 Wisdom, -6 Charisma for humanoids). In addition, the target loses the mental traits of its current age category (if any) and instead gains the mental traits of the Infant age category.

#### SANDS OF TIME

School necromancy (aging); Level cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action Components V, S Range touch

Target touched creature or objectDuration 10 minutes/level or instantaneous (see text)Saving Throw none; Spell Resistance yes

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if the spell advances it to middle age.

If you cast this spell on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

This spell counters and dispels flames of youth\*.

#### SANDS OF TIME, GREATER

**School** necromancy (aging); Level cleric 5, sorcerer/wizard 5, witch 5

This spell functions as *sands of time*\* except that you can increase the target's age by up to two categories (minimum 1) or deal 5d6 points of damage + 1 point per caster level (maximum +20) to an object, construct, or undead.

#### SIPHON SANDS

School necromancy (aging) [occult]; Level sorcerer/wizard 6, witch 6 Components V, S, F (an hourglass) Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels) Target one living creature and personal Duration instantaneous and 1 day/level (see text) Saving Throw no; Spell Resistance yes

You age the target in order to temporarily regain your youth. The target's age is immediately increased by up to three categories (minimum 1). For each category older that your target becomes, you may either reduce your own age category by one (minimum Youth) or grant yourself a +1 inherent bonus to Strength, Dexterity, or Constitution. This inherent bonus stacks with itself (but not with other inherent bonuses), to a maximum of +3. The inherent bonus lasts 1 day per caster level you possess, but otherwise the effects of *siphon sands* are instantaneous.

If you siphon multiple age categories from a target, you can spend those age categories as you see fit. For example, if you siphon three categories, you could reduce your age category by 1 and grant yourself a +2 inherent bonus to Strength, or

reduce your age category by 1 and grant yourself a +1 inherent bonus to Strength and Constitution.



#### TANTRUM

School enchantment (compulsion) [emotion, mindaffecting]; Level bard 2, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a broken toy) Range close (25 ft. + 5 ft./2 levels) Target one creature; see text Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

This spell fills the target with extreme amounts of anger and frustration, making them scream, shout, and lash out at foes. This functions like *confusion*, except the target takes a -4 penalty on attack rolls and damage rolls for the spell's duration and it uses the following table to determine its actions.

Behavior
Act normally.
Do nothing but scream and shout.
Drop prone; if prone, stand from prone.
Use a single move action to move towards one
random creature; if prone, stand from prone.
Attack nearest creature with a dirty trick combat
maneuver.
Attack the nearest creature with a natural attack, an
unarmed strike, or a improvised weapon.

Any creature that the subject has an attitude of friendly or helpful towards can attempt to soothe it as a full-round action with soft, reassuring words. This is considered a use of the aid another action, and doing so allows the subject to make a new saving throw against this spell as a full-round action. A successful save negates the effect.

Creatures with an Intelligence of 2 or less are unaffected by *temper tantrum*.

#### TANTRUM, MASS

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 4, sorcerer/wizard 5

Targets one creature/level, no two of which can be more than 30 ft. apart

This spell functions as *tantrum*, save it targets multiple targets.

#### Tree Fort

School conjuration (creation); Level bard 5, cleric 5, druid

5, inquisitor 5, occultist 5, paladin 4, psychic 5, ranger 4 sorcerer/wizard 5, summoner 5, witch 5

Casting Time 1 standard action

**Components** V, S, M (three iron nails and a pinch of sawdust) **Range** touch

**Effect** a massive tree fort, up to a 10-ft. cube/level (S) **Duration** 2 hours/level (D)

Saving Throw harmless (object); Spell Resistance no

You conjure a sturdy dwelling within the subject, which must be a living tree that is at least 20 feet tall and 3 feet wide. This functions like *secure shelter*, except from the outside, the tree fort appears to be a 5-foot by 5-foot shack. By speaking a pass phrase of no more than 25 words that you choose when you cast the spell, a creature can cause a 5-foot long knotted rope to descend from the fort's balcony. The balcony has sturdy wooden railings, and surrounds the fort on all sides. Add your caster level to the Climb DC to climb the target tree by any means other than this rope ladder. Creatures with climb speeds must make checks to successfully scale the tree.

Because the fort's inside is larger than its outside, you can create any floor plan you desire. The place is furnished and contains sufficient foodstuffs to serve 3 good quality meals to a dozen people per caster level. Regardless of the weather outside, the fort's interior is always as comfortable as a cool summer day. Outside weather conditions do not affect the tree fort, nor do conditions inside pass to the outside world.

The tree fort is highly defensible. All walls and supports (including the tree itself) gain hardness and hit points as if they were made of stone rather than wood, and are not vulnerable to fire. In addition, when the spell is cast you may elect to sacrifice 30 cubic feet of floor space to add a light ballista or light catapult to the tree fort, to a maximum of 1 siege weapon per 5 caster levels.

At the end of the spell's duration, anyone and anything within the fort is gently lowered to the ground as the structure (but not the target tree) dissolves into sawdust.

*Tree fort* may be made permanent with *permanency*, at a cost of 15,000 gp. If you cast tree fort multiple times to enlarge the fortress, each casting's area increases the fort's apparent area by 5 feet and requires its own *permanency* spell.

#### WRETCHED FLATUS

School necromancy; Level bard 2, cleric sorcerer/wizard 2 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1d3 rounds, than 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

You cause the subject's bowels to cramp and writhe painfully, as if the subject's guts were being filled with heated air. If affected, the subject becomes nauseated for 1d3 rounds.

