# The Reaper: OR How Learned to Stop Vorrging and Just Play Eugrything

### An All-in-One Build-Your-Own-Binder Chassis For Suffering Altaholics

Bradløy Crouch Commissioned by Joshua Ikenberry



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**CLASS STATS** 

### Difficulty to Play (1-5): 3

### Difficulty to Build (1-5): 4

Role: Archetype-merging necromancer

**Playstyle:** A reaper customizes soulsown, to which she later binds to gain access to the abilities she built into them. Given this skillset, a reaper can be or do just about anything, and since magic can mix with the martial, she outright eclipses martial specialists from inferior professions.

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### THE REAPER

When a mortal being dies, its soul tends to move on to the next phase of existence. Whether this happens to be an afterlife, an eternity of haunting, or a few centuries in a soul gem is up to specific circumstance. What few know, however, is that the soul is not truly sempiternal. If death comes in a moment of grief or by the hands of a being of sufficient power, the soul itself will rend and tear, scattering identity to the four winds.



Discarded scraps of souls have been piling up in heaps since the dawn of time, and, long before magic was codified in the way we understand it today, some of the first true necromancers just so happened to notice that they were up to their knees in these catatonic bits and pieces of what used to be people like them. Calling themselves reapers, these necromancers found ways to coax scraps of soul back together, to give lost souls a new lease on life, and to grant these aggregate beings a means of interacting with the world once more. Necromancy, and the rest of magic, has since moved on from what is now considered a product of the formative, dark age of magic, but certain circles still remember its power, and with every advance the rest of the world makes, the reaper gains a new tool.

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Seeds	Base Essence
	Bonus			ALL ONLY &			Pool Size
1st	+0	+0	+0	+2	Essence pool, reaping	2	3
2nd	+1	+0	+0	+3	-	2	6
3rd	+1	+1	+1	+3	Germination—1/day	2	9
4th	+2	+1	+1	+4	-	2	12
5th	+2	+1	+1	+4	Germination—1d4 essence, speak with dead	3	15
6th	+3	+2	+2	+5	-	3	18
7th	+3	+2	+2	+5	Germination—2/day	3	21
8th	+4	+2	+2	+6	-	3	24
9th	+4	+3	+3	+6	Essence pool—ability mod	3	27 + mod
10th	+5	+3	+3	+7	-	3	30 + mod
11th	+5	+3	+3	+7	Germination—3/day, germination—2d4 essence	3	33 + mod
12th	+6/+1	+4	+4	+8	-	4	36 + mod
13th	+6/+1	+4	+4	+8	Essence pool—2 ability mods	4	39 + 2 mod
14th	+7/+2	+4	+4	+9	-	4	42 + 2 mod
15th	+7/+2	+5	+5	+9	Germination-4/day	4	45 + 2 mod
16th	+8/+3	+5	+5	+10	-	4	48 + 2 mod
17th	+8/+3	+5	+5	+10	Germination—3d4 essence	4	51 + 2 mod
18th	+9/+4	+6	+6	+11	-	5	54 + 2 mod
19th	+9/+4	+6	+6	+11	Germination—5/day	5	57 + 2 mod
20th	+10/+5	+6	+6	+12	-	5	60 + 2 mod

**Role:** Moreso than any other adventuring profession, a reaper can basically do anything. The soulsown that she cultivates determines what it is she can do, from spellcasting to being a frontline fighter.

**Alignment:** Any. Reaping is an ancient branch of the school of necromancy, and those who seek out the dusty tomes that detail the process may be motivated by anything from the desire to help those who literally cannot help themselves to the wish to cobble together the perfect slave.

### Hit Die: d6

**Starting Wealth:** 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The reaper's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Perception (Wis), Profession (Wis), Sense Motive (Cha), and Spellcraft (Wis).

Skill Ranks per Level: 2 + Int modifier

### **CLASS FEATURES**

All of the following are class features of the reaper.

**Weapon Proficiency:** Reapers are proficient with simple weapons.

**Armor and Shield Proficiency:** Reapers are proficient with light armor and shields, but not tower shields. A reaper suffers from arcane spell failure chance as normal for her arcane spells, but also suffers from arcane spell failure chance on spells sourced from a primal-seeded soulsown if she's wearing metal armor.

**Essence Pool (Su):** At 1st level, a reaper gains an essence pool, a measure of her ability to use the powers learned by her soulsown. The number of points in the reaper's essence pool is equal to three times her reaper level.

At 9th level, choose Intelligence, Wisdom, or Charisma. The size of the reaper's essence pool is now increased by the reaper's ability modifier in the chosen ability score (if positive). At 13th level, choose one of the two ability scores that were not chosen at 9th level. The size of the reaper's essence pool is now also increased by the reaper's ability modifier in the chosen ability score (if positive).

The essence pool is replenished each morning after 8 hours of rest or meditation; these hours do not have to be consecutive.

**Reaping (Su):** At 1st level, a reaper learns how to grow various bits of wayward souls together into a single entity, which she then binds to her own form in order to draw from the power that these beings had in life. This process, the namesake of her profession, is known as reaping, and the end creations are known as the soulsown.

### Seeds

All soulsown are built around a particularly rugged bit of soul, one which can hold up under the stress of being the core of a cobbled mess of varying beings. These cores are known as seeds, and a reaper begins play with two of them. At 6th level and every six levels thereafter, a reaper gains an additional seed, for a total of five seeds at 18th level. Seeds form the basis of the powers that a soulsown can grant its reaper.

Full details for a soulsown's progression as its reaper increases in level begin on page 3.

### Seed Subtypes

While largely a blank slate, the most fundamental aspects of seeds are set in stone, for even when shredded and without a sense of self, a soul remembers something of the power it wielded in its former existence. As a result, seeds have subtypes, which reflect one of the four primary sorts of power in the world: arcane, divine, martial, and primal. Upon acquiring a seed, a reaper chooses that seed's subtype. The chosen subtype influences the abilities that the soulsown built around that seed gains as its creating reaper increases in level. This decision cannot be changed.

**Arcane** - Seeds of the arcane subtype were once part of the soul of a wizard, sorcerer, magus, or other arcane practitioner. As a result, soulsown grown around such a seed reflect such a pedigree, granting spellcasting as their core feature with various ancillary abilities based on both instinctive and booklearned magic.

**Pool System:** Presto points, which add effects to spells **Wide Reach:** Sorcerer bloodline talents

**Divine** - Seeds of the divine subtype came from one whose religion defined their very being. While spellcasting does feature quite heavily in those favored by a divine mandate, soulsown grown around the divine seed also draw from the very domains of the gods, and touch upon the mysteries of the universe.

**Pool System:** Fortune points, which manipulate d20 rolls

Wide Reach: Cleric domains

*Martial* - Most seeds are based upon magic. This makes sense, as magic leaves an indelible mark upon a soul no matter how shattered that soul may end up being in the distant future. Those with no such imprint upon them, be it warrior or thief, find themselves grouped into the martial subtype. Soulsown based upon this seed enhance their reaper's physical prowess to awesome levels, which is absolutely necessary given what magic tends to be able to do.

**Pool System 1:** Technique points, allowing for simple maneuvers **Pool System 2:** Raging, as a barbarian

Wide Reach: Bonus feats

**Primal** - A deep connection with nature is the hallmark of the primal subtype, counting druids, barbarians, rangers, and others among their number. Again, while the natural world does confer spellcasting to those who seek to understand its mysteries, regression to an animalistic state and empathizing with the natural world does seem to go hand in hand with this seed.

**Pool System 1:** Totem points, which expand totem options

Pool System 2: Raging, as a barbarian

**Wide Reach:** Totems, deployable objects that cast channeled spells

### **Binding Seeds (Threshing)**

In order to receive benefit from her soulsown, a reaper must first bind with one of them in a process known as *threshing*. Threshing is performed while communing with the soulsown, and the visible pattern of roots crawling just under the surface of the reaper's skin is its physical manifestation. When a reaper threshes, she chooses one of her soulsown, gaining the benefits of its seed and its known talents for the threshing's duration.

A reaper must get 8 hours of sleep and commune with her soulsown for 1 hour in order to change her threshed soulsown. A reaper does not need to commune with her soulsown each day to refresh her daily uses of her soulsown's abilities (see **Section: Soulsown**). Rather, in order to refresh her daily uses of her soulsown's abilities, she need only get 8 hours of sleep each night. In essence, a reaper needs not commune at all if she is happy with her current soulsown.

**Germination (Su):** Starting at 3rd level, a reaper gains the ability to form temporary, secondary bonds with her soulsown using a process known as *germination*. Initiating germination is a swift action. To germinate, the reaper chooses a soulsown other than the one with which she is threshed, if any. Germination lasts for 1 minute, and while it lasts, she gains the benefits of that soulsown's seed core ability, as well as the benefits of any talents it possesses that specifically function while germinating. A reaper cannot initiate germination if she is already germinating with another soulsown. This ability may be used once per day, plus an additional time per day at 7th level and every 4 levels thereafter.

Starting at 5th level, a reaper gains 1d4 temporary essence points whenever she initiates germination. These temporary essence points persist for the duration of the germination. This increases to 2d4 temporary essence points at 11th level and 3d4 temporary essence points at 17th level.

Threshing and germination are collectively referred to as "binding", and are only referred to individually when necessary. By extension, a reaper who is currently threshed or germinated is referred to as "bound".

**Speak with Dead (Sp):** At 5th level, all of the reaper's soulsown with the arcane, divine, or primal seeds learn the *speak with dead* spell as a 2nd-level spell. This spell does not count toward the number of 2nd-level spells known for the purpose of the Pyramid Rule.

### SOULSOWN

In essence, the soul is the blueprint of both mind and body, and when the soul breaks, all sense of self is utterly discarded. While unable to find all of the scraps that originally made up a soul, many reapers see it to be their duty to take what compatible bits they can find and slowly work them together until a stable aggregate soul, or soulsown, is formed. While the afterlife is closed to most of these aggregate beings for the simple reason that different scraps of the soulsown are meant to go to different afterlives, the soulsown's ability to think and do once more is usually grounds for gratitude bordering on the slavish. And for those reapers who make soulsown for their own benefit, this is exactly the reaction that they want.

### Seed

As stated earlier (see the reaping class feature in **Section: Reaper**), all soulsown are brought into being through the cultivation of a "seed". When a soulsown is first created, its reaper selects its seed subtype, which dictates both the soulsown's core abilities, as well as the talents it can learn. Once a seed subtype is selected, it cannot be changed.

### Seed Subtypes

**Arcane/Divine/Primal (Sp)** - Soulsown with the arcane, divine, or primal seeds are empowered with the magic associated with their focus. Each subtype draws from another class' spell list, as shown on **Table: Soulsown Spellcasting Subtypes**, below. When creating a spellcasting soulsown, its reaper chooses one of the two ability scores listed for that subtype. The chosen ability score becomes the soulsown's spellcasting ability score.

An arcane, divine, or primal soulsown begins play knowing a single spell drawn from the appropriate spell list, plus an additional spell for each reaper level its creator possesses. At each new reaper level, the soulsown learns an additional spell. A soulsown begins play with the ability to learn 1st-level spells, increasing to 2nd-level spells when its master attains reaper level 4th, 3rd-level spells when its master attains reaper level 7th, and so on to a maximum of 6th-level spells at reaper level 16th.

The Difficulty Class (DC) for a saving throw against a soulsown's spell is 10 + 1/2 its reaper's class level + the reaper's spellcasting ability modifier, as defined by the soulsown. A soulsown cannot cast spells, for it cannot touch the mortal realm. Instead, while bound to a soulsown that knows spells, a reaper gains the ability to cast the spells that soulsown knows. To cast a spell in this manner, she must expend essence points equal to the desired spell's spell level. Her caster level is equal to her reaper level and her spellcasting ability score is the one chosen upon soulsown creation.

*The Pyramid Rule:* In order to learn a spell of a particular level, a soulsown must know more spells of each lower spell level. For example, if a soulsown knows one 3rd-level spell and wishes to learn a second 3rd-level spell, it must possess at least two 2nd-level spells and

two 1st-level spells.

