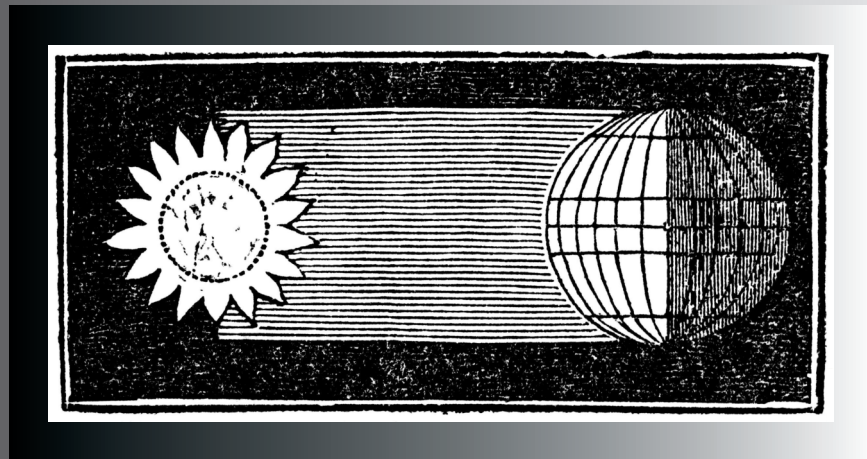


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Ultimate Antipodism



Drawn from **Light and
Darkness**

Bradley Crouch

Commissioned by: **Sasha Hall, Sean Patti**

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Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

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Antipodist

Be it a wizard with heaps of dusty tomes, a sorcerer whose great-grandmother happened to be a dragon in disguise, a bard with a burning drive to perfect personal expression, or a witch granted powers by a strange familiar serving an even stranger patron, every spellcaster has a shtick. Antipodists are known for their adherence to a belief in the duality of nature; however, unlike their martial cousins, the edgewalkers, who use the concept of the duality of nature as a mantra for introspection and physical perfection, antipodists constantly challenge their assertions, working hard to "solve" the duality and finally prove which conformation of the universe is perfect. Life and death, light and darkness, and, for some, good and evil, are indeed two sides of the same coin, but one side may be superior to the other.

Role: Drawing power from the most elemental of dichotomies, light and darkness, antipodists specialize in their spellcasting through philosophies, thematically-linked groupings of abilities known as loci. Depending on the philosophies to which she adheres, an antipodist may be a leader of men, an unseen shadow prowling the battlefield, a master of manipulation, or a glorious champion who wades into battle, punishing those who dare try to harm her through her radiant abjurations.

Alignment: Any. The universe is an amoral construct, attracting those of all alignments to the banner of its contemplation. Twilight antipodists tend to gravitate toward neutral alignment, while radiance and shadow antipodists gravitate away from neutral. True to the antipodist's name, exceptions do occur quite frequently.

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.



Table: The Antipodist



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Locus Level Known
1st	+0	+0	+0	+0	Journey through light and shadow, loci, philosophical leanings	1
2nd	+1	+0	+0	+0	Road more traveled	1
3rd	+1	+1	+1	+1	Deepening understanding	1
4th	+2	+1	+1	+1	Drawn from experience	1
5th	+2	+1	+1	+1	-	2
6th	+3	+2	+2	+2	Deepening understanding	2
7th	+3	+2	+2	+2	Road more traveled	2
8th	+4	+2	+2	+2	Drawn from experience	2
9th	+4	+3	+3	+3	Deepening understanding	2
10th	+5	+3	+3	+3	-	3
11th	+5	+3	+3	+3	Wayfinder 1/day	3
12th	+6/+1	+4	+4	+4	Deepening understanding, drawn from experience	3
13th	+6/+1	+4	+4	+4	Road more traveled	3
14th	+7/+2	+4	+4	+4	Wayfinder 2/day	3
15th	+7/+2	+5	+5	+5	Deepening understanding	4
16th	+8/+3	+5	+5	+5	Drawn from experience	4
17th	+8/+3	+5	+5	+5	Wayfinder 3/day	4
18th	+9/+4	+6	+6	+6	Deepening understanding	4
19th	+9/+4	+6	+6	+6	Road more traveled	4
20th	+10/+5	+6	+6	+6	Drawn from experience, the destination, wayfinder 4/day	4

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The antipodist's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (any) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier

Class Features

All of the following are class features of the antipodist.

Weapon and Armor Proficiency: Antipodists are proficient with all simple weapons, but not with any kind of armor or shield. Use of armor or a shield with which an antipodist is not proficient doubles the radiance point and shadow point cost of her activated loci, but does not otherwise hinder their activation.

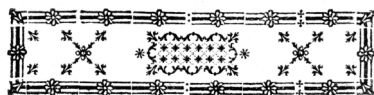
Journey through Light and Shadow (Su): Like her martial peers, an antipodist is characterized by her willingness to embrace the fundamental duality of concepts that most would find to be polar opposites. This relativistic way of thinking generally makes antipodists very understanding individuals, for they see the underlying reasons behind actions and do not judge in the rigid fashion of, say, a paladin.

At 1st level, an antipodist has received sufficient training in the ways of relativistic thought to be able to tap into the power inherent in the philosophy of the duality of the universe. She receives both a radiance pool, containing radiance points equal to her antipodist level + her Wisdom modifier, and a shadow pool, containing shadow points equal to her antipodist level + her Intelligence modifier. Both of these pools have a minimum size of 1.

Both the radiance pool and the shadow pool are replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

If the antipodist possesses levels in another class that grants points to a radiance pool or a shadow pool, antipodist levels stack with the levels of that class to determine the total number of radiance points or shadow points in the combined pool(s), but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The antipodist can now use radiance points or shadow points from this/these pool(s) to power the abilities of every class she possesses that grants a radiance pool and/or shadow pool.

Loci: An antipodist's personal philosophical beliefs regarding the duality of light and shadow manifest themselves in her selection of loci, literally remembered "cusps" or "destinations" along the road of her lifelong philosophical journey. Loci come in all shapes and sizes, ranging from passive extraordinary abilities to active supernatural and spell-like abilities.



Loci are broken into two subtypes, light and dark, each subtype representing one half of the duality that the typical antipodist embraces. Some loci are light, some are dark, and some few embrace the duality of nature and are themselves both light and dark. Within each subtype, loci are further broken down into philosophies, which define the specific sort of thinking required to stumble across that locus in the first place.

Given the nature of loci, an antipodist is not treated as a spellcaster and does not have a formal caster level. Instead, an antipodist has a philosopher level that is equal to her antipodist level. Her philosopher level determines the magnitude of effect of her loci and is used in place of her caster level whenever her "caster level" must be used. For example, she uses her philosopher level when a wizard attempts to dispel a locus. This effectively stops an antipodist from qualifying for feats and prestige classes whose prerequisites include a caster level.

Some loci have a cost to activate, while others do not. If a locus does not have a cost to activate, it is passive and is always in effect. Loci that do have a cost to activate also require an action to activate, much like a casting time. This is listed in each locus's entry. For the purpose of concentration checks and Spellcraft checks made to identify loci, treat a spell-like locus as though it were a spell with a spell level equal to the locus's locus level + 1/4 the antipodist's philosopher level, rounded down. Supernatural loci and extraordinary loci cannot be identified using the Spellcraft skill. A spell-like locus can be counterspelled by any spell whose school matches the school listed in that locus's Counterspelling School line entry.