When the nauseated condition ends (even if removed by a beneficial spell or effect), the target flatulates loudly, causing it to expel a cloud of noxious gas in a 20-foot radius that acts as *stinking cloud*, except living creatures as sickened instead of nauseated. The subject does not receive a Fortitude save to negate the sickened condition on the round that it flatulates, but on subsequent rounds it can attempt to save against the cloud as normal with a +4 bonus on Fortitude saves made to tolerate the smell of its own flatulence.
# Occult Rituals

Occult rituals are special incantations that anyone can cast, even characters who are unable to cast spells. Rituals involve a number of esoteric components and sometimes allow one or more secondary casters to assist the ritual's primary caster, but despite this they function like spells in most regards. Rituals must be learned before they can be cast, though only the primary caster needs to fully understand the ritual's intricacies. Rituals cannot be cast without cost, and include both a harsh penalty if the ritual's casting fails as well as a backlash that befalls its casters regardless of success or failure. All rituals include one or more material components as well as focus components that harness and focus the ritual's power; even if a ritual's component doesn't include a cost, it is seldom easy to procure and is never assumed to be easily available or within a spell component pouch.

For more information regarding the discovery and casting of occult rituals, consult the occult rituals section in Chapter 5 of *Pathfinder Roleplaying Game Occult Adventures*.

## **BLOODY WOMAN IN THE MIRROR**

School conjuration (calling) [see text]; Level 4

Casting Time 4 minutes

- **Components** V, S, F (a glass mirror and a candle) SC (up to 10)
- Skill Checks Knowledge (arcana) DC 37, 1 checks; Knowledge (religion) DC 37, 1 check; Perform (oratory) DC 37, 1 checks.

Range close (25 ft. + 5ft./2 levels)

Target one elemental or outsider; see text

Duration instantaneous

Saving Throw Will negates; SR no and yes; see text

- **Backlash** All casters are fatigued and are shaken for 10 minutes.
- Failure The outsider manifests as normal, but it does not perform any services for the casters and cannot return to whence it came as long as any of the primary or secondary spellcasters are alive. The outsider innately understands this regardless of its Intelligence or what languages it speaks, and it and gains *locate creature* as a constant spell-like ability in regards to the ritual's casters. The maddening drone of this spell-like ability slowly changes the outsider's alignment to chaotic evil at a rate of one alignment shift per day, until it can bear the droning no more and seeks the blood of the ritual's casters.

#### Effect

This infamous ritual can be used to call spirits from other planes and force them to manifest within the confines of the mirror focus. The ritual can only be performed at night, but is otherwise simple to perform; a mirror need only to be hung on a wall in a small room whose illumination level is either darkness or dim illumination. One by one, each secondary caster enters the chamber, closes the door, and repeats a brief chant of summoning, typically by invoking an outsider's name or title three times. Finally, the primary caster finishes the ritual by entering the chamber, closing the door, and repeating this chant. If the ritual is successful, the invoked outsider appears as a distorted face within the focus mirror.

In most ways, this ritual functions like *lesser planar binding*, and a skilled ritualist will often employ a calling diagram (see magic circle against evil) around the mirror before casting the ritual in order to keep the target trapped, as described by *lesser planar binding*. This diagram isn't required in order to perform the ritual, however, and should no diagram exist, the consequences are similar to attempting to call an outsider with *planar binding* without possessing such means; that being it depends mostly on the specific, individual outsider called. The primary caster can add 26,400 gp of offerings to the ritual to instead resolve the ritual as *planar binding*, or 120,000 gp of offerings to resolve it as *greater planar binding*. Increase the ritual's skill check and saving throw DCs by +2 if the ritual is cast as *planar binding* or +4 if it is cast as *greater planar binding*.

Outsiders called by this ritual have a number of special abilities while called in this manner. They gain the incorporeal subtype, but do not possess an incorporeal touch attack. They can shift between corporeal and incorporeal form as a move action, but are automatically forced back into incorporeal form during the daytime or if they enter a space with normal or bright illumination. They can also cast *shadow walk* once per day as a spell-like ability and transform into a haunt with a CR equal to or less than their CR. (As a haunt, they have a reset of 1 day and cannot be destroyed as long as they survive as an outsider. Damage done to the haunt is dealt to the outsider.)

When a calling ritual is used to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a ritual of that type and gains the appropriate descriptor.

# INCANTATION OF HOMOGENIZATION

# School transmutation; Level 8

Casting Time 8 hours

- **Components**V, S, M (a diamond worth 20,000 gp, powdered silver worth 2,500 gp) SC (up to the Intelligence modifier of the primary caster)
- Skill Checks Knowledge (arcana) DC 28, 3 checks; Knowledge (religion) DC 28, 1 check; Perform (sing) DC 28, 4 checks.

Range touch

**Target** one target (an unwilling target must be helpless) **Duration** instantaneous

Saving Throw Will negates; SR yes



**Backlash** All casters take 1d6 points of Constitution damage. **Failure** The casters each take 1d6 Constitution damage each round for 8 rounds.

#### EFFECT

This ritual calls upon the primary essence of creation to reform an aspect of the target's physical appearance to match that of the casters. This ritual can only be performed during a full moon. When casting this ritual, the primary caster must select one specific, identifiable physical attribute that all casters share (such as type, subtype, age, gender, or hair color). First, a magic circle must be drawn in a fine powder made from ground silver and glass. Once the circle has been drawn, the target must be placed in the center of the circle, after which the casters perform a sermon that is accompanied by a rhythmic chant. As the casters chant, they drain their blood and smear it onto the target, anointing them with the essence of the physical trait they wish to impart upon it. Once this chant is complete, the target immediately gains the physical trait chosen by the primary caster, replacing any existing traits of that kind that the target possessed. An unwilling target receives a Will save to negate this effect.