TABLE: SOULSOWN SPELLCASTING SUBTYPES			
Seed Subtype	Spell List as Class	Spellcasting Ability Score	
Arcane	Wizard	Intelligence or Charisma	
Divine	Cleric	Wisdom or Charisma	
Primal	Druid	Intelligence or Wisdom	

TABLE: SUMMON WEAPON		
Times Summon Weapon Taken	Quality of Resulting Weapon	
1	masterwork	
2	+1 enhancement	
3	+2 enhancement	
4	+3 enhancement	
5	+4 enhancement	
6	+5 enhancement	

	TABLE: THE SOULSOWN	
Reaper's Level	Special (Arcane, Divine, Primal)	Special (Martial)
1st	Seed, Talent	Bonus feat OR summon weapon, seed, talen
2nd	Talent	Talent
3rd	-	Bonus feat OR summon weapon
4th	Talent	Talent
5th	-	-
6th	Talent	Talent
7th	-	Bonus feat OR summon weapon
8th	Talent	Talent
9th	-	-
10th	Talent	Talent
11th	-	Bonus feat OR summon weapon
12th	Talent	Talent
13th	-	-
14th	Talent	Talent
15th	-	Bonus feat OR summon weapon
16th	Talent	Talent
17th	-	-
18th	Talent	Talent
19th	-	Bonus feat OR summon weapon
20th	Talent	Talent

*Martial (Su)* - Soulsown with the martial seed are exemplars of the physical form. A martial soulsown begins play knowing a single fighter bonus feat (also known as a combat feat), using its creator's ability scores and reaper level as its ability scores and fighter level for the purpose of meeting the feat's prerequisites. At 3rd level and every four levels thereafter, a martial soulsown learns another fighter bonus feat. While bound to its creating reaper, the soulsown grants its master the benefits of all fighter bonus feats that it knows; proficiency with martial weapons; a +4 circumstance bonus to Constitution, but only for the purpose of calculating hit points; and sets the reaper class' contribution to base attack bonus to be equal to reaper level rather than equal to half reaper level (base attack bonus as fighter).

While bound to two soulsown, if one is martial and one is not martial, the circumstance bonus to Constitution detailed above is reduced to +2, and the reaper class' contribution to base attack bonus is set to be equal to three-quarters reaper level rather than equal to half reaper level (base attack bonus as cleric). See **Table: Reaper Base Attack Bonus by Binding Status**. In lieu of learning a fighter bonus feat as part of its seed, a martial soulsown may instead choose to gain the following ability.

*Summon Weapon (Su)* - As a standard action, a reaper bound to a soulsown with this ability may expend 2 essence points to draw any simple or martial weapon (but not ammunition for said weapon) out of thin air. This weapon persists for 1 minute or for the duration of the binding, whichever comes first, and the weapon's quality is determined by the number of times the soulsown has taken this ability.

**Special:** Summon weapon can be taken up to six times, and progresses as shown on **Table:** Summon Weapon.

TABLE: REAPER BASE ATTACK BONUS BY BINDING STATUS

Reaper's Level	Base Attack Bonus: Normal	Base Attack Bonus: Bound to Both Martial and non-Martial Soulsown	Base Attack Bonus: Bound to Martial Soulsown Only
1st	+0	+0	+1
2nd	+1	+1	+2
3rd	+1	+2	+3
4th	+2	+3	+4
5th	+2	+3	+5
6th	+3	+4	+6/+1
7th	+3	+5	+7/+2
8th	+4	+6/+1	+8/+3
9th	+4	+6/+1	+9/+4
10th	+5	+7/+2	+10/+5
11th	+5	+8/+3	+11/+6/+1
12th	+6/+1	+9/+4	+12/+7/+2
13th	+6/+1	+9/+4	+13/+8/+3
14th	+7/+2	+10/+5	+14/+9/+4
15th	+7/+2	+11/+6/+1	+15/+10/+5
16th	+8/+3	+12/+7/+2	+16/+11/+6/+1
17th	+8/+3	+12/+7/+2	+17/+12/+7/+2
18th	+9/+4	+13/+8/+3	+18/+13/+8/+3
19th	+9/+4	+14/+9/+4	+19/+14/+9/+4
20th	+10/+5	+15/+10/+5	+20/+15/+10/+5

**Talents:** Upon creation, a soulsown gains a talent, plus an additional talent for every two reaper levels its creator possesses. When its master attains reaper level 2nd and every two reaper levels thereafter, a soulsown gains an additional talent, for a total of 11 talents at reaper level 20th. A soulsown must meet the prerequisites of a talent and have its subtype listed in that talent's compatible seeds listing to take that talent. While threshed to its creating reaper, a soulsown grants its reaper the benefits of all talents it knows. Some unique talents also function in some capacity while germinating.

The Difficulty Class (DC) for a saving throw against a soulsown's talent is 10 + 1/2 its reaper's class level + the reaper's spellcasting ability modifier, as defined by the soulsown. If a soulsown has no spellcasting ability modifier, use the reaper's Charisma modifier instead.

### SIDEBAR: READING SOULSOWN TALENTS

In essence, a soulsown is a bundle of talents and other abilities that the reaper chassis uses to make an altaholic sit down and finally play one character for once. While threshed to a soulsown, the reaper gains access to all of that soulsown's abilities. Given this dynamic, the proper way to codify soulsown talents would be to preface all of them with something along the lines of, "While bound to this soulsown, you..." and then continue with the text. For the sake of making these talents a bit easier to parse, I've removed that bit of language, and remind you that your soulsown (rather than you) know these talents whenever this simplifying assumption begins to break down. This is generally the case for talents that mess with skills, feats, and other such mechanical bits. You didn't build that. Your soulsown did.

Prerequisites form a special case that needs to be considered here. As your soulsown is the thing picking the talents, it has to meet the prerequisites of a talent, not you. As such, any talent prerequisites need to be met by that soulsown, not by another one in your collection, and certainly not by some psychotic gestalt thing you built that somehow found a way to give a player character soulsown talents somehow. The one exception here is that a soulsown can use your reaper level to meet talent prerequisites; everything else must come from the soulsown itself. Further, a fair number of talents allow a soulsown to grab feats that are normally for actual characters. Here, things get a little odd. The soulsown must meet the prerequisites of the talent, yes, but then the talent lets you go out and grab something else that also has prerequisites. The rules for how this second round of prerequisites works is listed within the text of the talent itself. Generally, you can consider the end result to be an amalgamation of sorts, using abilities from both you and your soulsown in an attempt to meet those prerequisites. Further details as to how that works is present in each talent that uses this mechanic.

### SIDEBAR: REAPERS AND PETS

The reaper base class has an absolutely immense footprint. Both cleric domains and sorcerer bloodlines are open to reapers, which, being the sort of content that just about everyone and their grandmother will print to fill in a page somewhere, means that a base class with that sort of reach can grab hold of a lesser version of just about any class definition under the sun, and that's with just two talent chains! This sidebar is an effort to grab one of the most problematic areas and nail it down so the class works and sits at a happy tier 3 despite its wide reach.

A reaper's soulsown can qualify for familiars, animal companions, cohorts, and other "pets" or "minions' through fourteen different talents, which do everything from drop a companion in the player's lap to poach said companion from a bloodline somewhere. Given the effectively infinite reach of a soulsown's talents, as discussed above, this definition of "pet" or "minion" is intentionally left open just in case an ability out there comes up with a new way to hand out underlings. For all abilities that grant access to longterm creature assistance other than animal companions, cohorts, and familiars, check with your game master to see if he considers that creature to be a "pet" or "minion". If it is, it's subject to the rules in the next paragraphs.

A soulsown's animal companions, cohorts, or familiars are reflections of companions that aggregation of souls had in life. When a soulsown gains one of the aforementioned companions, you choose that companion as normal, but your choice of companion can never be changed. In effect, clauses within the rules for each style of "pet" or "minion" that allows the master to change his mind about his minions do not function for a soulsown, for how can a soulsown pick out a new familiar if the familiar he has is a pale imitation of the only boon companion in mortal days that a sliver of a soul can remember?

Since a soulsown's pets are bound to the soulsown and not its reaper, a soulsown's pets suddenly materialize around the reaper whenever she initiates threshing with that soulsown, and those pets vanish without a trace as soon as that bond ends. If the reaper herself has a pet of the same type, then a soulsown's pet of that type does not materialize. For example, if the reaper has a familiar, then no soulsown familiars will ever come into being while bonding. If a soulsown's pet is slain, it merely disintegrates for the time being, and pops right back into existence again as if nothing had happened the next time the reaper initiates threshing with that soulsown. Memories turn out to be very hard to eradicate. Memories also have a tendency to fade. As a result, a reaper has an effective class level equal to her reaper level - 3 (minimum 1) for the purpose of determining the power of all pets gained through soulsown talents.

### FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have reapers as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

*Aasimar* – Every 3 times this bonus is selected, the reaper gains 1 temporary hit point whenever she casts a cure spell (a spell with "cure" in its name). These temporary hit points persist for 1 round.

Drow – Every 10 times this bonus is selected, choose a soulsown talent known by at least one of your soulsown. This talent must be usable a limited number of times per day, and the number of daily uses must be at least two. That talent may be used an additional time per day.

*Dwarf* – Every 6 times this bonus is selected, choose a soulsown. The reaper may initiate germination with the chosen soulsown once per day without expending a daily use of germination. She does not gain temporary essence points when germinating in this fashion.

*Elf* - Add +1/2 to the size of the essence pool.

*Gnome* – Every 8 times this bonus is selected, choose a soulsown, then choose a feat with no prerequisites. While threshed with the chosen soulsown, the reaper gains the benefits of the chosen feat. Choose a different soulsown each time you gain this ability.

*Half-elf* – Every 10 times this bonus is selected, choose a soulsown talent known by at least one of your soulsown. This talent must be usable a limited number of times per day, and the number of daily uses must be at least two. That talent may be used an additional time per day.

*Halfling* – Add +1 to skill checks made to earn a living during downtime.

*Half-orc* – Every time this bonus is selected, the reaper gains 1 temporary hit point whenever she initiates germination. These temporary hit points persist for the duration of the germination.

*Hobgoblin* – Treat the reaper's class level as though it were +1 higher for the purpose of the duration of the summon weapon seed ability.

Human - Add + 1/2 to the size of the essence pool.

*Kitsune* - The reaper gains a trickery pool containing points equal to one-third the number of times this bonus has been taken, rounded down. Points from the trickery pool may be used in place of fortune, presto, technique, and totem points. The trickery pool is replenished whenever the reaper replenishes her essence pool.

*Kobold* – Add +1/4 to the Difficulty Class of all spells if the victim is a gnome.

*Orc* – Every time this bonus is selected, the reaper gains 1 temporary hit point whenever she initiates germination. These temporary hit points persist for the duration of the germination.

*Puddling* – Every 8 times this bonus is selected, choose a soulsown, then choose a feat with no prerequisites. While threshed with the chosen soulsown, the reaper gains the benefits of the chosen feat. Choose a different soulsown each time you gain this ability.

*Tiefling* – Every 3 times this bonus is selected, the reaper gains 1 temporary hit point whenever she casts an inflict spell (a spell with "inflict" in its name). These temporary hit points persist for 1 round.

*Vanara* - Every 8 times this bonus is selected, choose a soulsown, then choose a feat with no prerequisites. While threshed with the chosen soulsown, the reaper gains the benefits of the chosen feat. Choose a different soulsown each time you gain this ability.

*Vishkanya* - Every 6 times this bonus is selected, choose a soulsown. The reaper may initiate germination with the chosen soulsown once per day without expending a daily use of germination. She does not gain temporary essence points when germinating in this fashion.



### SOULSOWN TALENT SUMMARY

ARCANE

No prerequisite

**Cantrips** - Learn three oth-level spells.

**Eternal Bond** - When binding, choose an object you own. It acts similar to a wizard's bonded object, imposing penalties when separated from it, but powering limited free spellcasting daily.

**Magic Memory** - Gain a feat for which you meet the prerequisites under special circumstances.

**Phantom Alchemy** - Produce a cache of alchemical goods once daily.

**Skilled Past** - Effectively gain ranks in one of a subset of skills equal to 3/4 reaper level, rounded down. Treat that skill as a class skill.

Level 2

**Arcane Reserve** - Grant yourself 1d4 or more temporary essence points this round.

**Lifetime of Teaching** - Grant yourself 1 temporary fortune, presto, technique, or totem point twice daily.

**Spectral Armor** - Grant yourself a +4 or higher armor bonus to AC.

**Spell Study** - The soulsown taking this learns an additional spell.

Level 4

**Better Living through Chemistry** - Passively create temporary *potions of cure light wounds* each morning. **Essence Mastery** - Increase the size of the essence pool

by +3 or more. **Metamagic Remembrance** - Gain a metamagic feat for

which you meet the prerequisites under special circumstances, as well as the ability to apply it to reaper spells for additional essence points.

**Phantom High Explosives** - Alchemical goods from the phantom alchemy talent deal additional damage. In addition, the size of the alchemical cache increases.

**Prestidigitization** - Gain a presto pool, from which you can spend points to empower arcane spells with the proper descriptors.

Whispers of an Arcane Heritage - Gain a 1st-level sorcerer bloodline power.

Level 6

**Contingent Chest** - Send one or more objects to extradimensional space, then reclaim them later.

Familiar Faces - Gain a familiar.

**Friends in the Afterlife** - When germinating with a chosen soulsown while threshed to the one with this talent, you can germinate without expending a daily germination.

**Phantom Danger Zone** - Spend presto (arcane) or technique (martial) points to increase the splash radius and damage of a mundane alchemical splash weapon. In addition, the size of the alchemical cache increases.

Whispered Knowledge - When germinating with a soulsown with this talent, gain enduring knowledge of one of that soulsown's spells.

### Level 8

**Murmurs of an Arcane Heritage** - Gain a 3rd-level sorcerer bloodline power.

**Scholastic Prestidigitization** - Choose two schools of magic, and gain the ability to spend presto points to add effects to spells of the chosen schools.