To learn or activate a light locus, an antipodist must have a Wisdom score of at least 10 + twice the locus level. To learn or activate a dark locus, an antipodist must have an Intelligence score of at least 10 + twice the locus level. If a locus is both light and dark, she must have both an Intelligence score and a Wisdom score of at least 10 + twice the locus level. Loci without an activation cost are always in effect, but are suppressed if the antipodist's Intelligence or Wisdom drops below the relevant threshold.

The Difficulty Class for a saving throw against an antipodist's light locus is 10 + 1/2 the antipodist's philosopher level + the antipodist's Wisdom modifier, while the Difficulty Class for a saving throw against an antipodist's dark locus is 10 + 1/2 the antipodist's philosopher level + the antipodist's Intelligence modifier. If a locus is both light and dark, it uses its own formula for the determination of Difficulty Class.

An antipodist begins play knowing three 1st-level loci of her choice. At each new antipodist level, she gains a new locus of a locus level she can learn. In addition, within each philosophy, an antipodist can never know more loci of a certain level than she does of the previous level. For example, an antipodist with one 3rd-level locus from the coruscation philosophy cannot have more than one 4th-level locus from the coruscation philosophy, and must have both a 1st-level locus and a 2nd-level locus from that philosophy to have qualified in the first place. This is referred to as the "pyramid rule".

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Upon reaching 6th level, and at every third antipodist level after that (9th, 12th, and so on), an antipodist can choose to learn a new locus in place of one she already knows. In effect, the antipodist "loses" the old locus in exchange for the new one. The new locus's locus level and philosophy must be the same as that of the locus being exchanged. An antipodist may swap only a single locus at any given level, and must choose whether or not to swap the locus at the same time that she gains new loci known for the level.

Loci marked with an asterisk (*) require use of the antipodist's shadow. As the antipodist only has a single shadow of her own, only one of these loci can be in effect at a time.

Philosophical Leanings: While light and dark may be two sides of the same coin, these two coin faces have entirely different feels, and it is quite common for an antipodist to embrace one to the exclusion of the other in a manner quite contrary to her namesake. At 1st level, an antipodist chooses her allegiance in this matter by selecting one of the philosophies listed below. Once made, this choice cannot be changed, barring significant character growth as determined by the Game Master in accordance with **Sidebar - Turning to the Dark Side**.

Radiance - The antipodist throws her lot in with the powers of radiant light. She no longer has a shadow pool. Instead, the size of her radiance pool is increased by an amount equal to her antipodist level + 2, for a total pool size of twice her antipodist level + her Wisdom modifier + 2. A radiance-aligned antipodist may only select loci with the light descriptor, and any loci with the light descriptor that require some shadow points to activate, such as many twilight loci, convert that cost to radiance points instead. For example, if a locus costs 1 radiance point and 2 shadow points to activate, it costs 3 radiance points instead. Finally, a radiance-aligned antipodist chooses a single philosophy whose loci all have the light descriptor. Loci of the chosen philosophy cost 1 less radiance point to activate, minimum 1. When selecting new loci upon gaining a new antipodist level, the antipodist may ignore the "pyramid rule" (see **Section: Loci**) when selecting loci for her chosen philosophy.

Shadow - The antipodist throws her lot in with the powers of gloom and darkness. She no longer has a radiance pool. Instead, the size of her shadow pool is increased by an amount equal to her antipodist level + 2, for a total pool size of twice her antipodist level + her Intelligence modifier + 2. A shadow-aligned antipodist may only select loci with the dark descriptor, and any loci with the dark descriptor that require some radiance points to activate, such as many twilight loci, convert that cost to shadow points instead. For example, if a locus costs 2 radiance points and 1 shadow point to activate, it costs 3 shadow points instead. Finally, a shadow-aligned antipodist chooses a single philosophy whose loci all have the dark descriptor. Loci of the chosen philosophy cost 1 less shadow point to activate, minimum 1. When selecting new loci upon gaining a new antipodist level, the antipodist can ignore the "pyramid rule" (see **Section: Loci**) when selecting loci for her chosen philosophy.

Twilight - True to her name, the antipodist treads a careful balance between light and shadow. A twilight-aligned antipodist begins play with an additional locus from the twilight philosophy and can select loci with both the light and dark descriptors without restriction. In addition, at 5th, 10th, and 15th level, the antipodist selects an additional locus as a bonus locus. All of these bonus loci must be from the twilight philosophy.

Road more traveled: At 2nd level, 7th level, and every six levels beyond 7th, the antipodist selects a 1st-level locus that she knows. This chosen locus becomes "well-traveled". The radiance point and shadow point cost of a well-traveled locus is set to 0; however, the antipodist treats her philosopher level as half its actual value, rounded down, minimum 1, for the purpose of determining all level-dependent effects, such as duration, range, magnitude of effect, and whether or not effects or options that become available starting at a particular level are accessible. The sole exception to this rule is that an antipodist treats her philosopher level as its full value for the purpose of determining the Difficulty Class of any saving throws called for by a well-traveled locus.



Deepening Understanding (Ex): At 3rd level and every three levels beyond 3rd, an antipodist becomes more adept at shaping the powers of light and darkness, gaining the bonus corresponding to her chosen philosophical leanings.

Radiance - The size of the antipodist's radiance pool increases by +2 points. In addition, the antipodist gets a +1 bonus to Fortitude saves.

Shadow - The size of the antipodist's shadow pool increases by +2 points. In addition, the antipodist gets a +1 bonus to Reflex saves.

Twilight - The antipodist's radiance pool and shadow pool both increase in size by +1 point. In addition, the antipodist gets a +1 bonus to Will saves.

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Drawn from Experience (Ex): Antipodists, like everyone else, tend to get better at that which they practice the most. At 4th level and every four levels thereafter, determine the antipodist's primary philosophy, that being the philosophy with the most loci known. If two or more philosophies are tied for having the most loci known, select one of those philosophies. The antipodist gains the bonus corresponding to that philosophy, listed below.

Anima - Touch attacks made against the antipodist have a 5% miss chance. This bonus can be taken multiple times. Each time, the miss chance increases by 5%.

Beacon - Whenever the antipodist activates a beacon locus, she gains fast healing equal to its radiance point cost for 1 round. This bonus can be taken multiple times. Each time, the duration increases by 1 round.

Coruscation - The antipodist's damage-dealing coruscation loci deal an additional point of damage. This bonus can be taken multiple times. Its effects stack.

Illumination - The antipodist gains a +1 circumstance bonus to all Knowledge skill checks. This bonus can be taken multiple times. Its effects stack.

Manipulation - The antipodist gains a +1 circumstance bonus to saving throws made against mind-affecting abilities. This bonus can be taken multiple times. Its effects stack.

Obscurity - Once per day, the antipodist may make an initiative check to act in a surprise round in which she normally would not act, albeit at a -8 penalty to her initiative roll. This bonus can be taken multiple times. Each time, the penalty to initiative rolls imposed by the use of this ability decreases by -2.

Refraction - The antipodist's maximum hit points increase by +3. This bonus can be taken multiple times. Its effects stack.