This ritual can only change one physical attribute per casting; for instance, if performed by a trio of Ancient dragons on a 16 year old human, the dragons could choose type (dragon) or age (Ancient) but not both. If dragon is chosen, the human would transform into a 16 year old dragon (a Young dragon), while if Ancient is chosen, the human would transform into an ancient equivalent of a human (801 to 1,000 years in age, so the human would likely die and crumble to dust). If the target's age is adjusted, this is an instantaneous aging effect alters the target's mental and physical age. A creature cannot be targeted by this ritual more than once per year.

## JOYOUS DREAMS OF THE PIXIE'S FLIGHT

School transmutation; Level 5

Casting Time 5 minutes

- **Components** V, S, M (one use of pixie dust per caster; this dust must be freely given or the ritual automatically fails),
  - SC (up to one per caster level of the primary caster)
- Skill Checks Knowledge (arcana) DC 31, 1 check; Perform (sing) DC 31; 4 checks

Range touch

Target primary and secondary casters

**Duration** 1 hour/level (D)

- Saving Throw Will negates (harmless); SR yes (harmless)
- **Backlash** All primary and secondary casters take 1d3 points of Wisdom damage.
- **Failure** The primary and secondary casters are cursed with a random, permanent penalty, as *conditional curse*<sup>LII</sup>. The secondary casters receive a Will save (use the ritual's save DC) to negate this penalty. The curse is typically related to something physical happening to the caster's body or being, such as its shadow tearing free from its body, and the condition to remove the curse typically involves retrieving

## or restoring what was lost.

EFFECT

This ritual uses fond memories and pixie dust to allow its casters to fly for a short while. First an arcane sigil is painted on the brow of each of the ritual's casters, who then sing several uplifting Sylvan symphonies to raise the casters' spirits. After the symphonies have been sung, each primary caster sprinkles a pinch of pixie dust that has been freely given to the casters for this purpose. If the ritual is successfully completed, all casters gain the ability to fly for the ritual's duration, as *overland flight*.

Unlike overland flight, the fly speed granted by this ritual requires the casters to think joyous and uplifting thoughts in order to keep aloft. If a caster becomes affected by a negative emotion effect, such as a fear effect or *crushing despair*, the effects of *overland flight* are suppressed for the emotion effect's duration, during which the caster floats downward towards the ground, as if the duration of *overland flight* had expired.

# PACT OF BINDING PROMISES

School abjuration; Level 3

- **Casting Time** 7 hours, then 1 hour (see text)
- **Components** V, S, F (two objects, one treasured by the primary caster and the other by the target)
- Skill Checks Any DC 37, 6 checks; Diplomacy DC 37, 1 check

Range touch

Target primary caster and one target

**Duration** permanent (D)

Saving Throw Will negates (harmless); SR yes (harmless)

Backlash The primary caster is exhausted.

**Failure** The primary caster and the target take a –6 penalty to their respective Charisma scores on checks made to influence each other for 1d12 days, and both must attempt Diplomacy checks against the other's Psychology DC. On a failed check, the creature's Relationship Score with the other creature is reduced by 2d8.

## EFFECT

This ritual channels the friendship and trust between two individuals to forge a powerful bond that transcends time and space, affording the pair a number of unique benefits. Casting the ritual is relatively simple, but in order to do so both the primary caster and the target must have a healthy, friendly relationship with one another with a Relationship Score of 31 or higher (see ULTIMATE CHARISMA 24-27). This Relationship Score cannot be the result of a spell or a similar effect; only genuine friendship can power the ritual. In order to cast the ritual, the primary caster and the target must spend a day's worth of time together, enjoying each other's company (this is represented by the first 6 skill checks, which must involve activities that both the primary caster and the target enjoy). After the day's activities have ended, the pair must spend an hour of rest with one another, during which they take no other actions other than to talk and enjoy each other's



31. Likewise, if one of the characters dies, the empathic link reverberates with this loss, and the surviving character becomes sickened for 1 month after its friend's demise. If the dead creature is returned to life within this time frame, the ritual is immediately reestablished and the sickened condition removed; otherwise, the link is broken, ending the ritual and removing the sickened condition.

### **REPAIR TIME'S BROKEN FLOW**

School necromancy (aging); Level 7

Casting Time 7 hours

- **Components**V, S, M (dirt taken from the place of the target's birth, oil blessed by a demigod worth 3,000 gp, quartz sand from a plane with the erratic time planar trait worth 2,000 gp, four candles made with a thriae queen's merope)
- **Skill Checks** Knowledge (arcana) DC 23, 4 successes; Knowledge (religion) DC 23, 2 successes; Diplomacy or Perform (oratory) DC 23, 1 success.

Range touch

**Target** primary caster and target (an unwilling target must be helpless)

**Duration** instantaneous

Saving Throw Will negates; SR yes

Backlash All casters become exhausted. The target takes

10d6 points of fire damage and is exhausted.

**Failure** All casters and the target take 10d8 points of acid damage and 10d8 points of fire damage.

#### EFFECT

This ritual repairs damage done to the temporal flow of a single target, removing all alterations to its age. This ritual can only be cast during the winter solstice, the summer solstice, the vernal equinox, or the autumnal equinox under the light of a full moon. When casting this ritual, the primary caster first takes a handful of dirt taken from the place where the target was born and mixes it with the quartz sand material component, using the mixture to draw a magic circle around the target, who must be as naked as a newborn babe. One unlit candle material component is placed around the circle at each of the four cardinal directions, then the magic circle is traced in blessed oil while an incantation is read aloud. When the oil is spread and all incantations are read, the primary caster finishes the ritual by reciting an ancient verse believed to have been spoken by the god who created time, then setting the oil ablaze. If the ritual is cast successfully, the ring of oil bursts into holy flame, igniting the four candles and burning away all aging effects that have ever affected the target, including instantaneous ones. The target's physical and mental age are restored to their proper age category, based upon the target's chronological age. If this ritual makes the target's age exceed its maximum age, the target crumbles to dust.