### Level 10

**Garbled Magic** - Spend 2 essence points to mimic a *rod* of wonder.

**Greater Living Through Chemistry** - Better living through chemistry now creates *potions of cure moderate wounds*, and produces +2 potions.

**Limited Immortality** - Suppress the negative effects of aging.

Level 12

**Echoes of an Arcane Heritage** - Gain a 9th-level sorcerer bloodline power.

Level 14

Deep Magic - Learn a 7th-level spell.

Level 16

**Resurgent Heritage** - Gain a 15th-level sorcerer bloodline power.

**Superior Living Through Chemistry** - Better living through chemistry now creates *potions of cure serious wounds*, and produces +2 potions.

Level 18

Deeper Magic - Learn an 8th-level spell.

### Level 20

**Deep Threshing** - You are incorporeal, and can suppress this at will.

**Omniknowledge** - Gain an omniknowledge slot, which can be used to learn any 1st through 6th-level spell temporarily.

**Overbearing Memory** - When germinating with a soulsown with this talent, gain the benefits of three other talents that normally require you to be threshed, but lose your threshed soulsown's level 20 talent.

**Philosopher's Stone** - Your soulsown develops an insubstantial philosopher's stone that dumps gold into the real world each week.

**Presto Changeo!** - You can use all features of scholastic prestidigitization, and your presto pool increases in size by +5 points.

**Resplendent Heritage** - Gain a 20th-level sorcerer bloodline power.

**Well of Essence** - Your essence pool increases in size by +10 points.

### Other

**Arcane Additives** - Req. better living through chemistry. Potions created by better living through chemistry grant a +1 caster level bonus.

**Eccentric Past** - Req. skilled past. Effectively gain ranks in any skill equal to 3/4 reaper level, rounded down.

**Elementary Echoes** - Req. a spell that can summon elementals. Speed up the summoning of one type of elementals.

**Enhanced Companion** - Req. an animal companion or familiar from a talent (14 ways to do this!). Animal companion or familiar's strength is based on an effective level equal to your reaper level.

**Garbling Magic** - Req. garbled magic. Attempt to counter a spell, transforming it into an activation of a *rod of wonder* if successful.

**House Call** - Req. better living through chemistry. When germinating with a soulsown with this talent, gain a temporary better living through chemistry potion.

**Magic in the Blood** - Req. whispers of an arcane heritage. Learn bloodline bonus spells, and cast them once daily for free.

**Multimorph** - Req. knowledge of a polymorph spell. You can change the form granted by a polymorph spell you cast upon yourself.

**Shock and Awe** - Req. prestidigitization. You can spend a presto point to give a spell +1 caster level. In addition, the presto pool increases in size by +1 point.

**Skilled Soul** - Req. skilled past. When germinating, you may spend 2 essence points to gain the benefits of all skilled past talents possessed by that soulsown.

**Soulsown Refuge** - Req. knowledge of the *magic jar* spell. Use your soulsown as the receptable for the *magic jar* spell.

### DIVINE

### No prerequisite

**Cantrips** - Learn three oth-level spells.

**Detect Opposition** - As *detect good*, but detect opposing alignments.

**Eternal Bond** - When binding, choose an object you own. It acts similar to a wizard's bonded object, imposing penalties when separated from it, but powering limited free spellcasting daily.

**Heal and Harm** - Learn the "cure" and "inflict" spells while threshed.

**Lingering Fortune** - Gain a fortune pool, and spend points from it to roll ability checks, skill checks, saving throws, and attack rolls twice. This can be given to allies at high level.

**Magic Memory** - Gain a feat for which you meet the prerequisites under special circumstances.

**Skilled Past** - Effectively gain ranks in one of a subset of skills equal to 3/4 reaper level, rounded down. Treat that skill as a class skill.

Level 2

**Lifetime of Teaching** - Grant yourself 1 temporary fortune, presto, technique, or totem point twice daily. **Spell Study** - The soulsown taking this learns an additional spell.

Level 4

**Better Living through Chemistry** - Passively create temporary *potions of cure light wounds* each morning.

**Essence Mastery** - Increase the size of the essence pool by +3 or more.

Gloriana - Gain a domain's first power.

**Lay on Hands** - Gain the ability to cure wounds and damage undead with but a touch.

**Lingering Misfortune** - Spend fortune points to force creatures to roll twice and take the worse result when attacking you or attempting to resist your abilities.

**Metamagic Remembrance** - Gain a metamagic feat for which you meet the prerequisites under special circumstances, as well as the ability to apply it to reaper spells for additional essence points.

**Touch of Corruption** - Gain the ability to cause wounds and heal undead with but a touch.

### Level 6

**Friends in the Afterlife** - When germinating with a chosen soulsown while threshed to the one with this talent, you can germinate without expending a daily germination.

**Tempo Echoes** - Learn the domain spells of the domain associated with your gloriana talent, increasing in level as more domain-acquiring talents are learned. Each known spell can be cast for free once daily.

**Whispered Knowledge** - When germinating with a soulsown with this talent, gain enduring knowledge of one of that soulsown's spells.

Level 8

**Lifetime of Healing** - Cure spells heal an additional +1d8 damage, or +2d8 at high level.

**Polytheism** - Gain a domain's first power.

### Level 10

**Dual Touch** - Use lay on hands and touch of corruption interchangably, and gain two additional daily uses of either.

**Garbled Magic** - Spend 2 essence points to mimic a rod of wonder.

**Greater Living Through Chemistry** - Better living through chemistry now creates *potions of cure moderate wounds*, and produces +2 potions.

**Limited Immortality** - Suppress the negative effects of aging.

Level 12

Advanced Gloriana - Gain a domain's second power.

Level 14

Deep Magic - Learn a 7th-level spell.

### Level 16

**Advanced Polytheism** - Gain a domain's second power. **Superior Living Through Chemistry** - Better living through chemistry now creates *potions of cure serious wounds*, and produces +2 potions.

Level 18

Deeper Magic - Learn an 8th-level spell.

### Level 20

**Cheat Death** - Your first failed saving throw that would result in your death each day is retroactively considered to be a natural "20".

**Deep Threshing** - You are incorporeal, and can suppress this at will.

**Fortune's Favored** - Lingering fortune may be used twice per round, and the size of your fortune pool increases by +5 points.

**Omniknowledge** - Gain an omniknowledge slot, which can be used to learn any 1st through 6th-level spell temporarily.

**Overbearing Memory** - When germinating with a soulsown with this talent, gain the benefits of three other talents that normally require you to be threshed, but lose your threshed soulsown's level 20 talent.

**Well of Essence** - Your essence pool increases in size by +10 points.



Other

**Cantillation** - Req. lingering fortune. Grant a one-use insight bonus that a nearby ally can claim.

**Corrupting Hands** - Req. touch of corruption. Gain an antipaladin cruelty, the ability to apply cruelties to touch of corruption, and an additional daily use of touch of corruption.

**Divine Additives** - Req. better living through chemistry. Potions created by better living through chemistry grant a +1 luck bonus to attack rolls, saving throws, ability checks, and skill checks.

**Eccentric Past** - Req. skilled past. Effectively gain ranks in any skill equal to 3/4 reaper level, rounded down.

**Elementary Echoes** - Req. a spell that can summon elementals. Speed up the summoning of one type of elementals.

**Enhanced Companion** - Req. an animal companion or familiar from a talent (14 ways to do this!). Animal companion or familiar's strength is based on an effective level equal to your reaper level.

**House Call** - Req. better living through chemistry. When germinating with a soulsown with this talent, gain a temporary better living through chemistry potion.

**Lingering Hands** - Req. lay on hands OR touch of corruption. Healing from lay on hands or touch of corruption grants temporary hit points in the case of "overhealing".

**Merciful hands** - Req. lay on hands. Gain a paladin mercy, the ability to apply mercies to lay on hands, and an additional daily use of lay on hands.

**Metamagical medic** - Req. metamagic remembrance. Your "cure" spells can have metamagic applied to them significantly more cheaply.

**Skilled Soul** - Req. skilled past. When germinating, you may spend 2 essence points to gain the benefits of all skilled past talents possessed by that soulsown.

**The Waiting Room** - Req. knowledge of the speak with dead spell. Create a copy of a soul as you slay its vessel, stash it away, and gain the ability to interrogate it with speak with dead without the need to carry around the body.



### MARTIAL

No prerequisite

**Hale and Hearty** - Your maximum hit points increase by an amount equal to your reaper level.

**Muscle Memory** - Gain a feat for which you meet the prerequisites under special circumstances.

**Phantom Alchemy** - Produce a cache of alchemical goods once daily.

**Skilled Past** - Effectively gain ranks in one of a subset of skills equal to 3/4 reaper level, rounded down. Treat that skill as a class skill.

**Techniques** - Gain a techniques pool, and the ability to spend technique points to perform combat maneuvers as a swift action.

### Level 2

**Barreling Through** - Attack at the end of a bull rush. **Lifetime of Teaching** - Grant yourself 1 temporary fortune, presto, technique, or totem point twice daily.

**Spectral Aegis** - Grant yourself a +4 shield bonus to AC as an immediate action.

**Spectral Armor** - Grant yourself a +4 or higher armor bonus to AC.

Level 4

**Better Living through Chemistry** - Passively create temporary *potions of cure light wounds* each morning. **Essence Mastery** - Increase the size of the essence pool by +3 or more.

**Phantom High Explosives** - Alchemical goods from the phantom alchemy talent deal additional damage. In addition, the size of the alchemical cache increases.

### Level 6

**Friends in the Afterlife** - When germinating with a chosen soulsown while threshed to the one with this talent, you can germinate without expending a daily germination.

**Phantom Danger Zone** - Spend presto (arcane) or technique (martial) points to increase the splash radius and damage of a mundane alchemical splash weapon. In addition, the size of the alchemical cache increases.

**That Killed Me Once!** - Choose an energy type. Whenever that energy type would kill you, you may reduce damage by spending technique points.

**Trapfinder's Echoes** - Effectively gain ranks in Disable Device equal to 3/4 reaper level, rounded down. Treat that skill as a class skill, and gain the ability to disarm magical traps. You may spend 2 essence points upon germination to gain most of these benefits.

Level 8

**Physical Aptitude** - Gain a +1 or higher inherent bonus to a physical ability score.

Rage Memory - Gain a barbarian rage power.

### Level 10

**Greater Living Through Chemistry** - Better living through chemistry now creates *potions of cure moderate wounds*, and produces +2 potions.

**Harvesting Strike** - Summoned weapon can return base damage as temporary hit points.

**Limited Immortality** - Suppress the negative effects of aging.

Level 12

**Secondary Aptitude** - Gain a +1 inherent bonus to a physical ability score other than the one chosen for physical aptitude.

**Summoning Focus** - Gain the summon weapon seed ability.

### Level 14

**Enhanced Rage** - Eternal rage now grants an additional +2 morale bonus to Strength and Constitution, and an additional +1 morale bonus to Will saves.

### Level 16

**Superior Living Through Chemistry** - Better living through chemistry now creates *potions of cure serious wounds*, and produces +2 potions.



### Level 20

**Cheat Death** - Your first failed saving throw that would result in your death each day is retroactively considered to be a natural "20".

**Deep Threshing** - You are incorporeal, and can suppress this at will.

**Martial Clarity** - You always have full reaper level base attack bonus contribution, no matter who your germination target is. You also gain 5 temporary hit points each round.

**Overbearing Memory** - When germinating with a soulsown with this talent, gain the benefits of three other talents that normally require you to be threshed, but lose your threshed soulsown's level 20 talent.

**Shield of Souls** - When germinating with a soulsown with this talent, you gain 20d6 temporary hit points. This is converted to healing at the end of the germination. Usable once per day.

**Supreme Rage** - Your eternal rage talent now grants a +7 morale bonus to Strength and Constitution, a +4 morale bonus to Will saves, and you are now immune to fatigue and exhaustion.

**Well of Essence** - Your essence pool increases in size by +10 points.

### Other

**Call Arrows** - Req. summon weapon seed ability. Gain the ability to spend 1 essence point to summon 10 units of ammunition for a summoned weapon.

**Closed Fist** - Req. muscle memory (improved unarmed strike), techniques. Spend 2 essence points to gain unarmed damage as a monk this round.

**Eccentric Past** - Req. skilled past. Effectively gain ranks in any skill equal to 3/4 reaper level, rounded down.

**Enhanced Blade** - Req. summon weapon seed ability 3x. The summon weapon seed ability can impart +1 enhancement modifier special abilities to equipment it creates.

**Enhanced Companion** - Req. an animal companion or familiar from a talent (14 ways to do this!). Animal companion or familiar's strength is based on an effective level equal to your reaper level.

**Eternal Rage** - Req. hale and hearty. Gain the ability to rage, gaining a +4 morale bonus to Strength and Constitution, a +2 morale bonus to Will saves, a -2 penalty to AC, and the inability to do much of anything that requires actual thought.

**Extended Summoning** - Req. summon weapon seed ability. Equipment summoned with summon weapon persists for a greater duration.