Twilight - The antipodist's radiance pool and shadow pool both increase in size by +1 point. If the antipodist does not have one of the two pools, then the extant pool increases in size by +2 pools instead. This bonus can be taken multiple times. Its effects stack.

Umbral Embrace - The antipodist's damage-dealing umbral embrace loci deal an additional point of damage. This bonus can be taken multiple times. Its effects stack.



Sidebar: Drawn from Experience as a Roleplaying Tool

Drawn from experience is effectively a record of an antipodist's path through the world of light and shadow. Whatever bonuses she gains at lower levels can never be changed, making it a constant reminder of a possible dark past or the final sparklings of the radiance that has long since been abandoned by the mage-philosopher. If looking for a way to marry mechanics and character tropes, having a shadow antipodist's first drawn from experience bonus be from a light philosophy, or vice versa, is a great way to drop the hint that this individual can, with sufficient work, be returned to her former viewpoints. Of course, should this succeed, this class feature then serves as a record of that great struggle!

Wayfinder (Su): Starting at 11th level, an antipodist's vast experience toeing the line between closely-related concepts bears unexpected fruit. No matter how complex the road or how each philosophy set up along that road strives to be a unique snowflake, something very much like it has happened before, and experienced antipodists can use this familiarity to their advantage. Once per day as a move action, an antipodist causes any one locus she knows of 3rd level or less to be considered "well-traveled" until the end of the round. At 14th level and every three levels thereafter, this ability can be used an additional time per day.

The Destination (Ex): Though the journey of the antipodist is neverending by necessity, the enlightenment gained through its practice does not approach a state of omniscience, but rather behaves in an asymptotic fashion. This asymptote of understanding is known within the antipodist community as "the destination". At 20th level, the antipodist has reached this destination, gaining the bonus corresponding to her philosophical leanings.

Radiance - The antipodist learns a single 4th-level locus with the dark descriptor, but not the light descriptor. This locus loses the dark descriptor and gains the light descriptor. Correspondingly, the shadow point cost of this locus, if any, is now a radiance point cost. This ignores the pyramid rule.

Shadow - The antipodist learns a single 4th-level locus with the light descriptor, but not the dark descriptor. This locus loses the light descriptor and gains the dark descriptor. Correspondingly, the radiance point cost of this locus, if any, is now a shadow point cost. This ignores the pyramid rule.

Twilight - The antipodist gains a pool of 5 twilight points. Twilight points may be spent as though they were both radiance points and shadow points, but can only be spent on loci from the twilight philosophy. Whenever the antipodist activates a 4th-level locus that is dark or light, but not both, she gains 1 twilight point.

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Sidebar: Turning to the Dark Side

The antipodist is precariously perched on a see-saw between light and darkness, and, in many settings with rigid construction, good and evil. To have such a decision be locked in utterly at 1st level is to restrict a fairly wonderful bit of storytelling, for very few things are more dramatic than a fall from grace or the redemption of a fallen hero.

Why does an antipodist turn? - An antipodist's power comes from both her relationship with the duality of light and darkness and her belief that the way she views it is correct. Unlike paladins and clerics, who can have their powers revoked, an antipodist's power is eternal; however, her belief shapes how that power can be accessed. Those who quit believing in the duality of light and darkness will find one half of said duality closed off to them, while the other half is empowered, while those who begin to open up to duality over exclusivity will find their former focus weakened and the opposite side of the coin opened up to them.

How does an antipodist turn? - As turning is entirely a roleplaying exercise, whether or not a turn is allowed is ultimately up to the game master, not the player, and a particularly strict game master can impose forced turns if the antipodist really isn't acting her role, much in the same way a particularly strict game master keeps control over the conduct of paladins who play overly loose with their vows. Note that an antipodist's philosophy is entirely amoral. Doing good deeds with dark loci or evil deeds with light loci does not trigger a turning. Instead, an antipodist is all about *logic*.

Roleplaying Tips

Twilight to radiance or shadow - Twilight antipodists are hardwired to see both sides of the coin and tend not to pass judgement until they have the entire story. Even then, unless both sides of the story agree, an antipodist is just as likely to shrug and accept it. A thief who steals to feed his family would more than likely be defended by a twilight antipodist if that thief had to steal because of resource hoarding by leaders of the community. A good way to show an imminent turn is to break this mold and play the antipodist as increasingly judgmental and sure about the validity of one half of a story over the other.

Radiance or shadow to twilight - Radiance and shadow antipodists tend to be impatient, polarizing figures, who see their beliefs as correct and everyone who doesn't agree needs to be converted or get out of the way. A good way to show an imminent turn to embracing the duality of the whole is to have the antipodist be more receptive to the opinions of others and consider multiple angles to issues before passing judgment.

Radiance to shadow or shadow to radiance - Easily the most schizophrenic of the turns, an antipodist moving from one extreme to the other shifts her beliefs in much the same way. A good way to show an imminent turn is to show a total belief breakdown, with rigid adherence to totally contradictory systems of beliefs bringing about an internal war that leaves one system the victor. Those who have turned in this fashion are easily the most irritating antipodists, as they are both intractable in their beliefs and have proof that those who disagree with her are idiots, because she used to think that way and it was wrong.

The mechanics of turning

When turning, an antipodist retroactively changes her philosophy selection in the philosophical leanings class feature, which in turn retroactively changes the benefits of the deepening understanding and the destination class features. The drawn from experience class feature is unchanging, no matter how many times an antipodist turns.

See below for how locus selection changes for each type of turning.

Radiance or shadow to twilight - When turning from radiance or shadow to twilight, the antipodist may choose up to half of her loci, rounded down, making sure that she does not violate the "pyramid rule" as she does so. Make a note of the locus level of each lost locus. For each lost locus, she chooses a new locus of the same locus level as the lost locus. All newly-chosen loci must be from philosophies that were inaccessible before the turn.

Shadow or twilight to radiance - When turning from shadow or twilight to radiance, the antipodist loses all loci that do not have the light descriptor. Make a note of the locus level of each lost locus. For each lost locus, she chooses a new light locus of the same locus level as the lost locus.

Radiance or twilight to shadow - When turning from radiance or twilight to shadow, the antipodist loses all loci that do not have the dark descriptor. Make a note of the locus level of each lost locus. For each lost locus, she chooses a new dark locus of the same locus level as the lost locus.

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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 antipodists as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Coruscation loci deal an additional +1/3 damage to creatures who oppose the antipodist on at least one alignment axis. A true neutral antipodist treats lawful good, chaotic good, lawful evil, and chaotic evil as opposing alignments for the purpose of this favored class bonus.

Drow – Add +1/8 to the number of times the wayfinder class feature can be used per day. This can grant early access to that class feature.

Dwarf – Add a +1/2 armor bonus to AC whenever the antipodist is under the effects of a locus she activated.

Elf – Loci with a duration of greater than 1 round that use the antipodist's shadow last for an additional +1/3 round.

Gnome – Every seven times this bonus is taken, select a locus the antipodist knows. If the antipodist is a shadow antipodist or a radiance antipodist, the chosen locus is considered to be of the antipodist's favored philosophy in addition to its stated philosophy. If the antipodist is a twilight antipodist, then the chosen locus is considered to be of the twilight philosophy in addition to its stated philosophy. Every seven times this bonus is taken, select a new locus.