## Seal of Stolen Time

School necromancy (aging) [evil]; Level 7

**Casting Time** 70 minutes, then 1 minute (see text)

- **Components** V, S, M (2,000 gp of flawless quartz per age category older or younger you wish to become, amaranth pickled for a year in the essence of a mortal soul, laurels marinated in the blood of an innocent), F (a pestle carved from bone taken from one of the primary caster's ancestors)
- Skill Checks Knowledge (religion) DC 31, 3 successes; Knowledge (arcana) DC 31, 4 successes

Range 30 feet

**Target** primary caster and target (an unwilling target must be helpless)

**Duration** instantaneous, 1 year (see text)

Saving Throw Will negates; SR yes

- **Backlash** The primary caster and the ritual's target become nauseated for a number of rounds equal to the number of age categories that each progresses or regresses (see text).
- **Failure** The primary caster's age category is adjusted by 1d12 age categories; this adjustment is of the same kind that the primary caster desired (progression or regression), but the primary caster cannot gain inherent bonuses instead of adjusting her age category, and she is aged both physically and mentally. If made younger than Infant or older than Venerable, she ceases to exist or dies of old age, as described by the ritual. If the ritual fails, the target's age category is not adjusted.

## Effect

This ritual petitions powerful spirits from the Shadow Plane or other unscrupulous to alter the primary caster's life force at a cost: an equal, yet opposite, sacrifice of life from another creature, a yin to the desired yang. To cast this ritual, the primary caster must first combine the ritual's quartz material component with specially prepared amaranth and laurels, grinding these ingredients together in a darkwood mortar using the focus pestle while speaking incantations, which takes half of the ritual's casting time. Once she has completed this task, she spends the rest of the ritual's casting time using the powder to draw a small magic circle on an obsidian alter roughly 1 square foot in size. Once she has completed these preparations, she can finish casting the ritual at any time as described below, provided the alter and her magic circle are undisturbed.

In order to complete the ritual, the primary caster takes blood from herself and the target and mixes them together within a chalice placed within the center of the magic circle. This blood is then used to draw arcane sigils on both herself and the target, then she concludes the ritual by drawing a third sigil in blood within the center of the circle while completing an incantation. In total, this process takes 1 minute of casting time. Once the incantation has been completed, the primary caster chooses whether to progress or regress her age category, and by how many age categories. The ritual's effects are determined by this choice, as described below.

*Progression*: The primary caster petitions the spirits of the Shadow Plane to take the target's age and experience and transfer it to her. The target's physical age regresses one or more physical age categories, and for every age category younger that the target becomes, the primary caster becomes one age category older. Alternatively, the primary caster can choose to gain a +1 inherent bonus to one mental ability score of her choice instead of gaining an age category; bonuses gained in this manner stack up to +4 and have a duration of 1 year. The target cannot become more than one age category younger than the Infant age category, and if made younger than an Infant, the target is unborn and ceases to exist. Such a character cannot be returned to life except by *wish*, *miracle*, or divine intervention.

*Regression*: The primary caster petitions the spirits of the Shadow Plane to take the target's youth and life force and transfer it to her. The target's physical age progresses one or more physical age categories, and for every age category older that the target becomes, the primary caster becomes one age category younger. Alternatively, the primary caster can choose to gain a +1 inherent bonus to one physical ability score of her choice instead of gaining an age category; bonuses gained in this manner stack up to +4 and have a duration of 1 year. The target cannot become more than one age category older than the Venerable age category, and if made older than Venerable, the target dies of old age.

Aging effects created by this ritual are instantaneous effects.

# Maçis liems

The magic items in this section are divided into the categories outlined in Pathfinder Roleplaying Game Ultimate Equipment, so they can be used with the treasure generator detailed in that book. These magic items are effective in games that heavily feature young NPCs, whether they be actual child heroes or adult adventurers facing a second childhood.

Spells listed in an item's construction requirements that are marked with an asterisk (\*) can be found in the spells section of *Childhood Adventures*.

# Weapons

The following section includes weapons with unusual powers and magical abilities. Magic weapons can have either abilities that need to be activated to function or powers that work passively and constantly.

#### WOODEN ARMAMENT OF THE MEEK

Price 14,000 gp; Slot none; CL 3rd; Weight 1 lb.; Aura faint transmutation

# DESCRIPTION

This unassuming wooden toy acts in all ways a +1 merciful weapon made of steel, except each time the wielder attacks a foe with the weapon, she can choose to treat her weapon's damage as bludgeoning damage in addition to its normal damage types. An observer must succeed at a DC 30 Perception check to realize a wooden blade of the meek is a manufactured weapon rather than an improvised weapon (specifically, a child's toy); the DC decreases to 20 if the observer is able to handle the weapon, or to 10 if the observer handling the weapon is a Youth or younger.

A wooden armament of the meek can be crafted in the form of virtually any melee weapon, thought you must add the cost of a masterwork version of that weapon to the wooden armament of the meek's cost and price. For instance, making a wooden armament of the week in the shape of a gladius increases the weapon's price by 315 gp. In addition, a wooden blade of the meek can be further enhanced with a higher enhancement bonus and additional weapon special abilities as normal, but it cannot possess any special abilities or features that a wooden object could not possess. (For instance, a wooden armanent of the meek could not become a *brilliant energy weapon*, because *brilliant energy weapons* are insubstantial.)