**Greater Enhanced Blade** - Req. summon weapon seed ability 5x. The summon weapon seed ability can impart "burst" special abilities to weapons it creates.

**House Call** - Req. better living through chemistry. When germinating with a soulsown with this talent, gain a temporary better living through chemistry potion.

**Martial Additives** - Req. better living through chemistry. Potions created by better living through chemistry grant temporary hit points.

**Rapid Summoning** - Req. summon weapon seed ability. Summon weapon as a swift action three times per day.

**Second Wind** - Req. techniques. Gain the ability to spend technique points for healing. The technique pool gains +2 points.

**Shuffle** - Req. techniques. Spend 1 technique point to move 10 feet as a swift action.

**Skilled Soul** - Req. skilled past. When germinating, you may spend 2 essence points to gain the benefits of all skilled past talents possessed by that soulsown.

**Skirmishing Soul** - Req. techniques. Standard-action attacks and Cleave, Great Cleave, and Whirlwind Attack attacks deal additional damage.

**Summon Armor** - Req. summon weapon seed ability. Summon weapon can also summon armor.

**Technique Focus** - Req. techniques. The full list of combat maneuvers shown in the techniques talent may now be used, and your technique pool increases in size by +2 points.

**Third Wind** - Req. second wind. You can spend more technique points on second wind daily, can use it as a swift action once daily, and gain +3 technique points.

### Primal

### No prerequisite

Cantrips - Learn three oth-level spells.

**Darkvision** - Gain darkvision 60 ft.

**Hale and Hearty** - Your maximum hit points increase by an amount equal to your reaper level.

**Heal and Harm** - Learn the "cure" and "inflict" spells while threshed.

Hound's Nose - Gain scent, as the monster ability.

**Magic Memory** - Gain a feat for which you meet the prerequisites under special circumstances.

**Skilled Past** - Effectively gain ranks in one of a subset of skills equal to 3/4 reaper level, rounded down. Treat that skill as a class skill.

### Level 2

**Lifetime of Teaching** - Grant yourself 1 temporary fortune, presto, technique, or totem point twice daily. **Spell Study** - The soulsown taking this learns an additional spell.

### Level 4

**Essence Mastery** - Increase the size of the essence pool by +3 or more.

**Metamagic Remembrance** - Gain a metamagic feat for which you meet the prerequisites under special circumstances, as well as the ability to apply it to reaper spells for additional essence points.

### Level 6

**Eternal Companionship** - Gain an animal companion. **Feral Speech** - Gain the ability to speak with animals as

the speak with animals spell. **Friends in the Afterlife** - When germinating with a

chosen soulsown while threshed to the one with this talent, you can germinate without expending a daily germination.

**Nature's Tricks** - Throw a ball of lint that transforms into an animal as a *gray bag of tricks*.

**Primal Rage** - Gain the ability to cast spells while raging.

**Totemic Mastery** - Each totem you know is deployed for free (except for the channeled spell cost) the first time you do so daily.

**Whispered Knowledge** - When germinating with a soulsown with this talent, gain enduring knowledge of one of that soulsown's spells.

### Level 8

Rage Memory - Gain a barbarian rage power.

**Totemic Rapidity** - Deploying totems no longer increases the casting time of the channeled spell. This can be quickened once daily.

### Level 10

**Garbled Magic** - Spend 2 essence points to mimic a *rod* of wonder.

**Limited Immortality** - Suppress the negative effects of aging.

**Magic Rage** - Gain +1 DC and +1 CL to druid spells while raging.

**Nature's Herd** - Throw a ball of lint that transforms into an animal as a *rust bag of tricks*.

### Level 12

**Form of the Soulsown** - Turn both invisible and incorporeal for a time, but lose the ability to take any actions other than movement.

### Level 14

Deep Magic - Learn a 7th-level spell.

**Enhanced Rage** - Eternal rage now grants an additional +2 morale bonus to Strength and Constitution, and an additional +1 morale bonus to Will saves.

**Nature's Stampede** - Throw a ball of lint that transforms into an animal as a *tan bag of tricks*.

Level 18

Deeper Magic - Learn an 8th-level spell.

Level 20

**Deep Threshing** - You are incorporeal, and can suppress this at will.

**Omniknowledge** - Gain an omniknowledge slot, which can be used to learn any 1st through 6th-level spell temporarily.

**Overbearing Memory** - When germinating with a soulsown with this talent, gain the benefits of three other talents that normally require you to be threshed, but lose your threshed soulsown's level 20 talent.

**Supreme Rage** - Your eternal rage talent now grants a +7 morale bonus to Strength and Constitution, a +4 morale bonus to Will saves, and you are now immune to fatigue and exhaustion.

**Twin Fetishes** - Gain the ability to have two concurrent deployed totems, and increase the size of the totem pool by +5 points.

**Well of Essence** - Your essence pool increases in size by +10 points.



According to the work of HP Lovecraft, whipoorwills = avian necromancers.

### Other

Adaptable Auras - Req. aura totem. Expand the compatible spell list for aura totems, albeit with an additional cost.

**Aura Totem** - Req. know a compatible spell. Deploy a totem that radiates a harmless, area-of-effect spell that affects allies in range.

**Benefactor Totem** - Req. know a compatible spell, aura totem. Deploy a totem that grants a beneficial spell to one ally at a time.

**Devastation Totem** - Req. know a compatible spell, aura totem. Deploy a totem that hurls fire or lightning once per round.

**Eccentric Past** - Req. skilled past. Effectively gain ranks in any skill equal to 3/4 reaper level, rounded down.

**Elementary Echoes** - Req. a spell that can summon elementals. Speed up the summoning of one type of elementals.

**Enhanced Companion** - Req. an animal companion or familiar from a talent (14 ways to do this!). Animal companion or familiar's strength is based on an effective level equal to your reaper level.

**Eternal Rage** - Req. hale and hearty. Gain the ability to rage, gaining a +4 morale bonus to Strength and Constitution, a +2 morale bonus to Will saves, a -2 penalty to AC, and the inability to do much of anything that requires actual thought.

**Multimorph** - Req. knowledge of a polymorph spell. You can change the form granted by a polymorph spell you cast upon yourself.

**Nature's Bolstering** - Req. nature's tricks. Gain the benefits of Augment Summoning when using nature's tricks, nature's herd, and nature's stampede, and roll twice and take the desired result when randomly determining animals summoned.

**Nature's Wrath** - Req. nature's bolstering, nature's stampede. Rather than roll twice and take the desired result with nature's bolstering, summon both results rolled.

**Sentry Totem** - Req. know a compatible spell, aura totem. Deploy a long-lived totem that fires a spell at the first non-friendly creature to get in range.

**Skilled Soul** - Req. skilled past. When germinating, you may spend 2 essence points to gain the benefits of all skilled past talents possessed by that soulsown.

**Totemic Essence** - Req. totemic pool. Gain the ability to expend totem points on 1st-level spells that are channeled into totems.

**Totemic Pool** - Req. aura totem. Gain a totem pool, which can be used to deploy totems and power other totem talents. For each other "totemic" talent you know, gain additional totem points.

**Totemic Reclamation** - Req. benefactor totem OR sentry totem. Gain the ability to dismiss totems for a refund, under specific circumstances.

**Totemic Retribution** - Req. aura totem. Totems destroyed by hit point damage lash out at their destroyers, dealing damage.

**Totemic Shift** - Req. aura totem. Move a totem as a swift action.

**Totemic Sight** - Req. sentry totem. Gain the ability to see through a deployed sentry totem.

### SOULSOWN TALENT LIST

### **Advanced Gloriana**

Compatible Seeds: Divine Prerequisite: Gloriana, reaper level 12th

You gain the second domain ability (that is to say, the ability first granted sometime after 1st level, usually between 6th and 8th) of the cleric domain you chose with the gloriana talent. Your effective cleric level is equal to your reaper level.

### **Advanced Polytheism**

Compatible Seeds: Divine Prerequisite: Polytheism, reaper level 16th

You gain the second domain ability (that is to say, the ability first granted sometime after 1st level, usually between 6th and 8th) of the cleric domain you chose with the polytheism talent. Your effective cleric level is equal to your reaper level.



### Arcane Additives (Su)

Compatible Seeds: Arcane Prerequisite: Better living through chemistry

When consumed, a potion created by the better living through chemistry talent grants a +1 bonus to caster level to the next spell the consumer casts within the next minute. In order to gain benefit from this talent, the spell's spell level must be less than or equal to the spell level of the potion.

### Arcane Reserve (Su)

Compatible Seeds: Arcane Prerequisite: Reaper level 2nd

Once per day as a swift action, you may grant yourself 1d4 temporary essence points which last until the beginning of your next turn. This ability may be used twice per day at 7th level and three times per day at 13th level.

Starting at 5th level, the first time you germinate with a soulsown with this talent daily, you may reroll the dice that determine how many temporary essence points you get for germinating. You must take the second result, even if it's worse.

### **Barreling Through (Ex)**

Compatible Seeds: Martial Prerequisite: Techniques

Whenever you bull rush a creature while charging, you may expend 1 technique point. If you do, you may make a single attack against that creature at the end of your movement as a swift action.

### Better Living through Chemistry (Su)

Compatible Seeds: Arcane, Divine, Martial Prerequisite: Reaper level 4th

Whenever you replenish your essence pool, you create 2 *potions of cure light wounds* with a caster level equal to your reaper level. These potions cannot be sold, and persist until the next time you replenish your essence pool.

### Call Arrows (Su)

Compatible Seeds: Martial Prerequisite: Summon weapon seed ability

If a ranged weapon you created with the summon weapon seed ability is currently in existence, you may expend 1 essence point or 1 technique point to summon 10 units of ammunition for it as a swift action. This ammunition has the same enhancement modifier as the summoned weapon, if any, and any remaining ammunition vanishes when the weapon vanishes.

### Cantillation (Sp)

Compatible Seeds: Divine Prerequisite: Lingering fortune

Whenever you cast a divine spell, you may expend 1 fortune point as a swift action. If you do, choose AC, attack, Fortitude saves, Reflex saves, or Will saves. For rounds equal to half your reaper level, rounded down, you radiate a 30-ft. radius aura that moves when you do . An ally within this aura may end your cantillation as an immediate action to gain a +4 insight bonus to his next roll of the chosen type made this round. You cannot use this talent while you already have an ongoing cantillation.

### Cantrips

Compatible Seeds: Arcane, Divine, Primal

The soulsown gaining this talent learns three oth-level spells. As oth-level spells have a spell level of o, their essence point cost is also o, and since they are known spells, the soulsown's reaper gains access to them while bonded to the soulsown in any fashion.

### Cheat Death (Su)

Compatible Seeds: Divine, Martial Prerequisite: Reaper level 20th

The first time a failed saving throw would result in your death each day, you are retroactively considered to have rolled a natural "20" for that saving throw instead.

### Closed Fist (Ex)

Compatible Seeds: Martial

Prerequisite: Muscle memory (improved unarmed strike), techniques

Your unarmed damage is as a monk equal to half your reaper level, rounded up. You may expend 2 technique points as a swift action to make your unarmed damage as a monk equal to your reaper level until the end of your turn.



**Contingent Chest (Su)** Compatible Seeds: Arcane Prerequisite: Reaper level 6th

You may expend 3 essence points as a standard action to cause a single object you own with a weight of up to 10 pounds to vanish into thin air. The next time you initiate germination with the soulsown with this talent, the object you selected to have vanish reappears in your choice of in your hands, at your feet, or in an unoccupied, adjacent square. You cannot cause new objects to vanish if you are waiting to collect outstanding vanished items.

Starting at 11th level, you may choose up to two items with a combined weight of up to 20 pounds to vanish in this manner, increasing to up to three items with a combined weight of up to 30 pounds at 17th level.

### **Corrupting Hands (Su)**

Compatible Seeds: Divine Prerequisite: Touch of corruption

Choose an antipaladin cruelty to which you would have access had you an antipaladin level equal to your reaper level. You learn the chosen cruelty, and may apply exactly one known cruelty to a use of your touch of corruption talent at no additional cost. In addition, you may use the touch of corruption talent an additional time per day.

**Special:** You can gain corrupting hands multiple times. Each time, select a new cruelty. The additional uses of touch of corruption stack.

### Darkvision (Ex)

Compatible Seeds: Primal

You gain darkvision 60 ft. If you already have darkvision from another source, then the radius of that darkvision effect increases by +30 feet instead.

### **Deep Magic**

Compatible Seeds: Arcane, Divine, Primal Prerequisite: Reaper level 14th

Your soulsown learns a single 7th-level spell from the appropriate spell list (wizard for arcane, cleric for divine, or druid for primal). This spell does not need to follow the Pyramid Rule.

### Deep Threshing (Su)

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Reaper level 20th

You are incorporeal. You may suppress and resume this effect as a standard action.

### **Deeper Magic**

Compatible Seeds: Arcane, Divine, Primal Prerequisite: Deep magic, reaper level 18th

Your soulsown learns a single 8th-level spell from the appropriate spell list (wizard for arcane, cleric for divine, or druid for primal). This spell does not need to follow the Pyramid Rule.