Half-elf – Add +1/5 to the maximum size of both the radiance pool and the shadow pool.

Halfling – +1/2 to Stealth and Perception checks when in dim or bright light.

Half-orc – Add +1/5 to the maximum size of both the radiance pool and the shadow pool.

Hobgoblin – Treat the antipodist's level as +1/2 higher for the purpose of determining the duration of loci affecting allies, including herself.

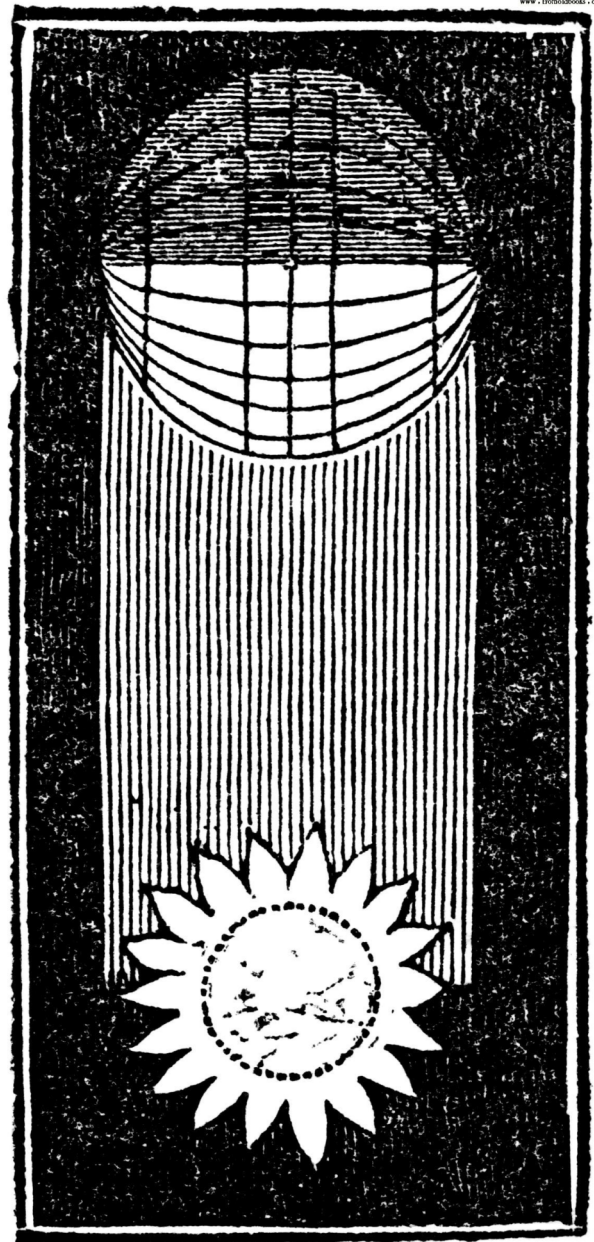
Human – Add +1/5 to the maximum size of both the radiance pool and the shadow pool.

Kobold – Add +1/2 to locus damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).

Orc – Add a +1/2 armor bonus to AC whenever the antipodist is under the effects of a locus she activated.

Puddling – +1/2 to Stealth and Perception checks when in dim or bright light.

Tiefling – Umbral embrace loci deal an additional +1/3 damage to creatures who oppose the antipodist on at least one alignment axis. A true neutral antipodist treats lawful good, chaotic good, lawful evil, and chaotic evil as opposing alignments for the purpose of this favored class bonus.



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Antipodist Archetypes

When those who walk the edge break away from the core doctrine of their peers, it tends to be because they stray from the path of duality and embrace light over dark, or vice versa. Antipodism, however, is unique in that its core practitioners openly embrace the idea of a lopsided duality. As a result, when a an antipodist breaks away from core doctrine, the rationale for doing so tends to be a smidge more dramatic than a single disagreement along a dichotomy.

Extremist (Archetype)

Extremists are a special case in the realm of the antipodal philosopher. While most who diverge from the path of harmony espouse light over darkness or darkness over light, the extremist denies that there is any actual harmony between the two halves of the duality at all. Light and darkness are meant to combat one another and to grow stronger through the other's destruction. Their mingling is a sign of weakness or defeat.

Patron: Sasha Hall

Extremists have the following class features:

Duality at War (Su): An extremist revels in both the utter black of darkest night and the blinding brilliance of the noonday sun. Around her, jealousy abounds, and when she wields one of the duality's halves, the other all but stamps its feet in order to get its turn.

An extremist begins play with a duality pool, representing the increasing antipathy between light and darkness that occurs when the extremist leverages their power. The maximum number of duality points in this pool is equal to 5. Unlike most pools, a duality pool begin empty, not full, and must be filled through the actions of the extremist. Whenever the extremist activates a non-well-traveled locus, if her duality pool is completely empty, she gains 1 duality point and flags the pool as the descriptor opposite that of the locus activated. For example, if she activates a light locus, her duality pool now contains 1 point of dark duality, and if she activates a dark locus, her duality pool now contains 1 point of light duality. Each time she activates a locus whose descriptor does not match the pool's descriptor, she gains 1 duality point. When she activates a locus whose descriptor matches the pool's descriptor, she immediately expends all duality points present in the pool and that locus gains the benefits shown in **Table: Duality at War**, below. Benefits are cumulative.



Philosophical Leanings: An extremist must select the following philosophical leaning. If she changes her philosophical leaning in accordance with **Sidebar - Turning to the Dark Side**, she loses the benefit of the duality at war class feature.

Extremes - The extremist toes a line somewhat similar to that of the twilight antipodist, but believes that cooperation between light and darkness is a sign of weakness rather than a snapshot of the ultimate goal of their order. A extremes-aligned extremist begins play with an additional locus from any philosophy other than twilight and can never learn loci from the twilight philosophy. In addition, at 5th, 10th, and 15th level, the extremist selects an additional locus as a bonus locus. Each bonus locus granted by this philosophical leaning must come from a different philosophy.

This is treated as the twilight philosophical leaning for the purpose of the deepening understanding class feature.

This ability modifies philosophical leanings.

Sidebar: Archetypes, Roleplaying, and Falling to the Dark Side

Antipodist archetypes represent a break from the philosophical workflow presented in **Sidebar: Turning to the Dark Side**. For the purpose of shifting an antipodist's philosophical focus in accordance with roleplaying, simply treat any archetyped antipodist as a twilight antipodist, but also remember to follow the directions presented in that archetype's philosophical leanings class feature. Generally, these instructions will deactivate one of the archetype's biggest toys to reflect the archetyped antipodist losing the viewpoint that made her special to begin with. The newly-changed archetyped antipodist will also use the antipodist's version of the drawn from experience class feature for all subsequent bonuses.

Table: Duality at War

Duality Pool Size	Effect
1	The extremist gains a +2 bonus to concentration checks made as part of activating this locus.
2	The extremist treats her philosopher level as though it were +1 higher for the purpose of this locus.
3	The radiance point or shadow point cost of this locus is reduced by -1, minimum 1.
4	The extremist treats her philosopher level as though it were +1 higher for the purpose of this locus.
5+	After being activated, this locus becomes well-traveled until the end of the extremist's next turn.