#### CONSTRUCTION

**Requirements** Craft Arms and Armor, *ironwood*, *versatile weapon*<sup>APG</sup>; **Cost** 75,000 gp

# Rings

Rinbs bestow magical powers upon their wearers. Anyone can use a ring, but a character can gain the benefits of only two magic rings at a time.

## **RING OF CHRONOLOGIC STABILITY**

Price 2,500 gp; Slot ring; CL 17th; Weight -; Aura strong necromancy

#### DESCRIPTION

Despite appearing to be a simple band, this polished quartz ring is surprisingly heavy when worn. While wearing a *ring of chronologic stability*, anytime the wearer is affected by an aging effect, she receives a Fortitude save to prevent the effect from altering her physical age and a Will save to prevent the effect from altering her mental age. If the aging effect is the result of a spell or spell-like ability, the save DC is equal to 10 + the spell's level + the spellcaster's key ability score modifier (such as Intelligence for wizards or Wisdom for clerics). Otherwise, the save DC is equal to 10 + half the source's Hit Dice + half the source's Charisma modifier (if any). If the ability belongs to a class that has rules regarding its saving throws (such as the save DC for a witch's hexes), the aging effect uses those rules to determine its save DC instead.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *age resistance<sup>UM</sup>*, *alter age*\*, *protection from spells*; **Cost** 1,250 gp

#### **GREATER RING OF CHRONOLOGIC STABILITY**

Price 36,000 gp; Slot shoulders; CL 1st; Weight -; Aura
moderate illusion

## DESCRIPTION

This quartz band is flecked with gold, silver, and platinum so it shines in the presence of light. A greater ring of chronologic stability functions in all ways as a ring of chronologic stability, plus whenever the wearer fails a saving throw against an aging effect, it can attempt to save again 1 round later at the same DC. The wearer gets only this one extra chance to succeed on its saving throw.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, greater age resistance<sup>UM</sup>, greater alter age\*; **Cost** 18,000 gp

#### Rods

Rods are scepter-like devices that have unique magical powers and usually do not have charges. Anyone can use a rod (though metamagic rods have no effect when used by creatures that cannot cast spells). For more information regarding rods, refer to Chapter 4 in *Pathfunder RolePlaying Game Ultimate Equipment*.

#### **ROD OF TEMPORAL TRANSFERENCE**

Price 125,000 gp; Slot none; CL 17th; Weight 1 lb.; Aura
strong necromancy (aging)

## DESCRIPTION

This ornate rod is crafted from darkwood, gold, and ivory, and is inlaid with two hourglasses, each filled with fine grains of crushed quartz. When held by one of its two ends, the hourglass at that end adjusts to roughly show the wielder's age in age categories; for instance, this hourglass would adjust to two-eighths full when held by a human toddler because Toddler is the second age category of eight in humanoids. This estimate is vague and does not account for unnatural causes of death, such as by violence.

If two different creatures hold a *rod of temporal transference* by each end, the sand within each hour glass adjusts to match the creature holding its respective end, either wielder can speak one of two command words to transfer age categories between the two wielders. For this purpose, the creature that speaks the command word is known as the giver, while the other creature is known as the receiver. When activated, the giver's age category is either reduced or increased by one, determined by which command word was spoken. If the giver spoke the command word for reducing her age category, the receiver's age category regresses by one. If the giver spoke the command word for increasing her age category, the receiver's age category regresses by one. This transference is an instantaneous aging effect.

## CONSTRUCTION

**Requirements** Craft Rod, *siphon sands\**, creator must use a rare flower known as a solar lotus (see Chapter 5 in *PACT MAGIC UNBOUND: GRIMOIRE OF LOST SOULS*) as part of the creation of a *rod of temporal transference*. The solar lotus's cost is included in the rod's cost; **Cost** 75,000 gp

## Wondrous Items

"Wondrous item" is a catchall category for anything that doesn't fall into other groups. Wondrous items are a diverse group. Some must be worn in a specific magic item slot in order to work, while others must merely be possessed. Anyone can use a wondrous item unless the item's description specifies otherwise.

There are two main categories of wondrous items: slotted and slotless. Slotted items take up a magic item slot, and must be worn by those who want to benefit from them.

## Amulet of the Mature Tongue

Price 28,000 gp; Slot shoulders; CL 1st; Weight –; Aura moderate illusion

## DESCRIPTION

This gaudy, pastel-blue amulet features a polished chunk of amber in its center and is suspended from a golden chain. When the amulet is worn by an Infant, anything spoken by the wearer in Babyspeak (see page 81) is instantly translated into the racial language of its primary caregivers. The infant's voice when speaking sounds like that of an Adult of its race while using this amulet, rather than that of an Infant speaking an adult language. Likewise, the wearer gains the ability to understand the language of its caregivers while wearing the amulet. Otherwise, this functions like *tongues*.