### **Detect Opposition (Sp)**

Compatible Seeds: Divine

At will, you can use *detect good*, as the spell, save that you detect alignments that are opposed to yours on at least one alignment axis rather than simply detecting Good. For example, if you are Lawful Evil, you can detect both Chaotic and Good, while if you are Neutral Good, you can detect only Evil. If you are True Neutral, you treat Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil as opposed alignments and only detect these exact combinations rather than opposition on a single axis. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it opposes your alignment, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect the alignment of any other object or individual within range.

### Divine Additives (Su)

Compatible Seeds: Divine Prerequisite: Better living through chemistry

When consumed, a potion created by the better living through chemistry talent grants a +1 luck bonus to attack rolls, skill checks, saving throws, and ability checks for 1 minute.

### Dual Touch (Su)

Compatible Seeds: Divine Prerequisite: Lay on hands OR touch of corruption, reaper level 10th

A soulsown with this talent may learn both the lay on hands and touch of corruption talents. Additionally, you may expend daily uses of the lay on hands talent and the touch of corruption talent interchangeably. Finally, you may use the lay on hands or touch of corruption talents an additional two times per day.

### **Eccentric Past (Ex)**

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Skilled past

The secret to a well-rounded life is a well-rounded skill set. Choose a skill. You are considered to have ranks in the chosen skill equal to three-quarters your reaper level, rounded down, minimum 1, unless you already have more ranks than this.

### **Echoes of an Arcane Heritage**

### Compatible Seeds: Arcane

Prerequisite: Murmurs of an arcane heritage, reaper level 12th

You gain the benefits of the 9th-level bloodline power associated with the bloodline you chose with the whispers of an arcane heritage talent. For the purpose of this ability, your effective sorcerer level is equal to your reaper level.

### **Elementary Echoes (Sp)**

Compatible Seeds: Arcane, Divine, Primal Prerequisite: Know at least one spell that can summon elementals

When taking this talent, choose air, earth, fire, or water. Twice per day, whenever you summon elementals of the chosen element with a spell that normally has a casting time of 1 round, you may reduce the casting time of that spell to a full-round action. Starting at 8th level, you may expend two daily uses of this talent to reduce the casting time of such a spell to a standard action. At 8th and 16th level, this talent gains an additional daily use, to a maximum of four at 16th level.

### Enhanced Blade (Sp) [Enhancement]

Compatible Seeds: Martial

Prerequisite: Summon weapon seed ability - taken at least 3 times

Whenever you create a piece of equipment with the summon weapon seed ability, you may choose a special ability with an enhancement modifier of +1. That piece of equipment gains the chosen special ability for the duration of its existence.

**Note:** Note the vague language. That means if you have the summon armor talent, you can give special abilities to your summoned armor, too! The same is true for call arrows.

**Special:** You can only apply a single enhancement talent to a piece of equipment created with the summon weapon seed ability.



### Enhanced Companion (Su)

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Advanced gloriana (animal companion or familiar ability) OR advanced polytheism (animal companion or familiar ability) OR eternal companionship OR familiar faces OR magic memory (eldritch heritage [animal companion or familiar ability]) OR magic memory (greater eldritch heritage [animal companion or familiar ability]) OR magic memory (improved eldritch heritage [animal companion or familiar ability]) OR murmurs of an arcane heritage (animal companion or familiar ability) OR muscle memory (eldritch heritage [animal companion or familiar ability]) OR muscle memory (greater eldritch heritage [animal companion or familiar ability]) OR muscle memory (improved eldritch heritage [animal companion or familiar ability]) OR resurgent heritage (animal companion or familiar ability) OR resplendent heritage (animal companion or familiar ability) OR whispers of an arcane heritage (animal companion or familiar ability)

Choose any one prerequisite talent that you possess that gives you an animal companion or familiar. Your effective class level for the purpose of determining the strength of the animal companion or familiar granted by that talent is equal to your reaper level.

**Normal:** Your effective class level for the purpose of determining the strength of an animal companion or familiar granted by a soulsown talent is equal to your reaper level -3.

**Special:** You can gain enhanced companion multiple times. Each time, select a new prerequisite talent that you possess that gives you an animal companion or familiar.



### **Enhanced Rage (Ex)** Compatible Seeds: Martial, Primal Prerequisite: Eternal rage, reaper level 14th

The morale bonus to your Strength and Constitution granted by flying into a rage with the eternal rage talent increases by +2, to a total of +6, and the morale bonus to Will saves increases by +1, to a total of +3.

### **Essence Mastery (Ex)**

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Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Reaper level 4th

The size of your essence pool increases by +3 points, plus an additional point for every four reaper levels you possess beyond 4th, to a maximum of 7 points at 20th level.

### Eternal Bond (Su)

Compatible Seeds: Arcane, Divine

When you become threshed to a soulsown with this talent, choose a non-magical item you possess. For the duration of your threshing, whenever you cast a spell without the chosen item on your person, you must succeed on a DC 20 + the spell's spell level concentration check or lose the spell; however, while in possession of the item, you may cast any one spell the soulsown knows without expending essence points to do so once per day.

Starting at 8th level, once per day while the chosen item is in your possession, you may cast any 1st-level spell the soulsown knows without expending essence points to do so. This increases to twice per day at 16th level.

### **Eternal Companionship (Ex)**

Compatible Seeds: Primal Prerequisite: Reaper level 6th

You gain the service of an animal companion. Your effective druid level for this animal companion is equal to your reaper level -3. (See **Sidebar: Reapers and Pets** for details on how soulsown interact with pets of all stripes.)

### Eternal Rage (Ex)

Compatible Seeds: Martial, Primal Prerequisite: Hale and hearty

You gain the ability to call upon inner reserves of strength and ferocity, granting you additional combat prowess. Starting at 1st level, you can rage for three rounds per day. At each level after 1st, you can rage for 1 additional round. Whenever you would expend a round of your daily rage duration, you may expend an essence point instead. You can enter rage as a free action. The total number of rounds of rage per day is renewed whenever your essence pool replenishes itself.

While in rage, you gain a +4 morale bonus to your Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 2 hit points per Hit Die, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligencebased skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

### Extended Summoning (Su)

Compatible Seeds: Martial Prerequisite: Summon weapon seed ability

Equipment created with the summon weapon seed ability persists for 1 minute per reaper level, but only if it remains in your possession. Equipment that leaves your possession immediately reverts to a 1 minute duration, and disappears immediately if that first minute has already elapsed.

**Note:** Note the vague language. That means this talent also functions with summon armor and call arrows.

### Familiar Faces (Ex)

Compatible Seeds: Arcane Prerequisite: Reaper level 6th

You gain the service of a familiar. Your effective wizard level for this familiar is equal to your reaper level - 3. (See **Sidebar: Reapers and Pets** for details on how soulsown interact with pets of all stripes.)

### Feral Speech (Sp)

Compatible Seeds: Primal Prerequisite: Reaper level 6th

You gain the ability to speak with and understand the response of any animal as if using *speak with animals*, though each time you speak to animals, you must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. You can make yourself understood as far as your voice carries. This talent does not predispose any animal addressed toward you in any way.

### Form of the Soulsown (Sp)

Compatible Seeds: Primal Prerequisite: Reaper level 12th

Twice per day as a standard action, you commune with your soulsown in an effort to both understand and embody their particular means of existence. You become both incorporeal and invisible for rounds equal to your reaper level, though you may take no action other than move while in this state. You may end this state prematurely as a standard action.

### Fortune's Favored (Su)

Compatible Seeds: Divine Prerequisite: Lingering fortune, reaper level 20th

You may use the lingering fortune talent twice per round. In addition, the size of your fortune pool increases by +5 points.

### Friends in the Afterlife (Ex)

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Reaper level 6th

When taking this talent, select another soulsown you possess. The soulsown taking this talent considers the selected soulsown to be its friend. Once per day, you may initiate germination with the befriended soulsown without expending one of your daily germinations. You do not gain temporary essence points when initiating germination with this talent.

### Garbled Magic (Sp)

Compatible Seeds: Arcane, Divine, Primal Prerequisite: Reaper level 10th

You may expend 2 essence points as a standard action to launch a volley of chaotic magic. Treat this volley of chaotic magic as equivalent to activating a *rod of wonder*, save that the caster level of the effect is equal to your reaper level and the DC of any saving throw called for by this talent is equal to 10 + 1/2 your reaper level + the key casting ability modifier for the soulsown with this talent.

### Garbling Magic (Sp)

Compatible Seeds: Arcane Prerequisite: Garbled magic

Twice per day, you may attempt to counter any spell as an immediate action as though you had readied an action to cast *greater dispel magic* with the intent to counterspell. This costs 3 essence points. If you successfully counter the spell, that spell does not totally dissipate. Instead, the magic becomes chaotic and equivalent to that spell's caster activating a *rod of wonder*. The caster level of the effect is equal to that of the "countered" spell's caster, and the DC of any saving throw called for by that burst of chaotic magic is equal to 10 + 1/2 the caster's caster level + the key casting ability modifier for that creature.

### Gloriana

Compatible Seeds: Divine Prerequisite: Reaper level 4th

Choose a cleric domain. You gain the 1st-level domain ability of that domain with an effective cleric level equal to your reaper level.

### Greater Living through Chemistry (Su)

Compatible Seeds: Arcane, Divine, Martial Prerequisite: Better living through chemistry, reaper level 10th

Your better living through chemistry talent now creates potions of cure moderate wounds instead of potions of cure light wounds. In addition, the talent produces +2 potions.

### Greater Enhanced Blade (Sp) [Enhancement]

Compatible Seeds: Martial Prerequisite: Enchanced blade, summon weapon seed ability - taken at least 5 times

Whenever you create a weapon with the summon weapon seed ability, you may grant that weapon one of the following weapon special abilities for the duration of its existence: *corrosive burst, flaming burst, frost burst,* or *shocking burst.* 

**Special:** You can only apply a single enhancement talent to a piece of equipment created with the summon weapon seed ability.



### Hale and Hearty (Ex)

Compatible Seeds: Martial, Primal

Your maximum hit points increase by an amount equal to your reaper level.

### Harvesting Strike (Su) [Enhancement]

### Compatible Seeds: Martial

Prerequisite: Summon weapon seed ability, reaper level 10th

Whenever you create a weapon with the summon weapon seed ability, you may impregnate the blade with a measure of cold hunger, granting it a hunger charge. Whenever you hit with the summoned weapon, you may expend the hunger charge, gaining temporary hit points equal to the number rolled for that weapon's base damage die. If you expend your hunger charge on a critical hit, you gain temporary hit points equal to the highest roll made for the weapon's base damage die on that attack. These temporary hit points persist for 1 round.

If you expend your hunger charge on an attack that kills or destroys a creature, you regain your hunger charge.

**Special:** You can only apply a single enhancement talent to a piece of equipment created with the summon weapon seed ability.

### **Heal and Harm (Sp)** Compatible Seeds: Divine, Primal

While threshed to a soulsown with this talent, that soulsown learns the spells listed in the table below. As knowledge of these spells is transient, they do not follow the Pyramid Rule.

TABLE: HEAL AND HARM			
Spells	Spell Level	Required Reaper Level	
cure light wounds, inflict light wounds	1st	1st	
cure moderate wounds, inflict moderate wounds	2nd	5th	
cure serious wounds, inflict serious wounds	3rd	10th	
cure critical wounds, inflict critical wounds	4th	15th	

### Hound's Nose (Ex)

Compatible Seeds: Primal

You gain the scent universal monster ability.



### House Call (Su)

Compatible Seeds: Arcane, Divine, Martial Prerequisite: Better living through chemistry

Whenever you initiate germination with a soulsown with this talent, you gain a potion as created by the better living through chemistry talent. This potion is modified by all talents the germinating soulsown knows that modify better living through chemistry, even though you're not threshed. This potion persists for the duration of the germination.

For example, if germinating with a soulsown that knows this talent, divine additives, and greater living through chemistry, you get a *potion of cure moderate wounds* that grants a +1 luck bonus to attack rolls, skill checks, saving throws, and ability checks for 1 minute when consumed.

In addition, your better living through chemistry talent produces  $+1\,\mathrm{potion}.$ 

### Lay on Hands (Su)

Compatible Seeds: Divine Prerequisite: Reaper level 4th

You gain the ability to heal wounds (your own or those of others) by touch. You may use this ability once per day, plus an additional time per day starting at 8th level. With one use of this ability, you can heal 1d6 hit points of damage for every two reaper levels you possess. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability.

Alternatively, you can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two reaper levels you possess. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

A soulsown with this talent cannot learn the touch of corruption talent.

### Lifetime of Healing (Su)

Compatible Seeds: Divine Prerequisite: Reaper level 8th

One of the best parts of binding with aggregations of souls is all the life experiences. By taking bits and pieces from here and there, you can make the greatest surgeon, tactician, barista, and so on who ever lived, albeit somewhat fractured, somewhat insane, and unable to interact with the material world properly. Your cure spells (spells with "cure" in the name) heal an additional +1d8 points of damage. Starting at 13th level, your cure spells of 3rd level or higher heal an additional +2d8 points of damage instead.