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Drawn from Experience (Ex): At 4th level and every four levels thereafter, the extremist gains her choice of one of the following bonuses. She cannot take an individual bonus more than once.

Starting at 11th level, all bonuses granted by this class feature increase in power.

Anima - Touch attacks made against the extremist have a 5% miss chance. Starting at 11th level, they have a 10% miss chance instead.

Beacon - Whenever the extremist activates a beacon locus, she gains fast healing equal to its radiance point cost for 1 round. Starting at 11th level, the duration of this fast healing effect increases by +1 round.

Coruscation - The extremist's damage-dealing coruscation loci deal an additional point of damage. Starting at 11th level, the extremist's damage-dealing coruscation loci deal 2 additional points of damage instead.

Illumination - The extremist gains a +1 circumstance bonus to all Knowledge skill checks. Starting at 11th level, this increases to a +2 circumstance bonus.

Manipulation - The extremist gains a +1 circumstance bonus to saving throws made against mind-affecting abilities. Starting at 11th level, this increases to a +2 circumstance bonus.

Obscurity - Once per day, the extremist may make an initiative check to act in a surprise round in which she normally would not act, albeit at a -8 penalty to her initiative roll. Starting at 11th level, she only takes a -4 penalty to her initiative roll.

Refraction - The extremist's maximum hit points increase by +3. Starting at 11th level, her maximum hit points increase by +6 instead.

Umbral Embrace - The extremist's damage-dealing umbral embrace loci deal an additional point of damage. Starting at 11th level, the extremist's damage-dealing umbral embrace loci deal 2 additional points of damage instead.

This ability modifies drawn from experience.

The Destination: At 20th level, the extremist gains the following ability that corresponds to her philosophical leanings.

Extremes (Su): The extremist gains an extremes pool, representing her ability to get light and dark to bicker and squabble with each other. The size of the extremist's extremes pool is equal to 10. When activating a locus whose descriptor does not match her duality pool's descriptor, she may expend any number of points from this pool, adding that many points to her duality pool for the purpose of determining the bonus granted to the activated locus. The extremes pool replenishes itself whenever the extremist replenishes her radiance pool and shadow pool.

Specialist Philosopher (Archetype)

For some reason or another, a fair number of antipodists find a particular philosophy to be in tune with their beliefs to an extent that none of the others can match. When an antipodist acts upon this compatibility by focusing her attention upon this philosophy, she is known as a specialist philosopher.

Specialist philosophers have the following class features:

Philosophical Leanings: A specialist philosopher must select the following philosophical leaning. If she changes her philosophical leaning in accordance with **Sidebar - Turning to the Dark Side**, she loses the benefits of the master philosopher class feature, but gains the benefits of the wayfinder class feature, if applicable.

Specialist - The specialist philosopher focuses on one particular philosophy of locus to the partial exclusion of all others. Select any one philosophy. This is now known as her favored philosophy. A specialist philosopher begins play with an additional locus from her favored philosophy. In addition, at 5th, 10th, and 15th level, the specialist philosopher selects an additional locus from her favored philosophy as a bonus locus. When learning new loci from her favored philosophy, the specialist philosopher ignores the "pyramid rule" (see Section: Loci of the antipodist base class).

If the specialist philosopher's favored philosophy is anima, manipulation, obscurity, or umbral embrace, this is treated as the shadow philosophical leaning for the purpose of the deepening understanding class feature. If her favored philosophy is beacon, coruscation, illumination, or refraction, this is treated as the radiance philosophical leaning for the purpose of the deepening understanding class feature. Finally, if the specialist philosopher's favored philosophy is twilight, this is treated as the twilight philosophical leaning for the purpose of the deepening understanding class feature.

This ability modifies philosophical leanings.



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Drawn from Experience (Ex): At 4th level and every four levels thereafter, the specialist philosopher gains the bonus corresponding to her favored philosophy.

Anima - Touch attacks made against the specialist philosopher have a 5% miss chance. This bonus can be taken multiple times. Each time, the miss chance increases by 5%.

Beacon - Whenever the specialist philosopher activates a beacon locus, she gains fast healing equal to its radiance point cost for 1 round. This bonus can be taken multiple times. Each time, the duration increases by 1 round.

Coruscation - The specialist philosopher's damage-dealing coruscation loci deal an additional point of damage. This bonus can be taken multiple times. Its effects stack.

Illumination - The specialist philosopher gains a +1 circumstance bonus to all Knowledge skill checks. This bonus can be taken multiple times. Its effects stack.

Manipulation - The specialist philosopher gains a +1 circumstance bonus to saving throws made against mind-affecting abilities. This bonus can be taken multiple times. Its effects stack.

Obscurity - Once per day, the specialist philosopher may make an initiative check to act in a surprise round in which she normally would not act, albeit at a -8 penalty to her initiative roll. This bonus can be taken multiple times. Each time, the penalty to initiative rolls imposed by the use of this ability decreases by -2.

Refraction - The specialist philosopher's maximum hit points increase by +3. This bonus can be taken multiple times. Its effects stack.

Twilight - The specialist philosopher's radiance pool and shadow pool both increase in size by +1 point. If the specialist philosopher does not have one of the two pools, then the extant pool increases in size by +2 pools instead. This bonus can be taken multiple times. Its effects stack.

Umbral Embrace - The specialist philosopher's damage-dealing umbral embrace loci deal an additional point of damage. This bonus can be taken multiple times. Its effects stack.

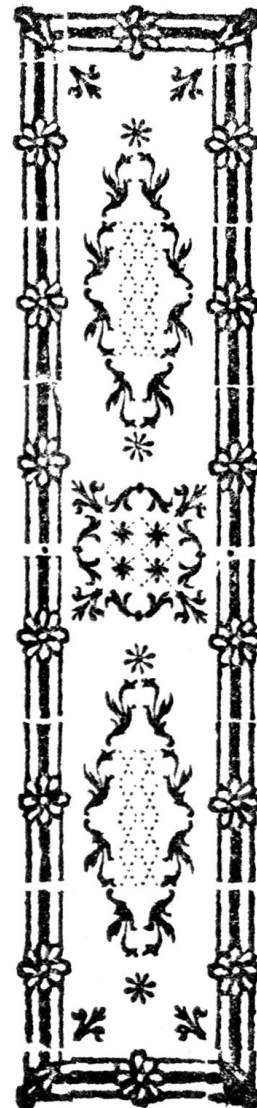
This ability modifies drawn from experience.

Master Philosopher (Su): At 11th level, the specialist philosopher selects a single 2nd-level locus she knows from her favored philosophy. This locus becomes well-traveled. At 17th level, she selects an additional 2nd-level locus from her favored philosophy to become well traveled.

This ability replaces wayfinder.

The Destination: At 20th level, the specialist philosopher gains the following ability that corresponds to her philosophical leanings.

Specialist (Su): The specialist philosopher gains a specialty pool, representing her ability to focus on her favored loci with resources totally separate from those she uses to activate others. The size of the specialist philosopher's specialty pool is equal to 4 + the number of 4th-level loci she knows from her favored philosophy. When activating a locus from her favored philosophy, the specialist philosopher may expend any amount of specialty points. A specialty point is treated as a radiance point or as a shadow point for the purpose of paying for loci from the specialist philosopher's favored philosophy. The specialty pool replenishes itself whenever the extremist replenishes her radiance pool and/or shadow pool.