#### CONSTRUCTION

Requirements Craft Wondrous Item, tongues; Cost 14,000

## CLOAK OF WOVEN IMAGINATION

Price 46,000 gp; Slot shoulders; CL 1st; Weight -; Aura moderate illusion

## DESCRIPTION

This otherworldly cloak shimmers with iridescent light that rapidly changes between a multitude of shapes and colors. A wearer who is a Youth or younger can activate the cloak by drawing its hood over her head, causing her to benefit from *invisibility*, as per the spell, except characters of the same age category as her (or younger) can still see her as though she were not invisible. The wearer can attack such creatures without ending the invisibility effect on her. However, if the wearer attacks any creature of an older age category than her, this effect ends.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *hide from adults*\*, *selective invisibility*<sup>MC</sup>; **Cost** 23,000 gp

#### **E**VERCLEAN **C**LOTH

Price 1,000 gp; Slot body; CL 1st; Weight –; Aura faint DESCRIPTION

This simple, white linen cloth is roughly one square foot in size and plush to the touch. By spending 1 minute folding the cloth, an *everclean cloth* can be made to serve as any one of the following garments for a creature of any size: bodysuit, diaper, loin cloth, or swaddling clothes. In addition, an *everclean cloth* instantly cleans itself and its wearer whenever they become dirty, sullied, or soiled, as per *prestidigitation*, leaving the wearer smelling fresh, clean, and pleasant.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *prestidigitation*; **Cost** 500 gp

#### FEATHER OF TICKLING

Price 4,000 gp; Slot body; CL 1st; Weight –; Aura faint enchantment

# DESCRIPTION

A *feather of tickling* appears as an ordinary feather taken from a Medium creature or smaller, usually a common foul such as a chicken, a duck, or a turkey. The wielder of a feather of tickling can use the feather as part of an attack action to make a melee touch attack against a foe. On a successful hit, the target must succeed on a DC 13 Will save or become overwhelmed by a tickling sensation that quickly spreads across its body, causing it to become dazed for 1 round. If the touch attack is a critical hit and the wielder confirms the critical hit, the target becomes stunned on a failed save instead. Creatures that are one or more age categories younger than an Adult of their kind take a -4 penalty on Will saves against this effect.

If a foe fails its saving throw against a feather of tickling two consecutive rounds in a row, it instead becomes stunned for 1 round on a failed Will save, or stunned for 1 round and prone if the touch attack is a critical hit and the wielder confirms the critical hit.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *prestidigitation*; **Cost** 500 gp

## MANTLE OF YOUTH

Price 70,000 gp (one age category), 95,000 gp (two age categories), 130,000 gp (three age categories), 155,000

gp (all age categories); **Slot** shoulders; **CL** 7th; **Weight** –; **Aura** moderate necromancy

#### DESCRIPTION

This bright, cheerful cloak comes in an array of dazzling colors and patterns ranging from cute and childish to trendy and cool. When worn, golden embroidery in the shape of a letter or symbol that represents the wearer appears prominently on the mantle's back.

When a command word is spoken, the cloak instantly alters the wearer's age to one, two, three, or all of the following age categories, determined when the cloak is created. The age categories that can be keyed to a *mantle of youth* are Infant, Toddler, Child, or Youth. This is an instantaneous aging effect, although a second command word instantly returns the wearer of a *mantle of youth* to its proper age. A *mantle of youth* can only restore a wearer to its proper age if the wearer is wearing the exact cloak that first altered its age. Any creature adjacent to the wearer can speak a command word to activate the cloak.

## CONSTRUCTION

**Requirements** CraftWondrous Item, *alter age*\*; **Cost** 35,000 gp (one age category), 47,500 gp (two age categories), 65,000 gp (three age categories), 77,500 gp (all age categories)

# PAUPERIZING PACIFIER

Price 95,000 gp; Slot none; CL 15th; Weight -; Aura
strong necromancy

## DESCRIPTION

A *pauperizing pacifier* functions in all ways as a *placating pacifier*, except it can affect creatures of the Child age category or older with far more insidious implications . When used by a possessor of the Child age category or older, the possessor must succeed on a DC 19 Will save or become unable to remove the pacifier from its mouth or stop suckling on it. While suckling, it is impossible for the possessor to provide verbal components for its spells and abilities, and any attempts to do so cause the spell or ability to be wasted to no effect. This is a mind-affecting enchantment (compulsion) effect.

During each subsequent round that the possessor suckles on the *pauperizing pacifier*, it must attempt a second DC 19 Will save as a full-round action that doesn't provoke attacks of opportunity. If its save is successful, it wrenches the pacifier from its mouth, ending the effect. If its save fails, its mental age category is reduced to Infant, and each round its physical age category is reduced by one, until it is physically an Infant. This is a permanent aging effect that cannot be reversed or altered for as long as the possessor is suckling on a *pauperizing pacifier*. If the pacifier is removed (typically requiring a DC 20 Strength check), the possessor's physical and mental age category return to their proper age slowly, increasing by one age category each hour until the possessor's physical and mental age is restored.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, greater alter age\*; **Cost** 47,500 gp

## PLACATING PACIFIER

Price 750 gp; Slot none; CL 1st; Weight -; Aura faint conjuration

## DESCRIPTION

This simple object appears to be little more than an old pacifier, which typically takes the form of a bit of brandysoaked meat rolled in a spoonful of sandy sugar that has been gathered into a ball and secured by a thread. Despite its appearance, a *pauperizing pacifier* never spoils and is resistant to the gnawing of even the most ferocious of children.

When a *pauperizing pacifier* is placed into a creature's mouth, it immediately relieves any oral pain that the possessor is experiencing, such as pain from teething. In addition, the pacifier nourishes the creature as if it had eaten a full day's worth of meals. As a result, even the most surly infant will not fuss or cry while suckling on a *pacifying pacifier*, and once an infant starts suckling on a *pacifying pacifier*, it will not stop suckling until the pacifier is removed from its mouth by another creature.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *polypurpose panacea*<sup>UM</sup>; **Cost** 375 gp

# **Cursed Items**

Perhaps the most dangerous and insidious of all cursed items are those magic items whose intended functions are completely replaced by a curse. Yet even these items can have their uses, particularly as traps or weapons. For more information regarding cursed items, refer to Chapter 6 in *Pathfinder Roleplaying Game Ultimate Equipment*.