### Lifetime of Teaching (Su)

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Reaper level 2nd

Twice per day, you may grant yourself a temporary fortune, presto, technique, or totem point as a swift action. This temporary point lasts until the end of your next turn. Starting at 11th level, this ability may be used an additional time per day.

### Limited Immortality (Ex)

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Reaper level 10th

You discover a cure for aging; if only the knowledge actually rested with you and not with one of your soulsown! If you are taking penalties for advanced age, they are suppressed.

### Lingering Fortune (Su) Compatible Seeds: Divine

You gain a pool of fortune points, a measure of your ability to twist fate in your favor. The number of points in your fortune pool is equal to 1 plus one-quarter your reaper level (rounded down), to a maximum of six points at 20th level. Once per round, you may expend 1 fortune point to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. You must decide to use this ability before the first roll is made.

Starting at 8th level, you may designate a willing creature within 30 feet as a fortunate recipient as a standard action. This effect is permanent, but ends when you are no longer within 30 feet of your recipient. The recipient may expend fortune points from your pool to grant himself rerolls as detailed above.

The fortune pool replenishes itself whenever you replenish your essence pool.

### Lingering Hands (Su)

Compatible Seeds: Divine

Prerequisite: Lay on hands OR touch of corruption

Whenever your lay on hands talent heals a target up to its maximum hit points, any excess points persist for 1 minute as temporary hit points, up to a maximum number of temporary hit points equal to your reaper level. Similarly, whenever your touch of corruption heals an undead creature up to its maximum hit points, the same thing happens. In addition, you may use the lay on hands or touch of corruption talents an additional time per day.

### Lingering Misfortune (Su)

Compatible Seeds: Divine Prerequisite: Lingering fortune, reaper 4th level

The size of your fortune pool increases by +1 point. In addition, you may expend 1 fortune point as an immediate action to force a creature within 30 feet to roll twice and take the worse result on its next attack roll made against you or saving throw made against one of your spells or abilities before the beginning of your next turn. Once affected by this talent, a creature cannot be affected again for 24 hours.



### Magic in the Blood (Sp)

Compatible Seeds: Arcane Prerequisite: Whispers of an arcane heritage

You learn the 1st-level bloodline bonus spell associated with the bloodline you chose with the whispers of an arcane heritage talent. Spells learned through this talent do not count toward your known spells for the purpose of the Pyramid Rule, and you may cast each spell learned through this talent once per day without expending essence points to do so. This talent grants knowledge of additional bloodline bonus spells for each of the talents you possess in the table below.

TABLE: MAGIC IN THE BLOOD		
If You Have This Talent	Then You Know This Spell	
Murmurs of an arcane heritage	2nd-level bloodline spell	
Echoes of an arcane heritage	3rd-level bloodline spell	
Resurgent heritage	4th-level bloodline spell	
Resplendent heritage	5th-level bloodline spell	

### Magic Memory (Ex)

Compatible Seeds: Arcane, Divine, Primal

Choose a feat for which you would meet the prerequisites if you had a caster level equal to your reaper level and the ability to cast the spells the soulsown gaining this talent knows. (Since you are considering meeting these prerequisites from the point of view of your character while bound to the soulsown gaining this talent, you also use your ability scores, feats known, skill ranks, and feats granted by the soulsown gaining this talent to see if you meet said prerequisites.) For the purpose of this talent, you are considered to be an arcane caster if the soulsown gaining this talent has the arcane seed, or a divine caster if the soulsown has the divine or primal seeds. You gain the chosen feat as a bonus feat.

**Special:** You can gain this talent multiple times. Each time, choose another qualifying feat.

### Magic Rage (Ex)

Compatible Seeds: Primal Prerequisite: Primal rage, reaper level 10th

While raging with the eternal rage talent, spells you cast from the druid spell list have a +1 bonus to the Difficulty Class of any saving throws they call for. Additionally, you also treat your caster level as +1 higher when casting spells from the druid spell list while raging with the eternal rage talent.

### Martial Additives (Su)

Compatible Seeds: Martial Prerequisite: Better living through chemistry

When consumed, a potion created by the better living through chemistry talent grants temporary hit points equal to the amount it healed. These temporary hit points persist for 1 round.

### Martial Clarity (Su)

Compatible Seeds: Martial Prerequisite: Reaper level 20th

Your base attack bonus contribution from your reaper level remains equal to your reaper level even when you are germinating with a non-martial soulsown. In addition, you gain 5 temporary hit points at the beginning of each of your turns. These temporary hit points persist for 1 round.

### Merciful Hands (Su)

Compatible Seeds: Divine Prerequisite: Lay on hands

Choose a paladin mercy to which you would have access had you a paladin level equal to your reaper level. You learn the chosen mercy, and may apply exactly one known mercy to a use of your lay on hands talent at no additional cost. In addition, you may use the lay on hands talent an additional time per day.

**Special:** You can gain merciful hands multiple times. Each time, select a new mercy. The additional uses of lay on hands stack.

### Metamagic Remembrance (Sp)

Compatible Seeds: Arcane, Divine, Primal Prerequisite: Reaper level 4th

Choose a metamagic feat for which you would meet the prerequisites if you had a caster level equal to your reaper level and the ability to cast the spells the soulsown gaining this talent knows. (Since you are considering meeting these prerequisites from the point of view of your character while bound to the soulsown gaining this talent, you also use your ability scores, feats known, skill ranks, and feats granted by the soulsown gaining this talent to see if you meet said prerequisites.) When casting a spell using your essence pool, you may expend additional essence points equal to the chosen metamagic feat's level increase to apply the effects of that metamagic feat to the spell. The number of essence points spent on a spell and all metamagic affecting it cannot exceed half your reaper level, rounded down.

**Special:** You can gain this talent multiple times. Each time, choose another qualifying metamagic feat.

### Metamagical Medic (Sp)

Compatible Seeds: Divine Prerequisite: Metamagic remembrance

Whenever you apply the effects of exactly one metamagic feat to a cure spell (a spell with "cure" in its name) through the use of the metamagic remembrance talent, you treat the level increase of that metamagic feat as though it were -2 lower, minimum +1 unless natively +0.

### Multimorph (Sp)

Compatible Seeds: Arcane, Primal

Prerequisite: Know at least one spell of the polymorph subschool

While affected by a spell of the polymorph subschool that you cast upon yourself, you may assume another form allowed by that spell as a standard action. This change persists for the remainder of the spell's duration, or until you use this talent to change it again. You may use this talent twice per day, plus an additional time per day for every six reaper levels you possess.

### **Murmurs of an Arcane Heritage**

Compatible Seeds: Arcane

Prerequisite: Whispers of an arcane heritage, reaper level 8th

You gain the benefits of the 3rd-level bloodline power associated with the bloodline you chose with the whispers of an arcane heritage talent. For the purpose of this ability, your effective sorcerer level is equal to your reaper level.

### Muscle Memory (Ex)

Compatible Seeds: Martial

The first time you take this talent, choose fighter or monk. Choose a feat for which you would meet the prerequisites if you had a fighter or monk level (the one you chose above) equal to your reaper level. (Since you are considering meeting these prerequisites from the point of view of your character while bound to the soulsown gaining this talent, you also use your ability scores, feats known, skill ranks, and feats granted by the soulsown gaining this talent to see if you meet said prerequisites.) You gain the chosen feat as a bonus feat.

**Special:** You can gain this talent multiple times. Each time, choose another qualifying feat.

### Nature's Bolstering (Sp)

Compatible Seeds: Primal Prerequisite: Nature's tricks

You are treated as though you had the Augment Summoning feat for the purpose of animals produced by the nature's herd, nature's stampede, and nature's tricks talents. In addition, you roll twice and choose which result to take when rolling to see what sort of animal the aforementioned talents summon.

### Nature's Herd (Sp)

Compatible Seeds: Primal Prerequisite: Nature's tricks, reaper level 10th

Once per day, you may pull a piece of lint our of your ear, nose, or other, similar orifice, then throw it, a standard action. Treat the action of producing a throwing said ball of lint as equivalent to throwing the fuzzy ball found in a rust bag of tricks. See the nature's tricks talent for how this talent compares and contrasts with an actual bag of tricks. This is a conjuration (summoning) effect. Starting at 16th level, you may use this ability an additional time per day.

Additionally, rather than expend a daily use of this talent to activate it, you may instead expend two daily uses of the nature's tricks talent.

### Nature's Stampede (Sp)

Compatible Seeds: Primal Prerequisite: Nature's herd, reaper level 14th

Once per day, you may pull a piece of lint our of your ear, nose, or other, similar orifice, then throw it, a standard action. Treat the action of producing a throwing said ball of lint as equivalent to throwing the fuzzy ball found in a *tan bag of tricks*. See the nature's tricks talent for how this talent compares and contrasts with an actual bag of tricks. This is a conjuration (summoning) effect. Starting at 20th level, you may use this ability an additional time per day.

Additionally, rather than expend a daily use of this talent to activate it, you may instead expend two daily uses of the nature's herd talent.



### Nature's Tricks (Sp)

Compatible Seeds: Primal Prerequisite: Reaper level 6th

Once per day, you may pull a piece of lint out of your ear, nose, or other, similar orifice, then throw it, a standard action. Treat the action of producing and throwing said ball of lint as equivalent to throwing the fuzzy ball found in a *gray bag of tricks*. Like the fuzzy ball of a *bag of tricks*, your piece of lint produces a random animal as shown on **Table: Bag of Tricks** (see your favorite source for core content). Animals created in this manner serve you for 10 minutes before vanishing and must be commanded as the Handle Animal skill. You may only have one animal from this ability in existence at a time. This is a conjuration (summoning) effect. At 12th and 18th levels, you may use this ability an additional time per day, to a maximum of three times per day at 18th level.

### Nature's Wrath (Sp)

Compatible Seeds: Primal Prerequisite: Nature's bolstering, nature's stampede

The nature's bolstering talent no longer allows you to roll twice and choose one when rolling to see what sort of animal the nature's herd, nature's stampede, and nature's tricks talents summon. Instead, you summon both rolled results, where one summoned creature appears where the ball of lint lands, and the second appears adjacent to the first, if possible. If there is no space for two animals, randomly select one not to be summoned.

If you have the Superior Summoning feat, then you summon an additional copy of one of the two animals you summon in this manner, chosen randomly.

### **Omniknowledge (Sp)**

Compatible Seeds: Arcane, Divine, Primal Prerequisite: Reaper level 20th

You gain an omniknowledge slot. As a free action, you can fill an empty omniknowledge slot with any 1st through 6th-level spell that is on the spell list of the soulsown with this talent. The soulsown knows whatever spell is in the omniknowledge slot, and, by extension, this means you can cast that spell. The omniknowledge slot empties itself whenever you replenish your essence pool for the day, thus allowing you to put a new spell into the slot.

### **Overbearing Memory (Su)**

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Reaper level 20th

Whenever you initiate germination with a soulsown with this talent, choose three other talents that it knows. You gain the benefits of all of the chosen talents as though you were threshed with that soulsown, but do not gain the benefits of the 20th-level talent of your threshed soulsown, if any, for the duration of the germination.

**Phantom Alchemy (Su)** Compatible Seeds: Arcane, Martial

Once per day, you can create a cache of alchemical goods that appears in your arms as a standard action. Both hands must be empty to use this ability, as the cache tends to be fairly substantial. Your cache of alchemical goods consists of the following:

• a flask of acid, plus an additional flask of acid for every two reaper levels you possess;

• a flask of alchemist's fire, plus an additional flask of alchemist's fire for every three reaper levels you possess;

- 10 tindertwigs;
- 2 sunrods;

• a smokestick for every four reaper levels you possess;

• and a tanglefoot bag if your reaper level is 8th or higher.

Alchemical goods produced in this manner are partially insubstantial and cannot be sold. They persist until you replenish your essence pool.

Whenever you initiate germination with a soulsown with this talent, you may create a single copy of any alchemical good you normally gain when creating your alchemical cache as a free action. (For example, since you cannot get tanglefoot bags until 8th level, you cannot create a tanglefoot bag in this manner until 8th level.) This alchemical good appears in an empty hand, and persists for the duration of the germination.

### Phantom Danger Zone (Su)

Compatible Seeds: Arcane, Martial Prerequisite: Phantom alchemy, prestidigitization OR techniques, reaper level 6th

Whenever you throw a flask of acid or a flask of alchemist's fire created by the phantom alchemy talent, you may expend 1 presto point or 1 technique point. If you do, the splash radius of that flask increases by +5 feet, you apply your choice of your Intelligence modifier or your Charisma modifier to all damage dealt by the flask, and the damage dealt by that flask ignores energy resistance (but not energy immunity). In addition, the cache of alchemical goods created by the phantom alchemy talent produces an additional 2 flasks of acid, an additional 2 flasks of alchemist's fire, and an additional tanglefoot bag.