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Antipodist Locus Summary

Loci are broken down into nine philosophies: five of which are light and five of which are dark. One is both light and dark. These philosophies, listed and detailed below, are broad sweeps that link the loci under their banner.

Light Philosophies

Beacon - Beacon is a bright light in the darkness, a force that raises the spirits of the downtrodden and sends creatures of darkness back into the shadows from whence they came. True to its namesake, a follower of the beacon philosophy is a port in the storm, a rallying cry, and a harbinger of radiant doom all in one.

Coruscation - Coruscation looks to the biggest light in the sky, the sun, for inspiration. Concerned only with creating the biggest blasts of light possible, practitioners of the coruscation philosophy are conduits of mighty radiance, blinding and burning all in their path.

Illumination - Illumination concerns itself with the acquisition of knowledge and clarity of thought. Believing itself to be the most pure philosophy, there are very few loci that require activation among illumination loci, for if clear thought were not something that is possible every hour of every day, then it is not worth striving to achieve. Practitioners of the illumination philosophy are incredibly difficult to trick and always seem to be one step ahead of those who rely on less direct approaches to get things done.

Refraction - Refraction is diametrically opposed to obscurity, for in order to take something and bounce it about, a practitioner of the refraction philosophy must get right up in the face of its enemy and make her presence known. Blunt, yet surprisingly crafty, refractors are adept at shielding themselves from harm with cleverly layered defenses that actively harm those foolish enough to try to break through them.

Dark Philosophies

Anima - Anima concerns itself with shadows as an extension of the waking world. By strengthening ties with shadows, it becomes possible to give them life, if only for a moment, creating tireless allies or defeating enemies through the manipulation of their most intimate partner.

Manipulation - Manipulation is effectively the study of putting puppet strings on anything that moves. Adept at the instigation of infighting, corruption of the senses, and manipulation of emotions, the mightiest practitioners of the manipulation philosophy can end a bloody fight without raising a single finger in violence.

Obscurity - Obscurity believes that the best way to ensure safety is never to be seen at all. Masters of twisting shadows to remain unseen and swiftly debilitating foes when spotted, practitioners of the obscurity philosophy are silent, deadly adversaries.

Umbral Embrace - The umbral embrace is the kiss of the sandmen, strange aberrant beings who subsist on the latent psychic energy released by the sleep of sapient beings. Practitioners of the umbral embrace philosophy strike up tenuous alliances with these sandmen, believing that their cooperation will lead to truth through the investigation of the subconscious mind. In the meantime, the ability to manipulate the subconscious mind, induce sleep, or call upon cranky sandman allies in times of need are all fairly valuable tricks.

Dual Philosophy

Twilight - The perfect mingling of light and dark, twilight cares not about the other philosophies, for they seek truth through the investigation of discrete portions of the duality of light and dark. Twilight, on the other hand, is this duality. As a result, most twilight loci affect loci from other philosophies or are themselves incredibly flexible at the expense of the focus or raw power seen in other philosophies. Be that as it may, any master practitioner of another philosophy is even more dangerous if she also embraces the duality.



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Loci marked with an asterisk (*) use your shadow.

Anima Loci

Level 1

Opportunistic Shade* - Shadow attacks creatures that make an attack of opportunity against you

Peering Shadows* - Shadow stretches along the ground, allowing you to see through its "eyes"

Phantom Lacerations* - Deal bleed damage equal to half your philosopher level, and stagger at high level

Umbral Bodyguard* - Gain DR X/-, where X is half your philosopher level, against the next creature to charge you

Umbral Lenses - Gain the ability to see in magical darkness

Wreathed in Shadow - Gain a +1 dodge bonus to AC when your shadow is not in use by a locus

Level 2

Clinging Shadows - Subject is *slowed*, as the spell, for 1 round

Deflecting Darkness* - Gain the benefits of the Deflect Arrows feat, save that your shadow does the deflecting

Hazeheave* - Perform the reposition combat maneuver at range

Interposing Shadows* - Shadow "grapples" a creature of your choice, covering its eyes and effectively blinding it

Spurring Shadows - Subject is *hasted*, as the spell, for 1 round

Level 3

Conscripted Shades - Pay 1 additional shadow point to activate a shadow-using locus without using your shadow

Night Terror* - Shadow invades subject's mind, killing it with fear after a 2-round wait

Realigning Guidance - When shadow is not in use, gain a retroactive +1d4 bonus to your first failed attack of each round.

Shadowswat* - Shadow attacks a single creature of your choice each round and bull rushes the target on a successful hit

Level 4

Billowing Darkness - Gain temporary hit points equal to your Intelligence modifier each round while shadow is in use by a locus

Insubstantial Mime* - Shadow watches you activate loci and can mimic the last locus you activated as a standard action; mimicked loci are always dark, even if normally light

Polychromatic Shadow* - Grant yourself a single illusory copy that functions as the *mirror image* spell, but cannot be subverted by divination magic

Shadowstorm - Creatures in a 20-ft. burst centered on you are either aided by their shadows, granting various bonuses, or strangled to death by their own shadows

Beacon Loci

Level 1

Despair - Subject takes a -1 penalty to attack rolls and weapon damage rolls; at high level, also penalizes saving throws, ability checks, skill checks, and AC, and increases the penalty to weapon damage rolls

Enduring Beacons - Treat your philosopher level as +1 higher for the purpose of determining the duration of beacon loci; treat as +2 instead if you know a 4th-level beacon locus

Glorify - Allies within 30 feet gain new saves to end ongoing fear effects immediately

Mood Lighting - Allies within 30 feet gain a competence bonus to Bluff, Diplomacy, and Intimidate equal to half your philosopher level

Sunkiss - Subject's metallic weaponry deals additional fire damage

Vigorous Footfalls - Allies within 30 feet gain increased base land speed

Level 2

Hope - Subject gains a +1 luck bonus to attack rolls, light-descriptor spell damage rolls, and weapon damage rolls; at high level, also grants a bonus to saving throws, ability checks, skill checks, and AC, and allows the philosopher to increase the bonus granted to one of the quantities affected

Inner Glow - Subject gains fast healing for 1 minute

Licking Flames - Subject gains cold resistance equal to your philosopher level and deals 1d3 points of fire damage per four philosopher levels to melee attackers

Sparking Sparkles - Creatures that attack allies within 30 feet in melee take 1d4 points of damage and are dazzled for 1 round

Sunbless - Metallic weapon wielded by allies within 30 feet deal additional fire damage

Level 3

Bolster - Allies within 30 feet gain a +2 luck bonus to AC and saving throws, as well as temporary hit points equal to half your philosopher level

Luminous Rebirth - Subject is healed for 5 points of damage per philosopher level after a 2-round wait

Photocatalytic Detoxification - Subject is purged of poisons, including those it has weaponized

Torchbearer - Beacon loci that are normally centered on you may be centered on another creature

Level 4

Break - Foes within 30 feet take a -2 penalty to AC and saving throws and are staggered for 1 round