#### ALLURING POPPET

Price 28,000 gp; Slot shoulders; CL 9th; Weight –; Aura moderate illusion

## DESCRIPTION

This cloth doll depicts a cherubic, nondistinctive humanoid creature. When its possessor plays with the doll for 10 minutes, it gains a +1 luck bonus on saving throws, ability checks, and skill checks for 24 hours, and the doll's appearance changes to that of its possessor at a random age category (01–20 Infant, 21–60 Toddler, or 61–100 Child). If viewed with *true seeing*, however, the doll's guise changes to that of a malicious-looking doppleganger, hinting at its true nature.

After playing with an *alluring poppet* for 10 or more minutes, the possessor rapidly diminishes in size and age, reducing its physical and mental age category by one after 24 hours and making its appearance seem more cherubic. This is an instantaneous aging effect. Once its age category has been reduced, the possessor becomes compelled to play with the doll again at some point within the next 24 hours for a minimum of 10 minutes, granting it the luck bonus and diminishing its physical size and age once more (DC 18 Will save negates). In addition, if the possessor fails this Will save, the alluring poppet will randomly appear in the possessor's hand, even if removed from its possession (as per *greater*) *teleport* or *plane shift*, both with perfect accuracy). It even has a 50% chance to ignore effects that bar extradimensional movement (such as dimensional anchor), though it only gets to roll this chance once per day.

Each time the possessor's physical age is reduced, the poppet's appearance ages one age category. During this time, the aging effect caused by the alluring poppet can be reversed by casting remove curse followed by break enchantment on the alluring poppet (caster level check DC 25). If the possessor's age category is reduced enough to have its age become equal to or younger than the alluring poppet's starting age, however, the poppet returns to its original form (that of a young, nondescript humanoid), effectively preventing the possessor's age from being restored in this manner. Once an alluring poppet has keyed itself to a creature by assuming its likeness, it cannot key itself to another creature until it reduces that creature's age category to be equal to or less than its starting age category, or until the possessor dies or is otherwise unable to play with the alluring poppet. Some alluring poppets are tied to other magic items or creatures, and can produce powerful effects upon reducing a creature to its starting age category (such as freeing a creature from imprisonment, granting the item's creator a wish, awakening an eternally-slumbering creature, and so on).

#### CREATION

Magic Items stone of luck; Mundane Items any doll

## HEADBAND OF THE INNER CHILD

Price 14,350 gp; Slot headband; CL 3rd; Weight 1 lb.; Aura faint transmutation

## DESCRIPTION

This iridescent headband initially appears to be one of the headbands listed below and actually provides the wearer with a temporary enhancement bonus to one or more mental ability scores as appropriate for such an item until the headband has been work for 24 hours. At that moment, the headband stops providing an enhancement bonus and instead replaces the wearer's aging modifiers to its mental ability scores with those of the Child age category (-2 Int, -4 Wis, -2 Cha for humanoids). In addition, the wearer's base attack bonus is reduced to +0 and each of its skill ranks grants a +0 bonus on checks made using that skill instead of the usual bonus. As a result, the wearer cannot use any trained-only skills unless she has an ability that allows such skills to be used untrained. Finally, the wearer's effective level in each of her classes is reduced to 1 for the purpose of all level-dependent abilities and effects it possesses. This also prevents a spellcaster from casting spells that she could not cast as a 1st-level spellcaster. This effect is an instantaneous aging effect, and as a result it persists even after the headband of the inner child is removed.

#### CREATION

**Magic Items** headband of alluring charisma, headband of inspired wisdom, headband of mental prowess, headband of mental superiority, headband of vast intelligence



This section includes new character traits that are suitable for young characters, as well as characters who had their adventuring start in youth. Generally speaking, a character may select two character traits during character creation. Selecting a character drawback, which acts as a negative trait, allows a character to select a third trait to compensate for this penalty. A character may select no more than one character trait per category. For more information on character traits and drawbacks, see Chapter 1 in *PathFinder RolePlaying Game Ultimate Campaign*.

# **Hobby Traits**

Animal Keeper: You've loved animals ever since you were a child, and know how to improve their attitude. Choose one kind of animal or vermin (such as dogs, cats, or bears). You gain a +1 trait bonus on all Handle Animal checks, and animals of the chosen kind automatically have a starting attitude one step friendlier towards you, to a maximum of friendly.

**Athlete**: You were a sports nut as a child, and loved playing rough-and-tumble games with your friends at every opportunity. You gain a +1 trait bonus on Climb, Fly, and Swim checks, and on performance checks made during a performance combat (see Chapter 3 in *PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT*).

**Bookworm**: You were enamoured with reading as a child and would spend countless nights awake, reading late at night. Increase any bonus on skill checks that you gain from a book or manual by +1 for as long as that book is in your possession.

**Bug Collector**: You loved insects as a child, and either had or have a massive collection of them. You gain a +1 trait bonus on Knowledge (nature) checks and can use this skill to identify the abilities and weaknesses of vermin.

**Coin Collector**: You were fascinated by currency as a child, and collected whatever coins you could from faraway lands. You gain a +1 trait bonus on Appraise checks and Lore (currency) checks and Appraise is a class skill for you.

**Musician**: You adored musical performance as a child, and are skilled at performing yourself. Choose one of the following Perform skills: keyboard instruments, percussion, sing, string, or wind. You gain a +1 trait bonus on checks made with the chosen Perform skill, and that skill is a class skill for you. If your 1st-level class already has Perform as a class skill, you instead gain 1 additional skill rank that must be assigned to the chosen Perform skill.