### Phantom High Explosives (Su)

Compatible Seeds: Arcane, Martial

Prerequisite: Phantom alchemy, reaper level 4th

Acid and alchemist's fire produced by the phantom alchemy talent deal an additional 1d6 points of damage on a direct hit, as well as an additional point of splash damage. In addition, the cache of alchemical goods created by the phantom alchemy talent produces an additional 2 flasks of acid and an additional 2 flasks of alchemist's fire.

**Special:** You gain phantom high explosives multiple times. Its effects stack, but the required reaper level increases by +6 each time you take it.

### Philosopher's Stone (Su)

Compatible Seeds: Arcane Prerequisite: Reaper level 20th

The grand irony of it all is that you had to glom dozens of dead sages and wizards together before somebody figured out how to make this thing. Once weekly, a sum of 250 pieces of gold materializes somewhere on your person, the result of the various souls comprising the soulsown with this talent tinkering with a spiritual variant of a philosopher's stone.

### Physical Aptitude (Ex)

Compatible Seeds: Martial Prerequisite: Hale and hearty, reaper level 8th

Choose Strength, Dexterity, or Constitution. You gain a +1 inherent bonus to the chosen ability score, increasing to a +2 inherent bonus at 16th level.

### Polytheism

Compatible Seeds: Divine Prerequisite: Gloriana, reaper level 8th

Choose a cleric domain other than the one you chose with the gloriana talent. You gain the 1st-level domain ability of that domain with an effective cleric level equal to your reaper level.

### Presto Changeo! (Sp)

Compatible Seeds: Arcane Prerequisite: Scholastic prestidigitization, reaper level 20th

The size of your presto pool increases by +5 points. Additionally, you are treated as though you chose all of the schools of magic listed in the scholastic prestidigitization talent.

### Primal Rage (Su)

Compatible Seeds: Primal Prerequisite: Eternal rage, reaper level 6th

You can now cast spells from the druid spell list while in a rage sourced from the eternal rage talent. In addition, you may rage for an additional +3 rounds per day.



**Prestidigitization (Sp)** Compatible Seeds: Arcane Prerequisite: Reaper level 4th

You gain a pool of presto points, a measure of your ability to add pizzazz to your magic. The number of points in your presto pool is equal to 2, plus one-third your reaper level, for a maximum of 8 at 18th level.

Whenever you cast a spell known by the soulsown with this talent, you may expend a presto point. If you do, you add one of the following effects to that spell without increasing its cost or casting time. These effects require that the spell have a particular descriptor.

*Deafen* - (Requires sonic descriptor) Creatures affected by the spell are dazzled and deafened for 1 round. This effect is negated if the creature successfully saves against the spell.

*Freeze* - (Requires cold descriptor) Creatures affected by the spell are entangled for 1 round. This effect is negated if the creature successfully saves against the spell.

*Jitters* - (Requires electricity descriptor) Creatures affected by the spell can only make a single attack of opportunity this round, and take a -4 penalty to attack rolls made as part of an attack of opportunity if normally able to make only one attack of opportunity in a round. This effect is negated if the creature successfully saves against the spell.

*Scour* - (Requires acid descriptor) Creatures affected by the spell are sickened for 1 round. This effect is negated if the creature successfully saves against the spell.

*Torch* - (Requires fire descriptor) Creatures affected by the spell light on fire for 1 round as the rules for alchemist's fire. This effect is negated if the creature successfully saves against the spell.

The presto pool replenishes itself whenever you replenish your essence pool, and if you gain multiple talents that expend presto points, you may only use of one of them per spell cast.

### Rapid Summoning (Su)

Compatible Seeds: Martial Prerequisite: Summon weapon seed ability

Three times per day, you may use the summon weapon seed ability as a swift action.

### **Rage Memory**

Compatible Seeds: Martial, Primal Prerequisite: Eternal rage, reaper level 8th

Choose a barbarian rage power whose prerequisites would be met if you had a barbarian level equal to your reaper level -4. You gain the chosen barbarian rage power, but only for the purpose of raging with the eternal rage talent.

**Special:** You can gain rage memory multiple times. Each time, the required reaper level increases by +4 and you choose a new rage power.

### **Resplendent Heritage**

Compatible Seeds: Arcane Prerequisite: Resurgent heritage, reaper level 20th

You gain the benefits of the 20th-level bloodline power associated with the bloodline you chose with the whispers of an arcane heritage talent. For the purpose of this ability, your effective sorcerer level is equal to your reaper level.

### **Resurgent Heritage**

Compatible Seeds: Arcane

Prerequisite: Echoes of an arcane heritage, reaper level 16th

You gain the benefits of the 15th-level bloodline power associated with the bloodline you chose with the whispers of an arcane heritage talent. For the purpose of this ability, your effective sorcerer level is equal to your reaper level.

### Scholastic Prestidigitization (Sp)

Compatible Seeds: Arcane Prerequisite: Prestidigitization, reaper level 8th

The size of your presto pool increases by +2 points. In addition, choose two schools of magic from the list below. Whenever you cast a 3rd-level or higher spell from one of your two chosen schools of magic, you may expend 2 presto points to add the listed effect to that spell. This does not increase the cost or casting time of that spell. Effects added with scholastic prestidigitization target you regardless of the targeting of the spell upon which the effect is added.

Abjuration - You gain a +4 shield bonus to AC for 1 round.

*Conjuration* - You teleport 10 feet as the *dimension door* spell.

*Divination* - You gain a +4 insight bonus to your next d20 roll made before the beginning of your next turn.

*Enchantment* - The next creature to attack you in melee before the beginning of your next turn is dazed for 1 round with a Will save to negate. This effect triggers before the attack resolves, and is a mind-affecting ability.

*Evocation* - The next spell you cast before the end of your next turn gains your choice of one of the following descriptors: acid, cold, electricity, fire, or sonic. In addition, you may use the prestidigitization talent on that spell without paying its presto point cost.

*Illusion* - You become invisible, as the *invisibility* spell, for 1 round. If you perform any action that would end the *invisibility* spell, then this effect ends immediately.

Transmutation - You gain hardness 5 for 1 round.

*Necromancy* - You gain 1d10 + your Charisma modifier temporary hit points. These temporary hit points last until the beginning of your next turn.



### **Second Wind (Ex)** Compatible Seeds: Martial Prerequisite: Techniques

The size of your technique pool increases by +2 points. In addition, as a standard action, you may expend any number of technique points to restore health equal to three times the number of technique points expended. The number of technique points you expend on this talent daily must not exceed your reaper level.

### Secondary Aptitude (Su)

Compatible Seeds: Martial Prerequisite: Physical aptitude, reaper level 12th

Choose one of the two physical ability scores (Strength, Dexterity, Constitution) you did not choose with the physical aptitude talent. You gain a +1 inherent bonus to the chosen ability score.

### Shield of Souls (Su)

Compatible Seeds: Martial Prerequisite: Reaper level 20th

The first time you initiate germination with a soulsown with this talent daily, you gain 20d6 temporary hit points. These temporary hit points persist for the duration of the germination, and any temporary hit points that remain when their duration expires are converted to healing.

### Shock and Awe (Sp)

Compatible Seeds: Arcane Prerequisite: Prestidigitization

The size of your presto pool increases by +1 point. In addition, whenever you cast a spell, you may expend 1 presto point to increase its caster level by +1.

### Shuffle (Ex)

Compatible Seeds: Martial Prerequisite: Techniques

You may expend 1 technique point as a swift action to move 10 feet. The first 5 feet of this movement does not provoke attacks of opportunity. Starting at 13th level, none of this movement provokes attacks of opportunity.

### Skilled Past (Ex)

Compatible Seeds: Arcane, Divine, Martial, Primal

Choose one of the skills corresponding to the seed of the soulsown gaining this talent. You are considered to have ranks in the chosen skill equal to three-quarters your reaper level, rounded down, minimum 1, unless you already have more ranks than this. Additionally, you treat the chosen skill as a class skill.

Arcane Skills - Bluff, Knowledge (arcana), Use Magic Device

Divine Skills - Diplomacy, Heal, Knowledge (religion) Martial Skills - Acrobatics, Intimidate, Ride, Stealth Primal Skills - Fly, Knowledge (nature), Survival

**Special:** You can gain skilled past multiple times. Each time, choose another skill.

### Skilled Soul (Su) Compatible Seeds: A

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Skilled past

Whenever you germinate with a soulsown with this talent, you may expend 2 essence points. If you do, you gain the benefits of all instances of the skilled past talent possessed by that soulsown for the duration of your germination.

### **Skirmishing Soul (Ex)**

Compatible Seeds: Martial Prerequisite: Techniques

You may expend 1 technique point as part of an attack made as a standard action, or 2 technique points as part of a use of the Cleave, Great Cleave, or Whirlwind Attack feats. Your attack, or all sequential feat-modified attacks in the case of attacks made with the aforementioned feats, deals additional damage equal to your reaper level. This damage is not multiplied on a critical hit, and its type matches that of the weapon used.

### Soulsown Refuge (Sp)

Compatible Seeds: Arcane Prerequisite: Know the *magic jar* spell

Once per day whenever you cast the *magic jar* spell, you may take refuge within the fabric of your soulsown, treating it as the spell's required receptacle. Your soulsown has no physical form and cannot be destroyed, but, as a soulsown becomes incapable of interacting with the physical world if it is not bound to its reaper, your receptacle is considered to be destroyed if your physical body is slain.

### Spectral Aegis (Su)

Compatible Seeds: Martial Prerequisite: Reaper level 2nd

You may expend 1 essence point as an immediate action to give yourself a +4 shield bonus to AC until the beginning of your next turn.

### Spectral Armor (Sp)

Compatible Seeds: Arcane, Martial Prerequisite: Reaper level 2nd

You may expend 1 essence point as a standard action to grant yourself a +4 armor bonus to AC for 8 hours. This armor bonus to AC increases by +1 for every four reaper levels you possess, to a maximum of a +9 armor bonus to AC at 20th level.

### Spell Study (Ex)

Compatible Seeds: Arcane, Divine, Primal Prerequisite: Reaper level 2nd

The soulsown gaining this talent learns an additional spell.

### Summon Armor (Su)

Compatible Seeds: Martial Prerequisite: Summon weapon seed ability

You may now summon a temporary suit of armor with the summon weapon seed ability. The armor comes fitted properly to your body, is of a quality equivalent to that of weapons created by summon weapon, and lasts for 1 minute or until your bond ends. You must be proficient with any armor you wish to summon, and you cannot summon armor while already wearing armor.

### Summoning Focus (Su)

Compatible Seeds: Martial Prerequisite: Summon weapon seed ability, reaper level 12th

The soulsown gains the summon weapon seed ability.

**Special:** This talent cannot be taken if the soulsown has already gained the summon weapon seed ability six times.

### Superior Living through Chemistry (Su)

Compatible Seeds: Arcane, Divine, Martial Prerequisite: Better living through chemistry, reaper level 16th

Your better living through chemistry talent now creates potions of cure serious wounds instead of potions of cure moderate wounds. In addition, the talent produces +2 potions.



**Supreme Rage (Ex)** Compatible Seeds: Martial, Primal

Prerequisite: Enhanced rage, reaper level 20th

The morale bonus to your Strength and Constitution granted by flying into a rage with the eternal rage talent increases by an additional +1, to a total of +7, and the morale bonus to Will saves increases by an additional +1, to a total of +4. In addition, you are immune to fatigue and exhaustion.

### Techniques (Ex)

Compatible Seeds: Martial

You gain a pool of technique points, a measure of your ability to perform impressive combat maneuvers. The number of points in your technique pool is equal to 3 + one-third your reaper level, rounded down. When you gain this talent, choose two of the following combat maneuvers: disarm, grapple, sunder, or trip. You may expend 1 technique point to perform one of the chosen combat maneuvers as a swift action.

The technique pool replenishes itself whenever you replenish your essence pool; however, you may also expend points from your essence pool as though they were technique points.

### Temple Echoes (Sp)

Compatible Seeds: Divine Prerequisite: Gloriana, reaper level 6th

You learn the 1st-level domain spell associated with the domain you chose with the gloriana talent. Spells learned through this talent do not count toward your known spells for the purpose of the Pyramid Rule, and you may cast each spell learned through this talent once per day without expending essence points to do so. For each talent known in the list below, you learn the spell of the nexthigher spell level. For example, if you know one talent in the list below, you also know the chosen domain's 2ndlevel spell, while knowing three talent grants you knowledge of the 2nd through 4th-level spells from that domain. These talents are: advanced gloriana, advanced polytheism, gloriana, and polytheism.



### **Technique Focus (Ex)** Compatible Seeds: Martial Prerequisite: Techniques

The size of your technique pool increases by +2 points. In addition, you may now perform any of the four combat maneuvers listed in the techniques talent as a swift action rather than just the two you selected when you first gained said talent.

### That Killed Me Once! (Ex)

Compatible Seeds: Martial Prerequisite: Techniques, reaper level 6th

Choose acid, bludgeoning, cold, electricity, fire, force, piercing, slashing, or sonic. Whenever a source of damage of the chosen type would kill you, you may expend 2 technique points as an immediate action. If you do, that attack deals half damage, or its damage is reduced by an amount equal to your reaper level, whichever is least advantageous.