Flight of the Photon - Allies within 30 feet may fly, gain a competence bonus to Fly checks, and may combine charging and flying

Inner Glow, Mass - As *inner glow*, but affects multiple creatures

Licking Flames, Mass - As *licking flames*, but affects multiple creatures and grants fire resistance in addition to cold resistance

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Coruscation Loci

Level 1

Burning Brilliance - Globes of fiery light each deal 1d4 fire damage as a swift action or 1d4 + Wisdom modifier fire damage as a standard action

Dazzling Delivery - Each round, the subject takes 1 point of damage and is dazzled

Eye Strain - Burst of light fatigues for a short duration; blinded or dazzled creatures are less likely to resist

Painting Phosphorescence - Your coruscation loci cause subsequent coruscation loci to treat your philosopher level as though it were higher

Photic Burst - 10-ft.-radius burst of light deals 1d4 + philosopher level damage; dazzles at high level

Searing Dawn - Blast of light deals 1d6 + 1d6/2 levels fire damage to a single target

Level 2

Blinding Beam - Ray of light deals 1d4 points of damage per philosopher level and blinds

Brilliant Display - Burst of multicolored light behaves as the color spray spell

Conservation of Light - Coruscation loci that reduce their target to 0 or fewer hit points grant a partial radiance point refund

Glimmering Outline - Activating coruscation loci coats you in glitter for 1 minute, which dazzles creatures that attack you and miss in melee

Guiding Light - Subject's deflection bonus to AC and miss chance due to concealment are halved

Level 3

Atomize - Subject takes 12d6 + philosopher level fire damage

Coruscating Overstimulation - Coruscation loci deal +1d4 damage to blinded or dazzled creatures

Motestorm - Globes of irritating light each daze for 1 round

Nova Notes - Globes of tempestuous light each deal 1d4 fire damage as a swift action or 1d4 + Wisdom modifier fire damage as a standard action; 10-ft.-radius burst

Level 4

Garish Phosphorescence - Each round, the subject takes 2d6 fire damage and is dazzled

Laser Principle - 1s rolled on coruscation locus damage dice are treated as 2s

The Magnifying Glass Effect - All damaging coruscation loci now light those damaged on fire

Pillar of Revelation - Pillar of burning light blinds and deals 1d6 points of fire damage per philosopher level

Illumination Loci

Level 1

Bright Omen - Your next locus deals an additional 1d4 + 1d4/2 levels damage; if the next locus doesn't deal damage, this is wasted

Illuminating Manuscript - Target book grants a bonus to skill checks related to its contents (Ex: a book on armorsmithing grants a bonus to Craft(armor) checks)

Penetrating Vision - Use Perception in place of Sense Motive

Portentous Sight - Stored d20 can be used in place of an ability check, attack roll, saving throw, skill check, or initiative check

Saw it Coming - Gain a +1 luck bonus to saving throws

Superhuman Precision - Gain a +1 insight bonus to attack rolls; increases to +2 if you know a 4th-level illumination locus

Level 2

Bushy-tailed - You gain a +1 insight bonus to AC and saving throws for 1 hour after replenishing your pools

Experimental Prod - Learn which energy types to which the subject is resistant and/or immune

Open the Mind - Remove mental filtering, confusing the subject

Reveal the Opening - Gain a +20 insight bonus to an attack roll

Unflinching Sight - Suppress the effects of the blinded and dazzled conditions

Level 3

Bright-eyed - If not dazzled, temporary blindness effects are downgraded to temporary dazzle effects

Lights in the Darkness - Gain darkvision 60 ft. or increase existing darkvision by +30 ft.

Pursue Illumination - Determine whether or not others are deliberately lying

True Seeing - Pierce illusions as the *true seeing* spell

Level 4

Discerning Eye - You can now see through fogs, mists, areas of darkness, and other such obstructions

Illuminated Insight - Gain a luck bonus to AC equal to your Dexterity bonus whenever you would be denied your Dexterity bonus to AC

Sign of the Overstimulated - Gain blindsense 30 ft. and the Blind Fight feat

Sudden Insight - Critical hits with a locus grant 1 temporary radiance point



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Manipulation Loci

Level 1

Fear Itself - Subject becomes shaken

Overbear - Confuse the subject for 1 round

Puppeteer's Flick - A single foe attacks itself

Puppeteer's Restraining - Creatures that attack the subject in melee are entangled for 1 round

Tunnel Vision - Visions of an endless hallway make running and charging difficult

Umbral Honey - Gain a +2 circumstance bonus to Bluff, Diplomacy, and Intimidate; increases to +4 if you know a 4th-level manipulation locus

Level 2

Cumulative Shadows - Creatures under the effects of a mind-affecting manipulation locus take a -1 penalty to Will saving throws against mind-affecting manipulation loci

Eventide - Fatigued, exhausted, or Constitution damaged/drained creature is put to sleep

Lost in the Haze - Subject treats all foes as though they had concealment

Manipulate the Mindless - May pay an additional +1 shadow point to affect those immune to mind-affecting abilities with mind-affecting loci

Synaptic Shutdown - Subject takes damage whenever it does anything that requires a standard action to perform

Level 3

Acquire Minion - Steal control of a summoned creature

Forced Overswing - Subject attacks itself when it fails to hit another creature in melee

Intensify - Various minor conditions are upgraded to more severe conditions for 1 round

Peripheral Horrors - Foes in a 30-ft.-radius burst are both shaken and frightened

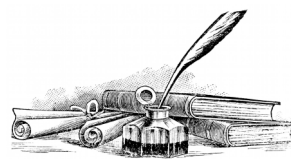
Level 4

Eternal Blackness - Subject's Intelligence and Charisma scores are set to 1

Lost in the Fog - Subject treats all foes as though they had total concealment

Massed Manipulation - All allies within 30 feet gain the benefits of the *haste* spell, while all foes take the penalties of the *slow* spell

Puppeteer's Dance - All foes within 30 feet attack themselves



Obscurity Loci

Level 1

Draining Dark - Creatures that end their turn within the locus' area take cold damage equal to your philosopher level

Eyebright - Deal 1d6 damage and blind for 1 round

Highlights of Gloom - Creatures attempting to spot you take a -3 penalty to Perception checks, increasing to -6 if you know a 4th-level obscurity locus

Imperceptible Action - You gain a +2 bonus to initiative checks, increasing to +4 if you know a 4th-level obscurity locus

Shadowstep - Gain a +5-ft. bonus to base land speed, increasing to +10 ft. if you know a 4th-level obscurity locus

Sinister Intent - Subject deals additional precision damage to creatures it flanks

Level 2

Catching Shadows - Gain a +4 insight bonus to AC against the next attack made against you

Cloying Darkness - Blobs of shadow each entangle for 1 round

Imperceptible Anatomy - You have a 25% chance to ignore precision damage; if you know a 4th-level obscurity locus, light fortification instead

Robed in Black - You have concealment against ranged attacks

Slinking Form - Ignore the movement penalties imposed by difficult terrain when your shadow is not in use

Level 3

Billowing Form - Turn into a cloud of smoke and move up to 5 ft. per philosopher level

Flight and Flight Response - The first creature to attack you each round becomes blinded and shaken

Midnight Panic - The first creature damaged by a dark locus each round becomes shaken