**Trailblazer**: For as long as you can remember, you have loved hiking and traveling wherever your feet would take you. Your Constitution score is treated as being 2 higher for the purpose of determining how long you can run or march for, and your overland speed increases by 5 feet.

# **Family Traits**

**Family Bonds**: You are inseparable from other members of your family or clan. Choose one specific family or clan when you gain this trait. You gain a +1 trait bonus on Will saves against charm and compulsion effects if another character with this trait who has chosen the same family or clan as you is within 60 feet.

**Family Traditions**: Your family possesses a number of traditions that continue to influence you today. You gain a +1 trait bonus on Knowledge (local) and Knowledge (religion) checks and one of these skills is a class skill for you.

**Sibling Rivalry**: You have always strived to do better than one of your siblings, and this constant need for competition has spurred you on even now. Whenever an ally confirms a critical hit against an opponent, you gain a +1 trait bonus on your next attack roll made against that same opponent. If your attack threatens a critical hit, you also gain a +2 trait bonus on your attack roll to confirm the critical hit.

**Tight Bonds**: You are inseparable from another character. Choose one character when you gain this trait. If the chosen character has this trait and has selected you with it, you gain a +1 trait bonus on Will saves against charm and compulsion effects if the chosen character is within 60 feet. This bonus increases to +3 against a command to compromise your relationship with or harm the chosen character.

# **Social Traits**

**Apprentice**:You were apprenticed to a tradesman to learn a craft or profession. Choose one Craft or Profession skill. You gain a +1 trait bonus on checks made with the chosen skill. In addition, you begin play with a kit worth 100 gp or less that is useful to a character in trade's line of work, such as gaining a midwife's kit if your chosen skill is Profession (midwife) or an alchemy crafting kit if your chosen skill is Craft (alchemy).

**Infant Whisperer**: Although most grow out of the ability to understand the babble of infants, you are young at heart and have retained this ability. You gain Babyspeak as a bonus language at 1st level, regardless of your age (see page 81). In addition, you gain a +1 trait bonus on Diplomacy checks, which increases to +2 on Diplomacy checks made to adjust the attitude of Infant and Toddler characters.

**One of the Kids:** Despite your age, you are well-liked by youngsters. You gain a +2 trait bonus on Diplomacy checks against characters that are younger than Adult, and Diplomacy is a class skill for you.

Youthful Face: Others have a difficult time discerning your true age, and you've always been confused for someone much younger then you actually are. You can pass for being a character one age category younger then your actual age without needing to make Disguise checks, but you need to make Disguise checks to appear as a character of your actual age category. When determining any modifiers on Disguise checks that you receive, you count as being one age category younger then your actual age.

# Drawbacks

**Big Baby**: You bruise easily and react loudly to pain. You take a -2 penalty on saving throws against effects that cause hit point damage. This penalty increases to -4 against pain effects. In addition, whenever a source deals hit point damage to you, that source deals 1 additional point of nonlethal damage per damage die rolled as part of the attack or effect.

**Gullible**: You are easy to fool. You take a -2 penalty on saving throws against enchantments and illusions, as well as on opposed Perception and Sense Motive checks. In addition, all lies that you are told seem one step more believable then they would to a character without this drawback (see the Bluff skill for more information regarding believability).

**Illiterate**: You never learned to read or write in youth, and such skills do not come easily to you. You cannot read or write in any language you know, and cannot learn new languages via the Linguistics skill. The first time you invest a skill rank into the Linguistics skill, you lose this drawback and gain the slow reader drawback instead. (Even after exchanging this drawback for a new drawback, you do not gain a new language for investing your first language in Linguistics.)

**Prone to Tantrums:** You have a short fuse and become easily frustrated when you don't have your way. You take a -2 penalty on saving throws against emotion effects, and whenever you fail an ability check, attack roll, saving throw, or skill check, you fly into an tantrum unless you succeed on a Will save (DC 15 + 1/2 your character level). On a failed save, you can take no actions for 1 round other than to scream, shout, pout, fuss, and carry on, sometimes by hitting or throwing nearby objects. (This does not count as an attack.) For every 5 by which you failed your save, this condition lasts 1 additional round. This is a mind-affecting emotion effect, and characters immune to mind-affecting effects or emotion effects cannot select this drawback.

Slow Reader: Whether you were recently taught to read or you have a reading disability, reading is a difficult task for you. You take a -4 penalty on skill checks that require the ability to read (such as Linguistics checks and Spellcraft checks to identify scrolls), and reading 25 words is a full-round action for you that provokes attacks of opportunity. Furthermore, any task that requires reading (such as making or aiding a Research check, casting a scroll, or preparing spells from a formula or extract book) takes you twice as long. Each time you gain a rank in the Linguistics skill, you can choose one specific work of writing that you are familiar with and remove this penalty for the purpose of that specific work.

# **Babyspeak: The Language of Infants**

Throughout the cosmos, many powerful beings possess the ability to speak the universal language of creation, an esoteric tongue known as truespeech. Typically, only mighty outsiders such as agathions, azatas, and inevitables are capable of speaking the tongue of creation, although some scholars believe that all intelligent mortals are born with a limited capacity for truespeech that is lost as the mortal ages. This fragmented version of truespeech can only be understood by the very young, and is known as Babyspeak.

When an Infant speaks Babyspeak, it sounds like garbled, infantile babble and mewling. In truth, the Infant can articulately communicate with other infantile creatures while speaking this language. Most humanoids quickly lose the ability to speak babyspeak as they learn to speak their mortal language. Babyspeak cannot be understood via *comprehend languages* or learned via the Linguistics skill, but *tongues* grants the caster the ability to speak and understand this language.

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