### Third Wind (Ex)

Compatible Seeds: Martial Prerequisite: Second wind

The size of your technique pool increases by +3 points. In addition, you treat your reaper level as though it were +5 higher for the purpose of the maximum number of technique points you can expend on the second wind talent daily. Finally, you may use the second wind technique as a swift action once per day. The number of technique points you expend on the second wind technique when used as a swift action cannot exceed your Constitution modifier (minimum 1).



### Trapfinder's Echoes (Ex)

Compatible Seeds: Martial Prerequisite: Muscle memory (skill focus [disable device]), skilled past, reaper level 6th

You are considered to have ranks in the Disable Device skill equal to three-quarters your reaper level, rounded down (minimum 1), unless you already have more ranks than this. You also treat Disable Device as a class skill. In addition, you can use Disable Device to disarm magical traps. Whenever you initiate germination with a soulsown with this talent, you may expend 2 essence points. If you do, you gain the skill ranks granted by this talent, and treat the Disable Device skill as a class skill, but do not gain the ability to disable magical traps, for the duration of your germination.

### Touch of Corruption (Su)

Compatible Seeds: Divine Prerequisite: Reaper level 4th

You surround your hand with a fiendish flame, causing terrible wounds to open on those you touch. You may use this ability once per day, plus an additional time per day starting at 8th level. With one use of this ability, you can cause 1d6 points of damage for every two reaper levels you possess. Using this ability is a standard action that doesn't provoke attacks of opportunity, unless you target yourself, in which case it is a swift action.

Alternatively, you can use this power to heal undead creatures, restoring 1d6 hit points for every two reaper levels you possess.

A soulsown with this talent cannot learn the lay on hands talent.

### The Waiting Room (Su)

Compatible Seeds: Divine Prerequisite: Know the *speak with dead* spell

Whenever a living creature within 60 feet dies, you may send a facsimile of its soul to spend time with your soulsown, a sort of "waiting room" for the dearly departed, as it were. Your waiting room has a capacity of one soul, so you must allow your stored soul to go free if you wish to send another soul to the waiting room. Unless released in this manner, a soul remains in your custody until the next time you replenish your essence pool. You may cast the *speak with dead* spell on souls in your waiting room without the need to target that creature's corpse.

This talent stores a copy of a creature's soul, and not the soul itself, so it doesn't interfere with magic that interacts with souls, such as trap the soul or raise dead.

### Well of Essence (Ex)

Compatible Seeds: Arcane, Divine, Martial, Primal Prerequisite: Reaper level 20th

The size of your essence pool increases by +10 points.

### Whispers of an Arcane Heritage

Compatible Seeds: Arcane Prerequisite: Reaper level 4th

Choose a sorcerer bloodline. You gain the benefits of that bloodline's 1st-level bloodline power. For the purpose of this ability, your effective sorcerer level is equal to your reaper level.

### Whispered Knowledge (Su)

Compatible Seeds: Arcane, Divine, Primal Prerequisite: Reaper level 6th

Whenever you initiate germination with a soulsown with this talent, choose a spell known by that soulsown. Until you germinate again or replenish your essence pool, you may cast the chosen spell as though you were threshed to that soulsown.



SOULSOWN TOTEM TALENTS

### SIDEBAR: TOTEMS

Totems, immobile deployables into which a reaper can channel spells, are a mechanic of the primal seed, and comprise an attempt to give the seed unique functionality given its lack of access to bloodlines, domains, and piles of feats, which make the other seeds functionally infinite in their possible scope. There are several different kinds of totems, and each interacts with magic in a different way. Some simply radiate the aura of a beneficial spell cast into it, while others sit back and dump lightning bolts onto the field of battle. The following rules are common to all reaper totems (soulsown talents with "totem" in their name).

Whenever you cast a spell on the druid spell list that is compatible with one of the totem talents you know, you may increase the casting time of that spell to a full-round action, unless the casting time is already longer, and expend additional essence points equal to that totem talent's essence cost. If you do, you create a totem in an unoccupied 5-foot square within reach rather than the spell's normal effect. If multiple totem talents are compatible with the spell you cast, choose a talent to determine which type of totem you are making. You cannot combine the functionality of multiple totem talents. Unless otherwise specified in that totem's entry, a totem persists for 1 minute per reaper level, for the duration of the spell cast into it, until destroyed, or until dismissed as a standard action, whichever comes first. A totem has hardness equal to your casting ability modifier (as determined by the soulsown with the totem talent you're using), hit points equal to 5 + three times your reaper level, darkvision 60 ft., and has save modifiers equal to that of a magic item with a caster level equal to your reaper level. Totems do not roll Perception checks; rather, they passively spot any creature within the radius of their darkvision, using a Perception check of 13 + your reaper level. Totems do not communicate this information with you, and some totem variants can't really do anything with such knowledge. A totem is destroyed when reduced to o hit points.

Spells cast into a totem use your caster level and casting ability modifier for the purpose of determining their magnitude of effect and Difficulty Class. Only a single spell may be channeled into a particular totem at any one time, and spells cannot be channeled into a totem that has already been deployed. If a spell channeled into a totem requires concentration, then the totem concentrates on the spell for you. You may have up to one totem deployed at any one time.

### Adaptable Auras (Sp)

Compatible Seeds: Primal Prerequisite: Aura totem

By expending additional essence points equal to half the spell's level, rounded up, you may channel a spell that targets a single creature into an aura totem, so long as it meets all other compatibility criteria of aura totems. The radius of the resulting effect is 5 feet, plus an additional 5 feet for every eight reaper levels you possess.

### Aura Totem (Sp)

Compatible Seeds: Primal Prerequisite: Know at least one spell that is compatible with this talent

Essence Cost: 1

You gain the ability to create and deploy aura totems, a peaceful variant of totem that is compatible with any spell that fits the following criteria:

- The spell is harmless.
- The spell has a duration greater than instantaneous.
- The spell affects an area OR affects one subject per level

For the duration of its existence, an aura totem radiates the effect of its channeled spell as though it were the caster. The area of effect is centered upon the totem. In the case of spells that affect one subject per level, the radius of the effect is 5 feet, plus an additional 5 feet for every five subjects the spell can target.

If the channeled spell grants temporary hit points or has a limited pool of power, and if that limited effect is all the spell does, such as *false life* or *protection from energy*, then the totem is destroyed when the spell's benefit runs out.



### Benefactor Totem (Sp)

Compatible Seeds: Primal Prerequisite: Aura totem, know at least one spell that is compatible with this talent Essence Cost: 2

You gain the ability to create and deploy benefactor totems, which pass on the spell you channel into them. Benefactor totems are compatible with any spell that fits the following criteria:

- The spell is harmless.
- The spell has a duration greater than instantaneous.
- The spell affects a single creature.
- The spell has a range of touch.

Upon deploying a benefactor totem, designate any number of creatures as "friendly", and if one or more these designated friendlies are adjacent to the totem when you deploy it, you may choose one of those friendlies to become the "recipient" of the spell. While within 60 feet of the benefactor totem, the recipient gains the benefits of the spell you channeled into it. You may end a recipient's connection to the totem as a standard action, though this connection ends naturally if the recipient moves more than 60 feet away from the totem. If a benefactor totem has no recipient, any friendly may become the recipient by touching the totem, a standard action.

If the spell channeled into a benefactor totem grants healing, this healing is only granted to the first recipient. If the channeled spell grants temporary hit points or has a limited pool of power, such as *greater heroism* or *protection from energy*, then the totem records the number of temporary hit points or the amount of limited power remaining when it ceases to grant benefit to a recipient, then grants this lessened pool to the next recipient. If the channeled spell's only function is dictated by such a pool system, then the totem is destroyed when that pool runs out.

### Devastation Totem (Sp)

Compatible Seeds: Primal

Prerequisite: Aura totem, know at least one spell that is compatible with this talent

Essence Cost: 0 (produce flame), 2 (call lightning/call lightning storm)

You gain the ability to create and deploy devastation totems, a particularly specialized variant of totem that is only compatible with the following spells: *produce flame, call lightning*, and *call lightning storm*. Immediately upon being created, and each round during your turn, a devastation totem attacks with the spell you channeled into it, hurling a glob of flame or dropping a bolt of lightning that targets an enemy within 60 feet. A devastation totem cannot make melee attacks, meaning it can only make use of the ranged portion of the produce flame spell. A devastation totem's ranged attack modifier is equal to your reaper level.

### Sentry Totem (Sp)

Compatible Seeds: Primal Prerequisite: Aura totem, know at least one spell that is compatible with this talent Essence Cost: 1

You gain the ability to create and deploy sentry totems, a particularly paranoid variant of totem that is compatible with any spell that fits the following criteria:

- The spell is not harmless.
- The spell has a duration of instantaneous.
- The spell affects a single creature.
- The spell has a range of Close or greater.

Upon deploying a sentry totem, designate any number of creatures as "friendly". Any Tiny or larger creature not designated as "friendly" that approaches to within Close (25 feet + 5 feet/2 reaper levels) range of the sentry totem triggers it and becomes subject to the spell you channeled into that totem. For the purpose of ranged touch attacks, a sentry totem has an attack modifier equal to one-half your reaper level, rounded down, plus your spellcasting ability modifier, as determined by the soulsown with this talent.

Creatures that are subject to the nondetection spell, or other, similar means of avoiding divinatory detection, do not trigger a sentry totem.

Unlike other totems, a sentry totem persists for 8 hours, until it discharges its spell, until destroyed, or until dismissed.

### **Totemic Essence (Su)**

Compatible Seeds: Primal Prerequisite: Totemic pool

Up to five times per day when channeling a 1st-level spell into a totem, you may expend totem points on that spell as though they were essence points.

### **Totemic Mastery (Su)**

Compatible Seeds: Primal Prerequisite: Aura totem, reaper level 6th

You do not pay a totem talent's (soulsown talents with "totem" in their name) essence point cost the first time you use that talent each day.

### Totemic Pool (Su)

Compatible Seeds: Primal Prerequisite: Aura totem

You gain a pool of totem points, a measure of your ability to extend the reach of your consciousness through spiritual means. The number of points in your totem pool is equal to 3, plus one-quarter your reaper level, rounded down. You may expend totem points as though they were essence points when paying for totem talents (soulsown talents with "totem" in their name). For each other soulsown talent you possess with "totemic" in its name, the size of your totem pool increases by +2 points.

The totem pool is replenished whenever your essence pool replenishes itself.

### Totemic Rapidity (Sp)

Compatible Seeds: Primal Prerequisite: Aura totem, benefactor totem OR devastation totem OR sentry totem, reaper level 8th

Channeling a spell into a totem, then deploying the totem, no longer increases the casting time of that spell. In addition, once per day, you may apply the metamagic remembrance (quicken spell) talent to a spell you are channeling into a totem without paying additional essence points to apply that metamagic. You must know the aforementioned talent in order to use it.

### **Totemic Reclamation (Su)**

Compatible Seeds: Primal Prerequisite: Benefactor totem OR sentry totem

Whenever you dismiss a benefactor totem or a sentry totem, the points you expended to deploy that totem, including the points spent on its channeled spell, are refunded to you. You can only get a refund on benefactor totems if that totem never had a recipient, and you can only get a refund on sentry totems if you never saw through it with the totemic sight talent.

### **Totemic Retribution (Su)**

Compatible Seeds: Primal Prerequisite: Aura totem

Whenever a creature destroys one of your totems by dealing sufficient hit point damage to it, that creature takes 1d6 points of damage per reaper level you possess, to a maximum of 2d6 points of damage per spell level of the channeled spell that totem held. A successful Fortitude save negates.

### Totemic Shift (Su)

Compatible Seeds: Primal Prerequisite: Aura totem

You may move your deployed totem to an unoccupied square that is within 30 feet of both you and the totem as a swift action. The first time you use this talent on a particular totem, there is no essence point cost; however, you must expend 1 essence point or 1 totem point for all subsequent activations.



### Totemic Sight (Sp)

Compatible Seeds: Primal Prerequisite: Sentry totem

If you have a deployed sentry totem within 120 feet, you may choose to see through it as a standard action. While seeing through your sentry totem, your body goes catatonic, and you are not aware of anything around your person, or of damage to your body, though you do gain darkvision 60 feet from the position of your sentry totem. While seeing through your sentry totem, the totem loses the ability to discharge spells automatically, as well as its ability to passively detect creatures, and you gain the ability to aim and fire the spell as a swift action. If the sentry totem is destroyed while you are seeing through it, you are stunned for 1 round, ignoring immunity to stun. If your body is slain while seeing through your totem, your consciousness disperses immediately. At any time, you may cease looking through your totem and return to normal bodily function as a standard action.



### Twin Fetishes (Su)

Compatible Seeds: Primal Prerequisite: Aura totem, totemic pool, reaper level 20th

You may deploy up to two totems at any one time. In addition, the size of your totem pool increases by +5 points.

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