Rushing Shadows - Gain a temporary shadow point if first in initiative order in the first round of combat

Level 4

Dark Uprising - Gain 5 shadow charges, which grant a resistance bonus to saving throws and can be spent in place of your shadow

Imperceptible Juxtaposition - Defy death, but sacrifice your shadow

Knife in the Back - Creatures that flank the subject deal an additional 1d6 precision damage

Shadow Evasion - Gain a +2 luck bonus to AC and the benefits of evasion, but only when wearing no armor at all

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Refraction Loci

Level 1

Armor of the Morningstar - Gain a +4 armor bonus to AC, increasing by +1 for every four philosopher levels, but take a -10 penalty to Stealth checks

Bend Radiance - Become invisible for a very short time

Deflect Energy - Grant yourself resistance equal to twice your philosopher level, max 30, against a single energy type

Radiant Parry - Light deflects attacks that would otherwise hit you

Reactive Radiance - Gain temporary hit points the first time you take damage each round

Vengeful Radiance - Creatures that attack you in melee take 1 damage, increasing to 1d4 damage if you know a 4th-level refraction locus

Level 2

Deflect Energy, Other - As *deflect energy*, but targeting any creature in range

On Wings of Light - Gain a 60-ft. fly speed with good maneuverability and shed light like a torch

Parabolic Dish - Deflect a single ray and gain a +2 deflection bonus to AC

Radiant Aegis - Shield yourself with light, gaining a +4 shield bonus to AC and a +2 resistance bonus to saving throws; resistance bonus increases at high level

Reflective Surface - You gain a +1 deflection bonus to AC and permanently shed light as a candle

Level 3

Bend Radiance, Greater - As *bend radiance*, but attacking doesn't end the effect

The Breaking Dawn - If you take damage while flat-footed in the first round of combat, you gain 1 temporary radiance point

Deflect Energy, Mass - As *deflect energy*, but multiple targets

Vindictive Spear - Deal damage equal to the amount of damage taken in the last round, to a maximum of four times your philosopher level

Level 4

Glimmering Deflectors - Creatures that miss you in melee automatically hit themselves

Glowing Wrath - You gain a stacking +1 bonus to damage rolls against creatures that deal damage to you

Parabolic Dish, Greater - Deflect multiple rays and gain a +4 deflection bonus to AC

Trick of the Light - All allies in a 30-ft. radius gain two illusory doubles, as *mirror image*



Twilight Loci

Level 1

Abrupt Shift - Whenever you activate a locus, if you activated a locus of the opposite type in the previous round, you dazzle your target

Antipodal Focus - Whenever you activate a locus, if you activated a locus of the opposite type in the same round, it gets +1 to its DC

Dual Blast - Subject takes both cold and fire damage equal to your philosopher level and lights on fire

Insult to Injury - Subject takes up to 1d4 points of damage per philosopher level, but damage is reduced if the subject is not laden with conditions

Polarity Shift - Additional point payment allows you to switch the energy damage of loci from fire to cold or vice versa

Slow Adjustment - Dazzling and shakening effects have their duration increased by +1 round

Level 2

Antipodal Study - The size of your radiance and shadow pools increases by +1.

Double Locus - May spend an additional point to select a second target for single-target loci of 2nd-level or lower

Embrace the Duality - Spend radiance points to gain temporary shadow points or shadow points to gain temporary radiance points

Glare and Gloom - Ray deals 1d4 points of cold damage and 1d4 points of fire damage per two philosopher levels and dazzles and shakens the target

Glowing Shadows - Dazzle in a 10-ft.-radius burst and impose a 10% miss chance to all attacks

Level 3

Antipodal Priming - You may spend 1 radiance point to activate a 1st-level dark locus as a swift action, or 1 shadow point to activate a 1st-level light locus as a swift action

Slow Glow - Sources of temporary hit points grant an additional +2 temporary hit points

Twilight Implement - Scythe-like blade of antipodal energy attacks what you attack

Ubiquibolt - Ray of energy deals 1d4 points of damage per philosopher level and is treated as whatever locus level (or levels) and philosophy (or philosophies) you desire

Level 4

Duality's Call - 1st-level well-traveled loci may be activated as a swift action

Flashing Darkness - You may teleport up to 15 feet whenever you activate a 4th-level locus

Nightbreak - 10-ft. burst of energy deals 1d6 points of fire damage or cold damage per philosopher level, selected based on the energy type to which the subject is less resistant

Slow Equilibrium - Blinding and frightening effects have their duration increased by +1 round

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Umbral Embrace Loci

Level 1

Chill to the Soul - Deal 1d3 points of cold damage per philosopher level; saving throw penalized based on number of temporary negative levels

Drainer's Vitality - 5% chance to ignore negative levels, increasing to a 10% chance if you know a 4th-level umbral embrace locus

Draw Upon Shadows - Gain 1d4 + 1/2 your philosopher level temporary hit points

Ray of Lethargy - Subject takes a penalty to both Strength and Dexterity

Sandman's Kiss - Deal 1d6 bludgeoning damage and fatigue each round; ends immediately upon subject being put to sleep, dealing additional damage based on remaining duration

Wide Awake - You have a +1 circumstance bonus to saving throws against sleep effects, increasing to +2 if you know a 4th-level umbral embrace locus

Level 2

Deny Future - Subject takes 1 temporary negative level for every five philosopher levels you possess

Easily Rested - You require only 2 hours of sleep per night

Knockout Dust - Subject falls asleep

Slings and Arrows - Creatures within 30 feet that gain temporary negative levels take 1 point of Strength damage, as well as 1 point each of Dexterity and Constitution damage if you know a 4th-level umbral embrace locus

Wake-up Call - Douse subject's brain with the sensation of cold water, dealing 1d4 cold damage per philosopher level and an additional 2d4 points of cold damage with no save if subject was asleep

Level 3

Darkness Rising - Grant temporary negative levels in a 30-ft.-radius burst centered on you

Drag Down - 15-ft. burst deals 3d6 cold damage and grants a temporary negative level

Extinguish - Deal 1d6 damage per philosopher level and stun subject

Tangible Gloom - Subject is paralyzed

Level 4

Bedtime Story - Whenever you activate an umbral embrace locus of 2nd level or higher, the foe with the most HD within 30 feet takes a temporary negative level

Dream Reaver - You grant temporary negative levels to creatures you put to sleep

Dreamland Express - Summoned sandman goes on a rampage, attacking foes and putting them to sleep

Tangible Gloom, Mass - Subjects are paralyzed



Antipodist Locus List

Anima Loci

Billowing Darkness (Ex; Dark)

Philosophy: Anima; Locus Level: 4

Whenever your shadow is being used by a locus, you gain temporary hit points equal to your Intelligence modifier at the beginning of each of your turns. These temporary hit points last for 1 round.

Clinging Shadows (Su; Dark)

Philosophy: Anima; Locus Level: 2

Range: 60 feet

Target: one creature

Duration: 1 round

Cost: 1 Shadow Point

As a swift action, you cause various shadows to spring to action and weigh the subject down. The subject takes the penalties of the *slow* spell for 1 round with a Fortitude save to negate.

Conscripted Shades (Su; Dark)

Philosophy: Anima; Locus Level: 3

You may pay 1 additional shadow point whenever you activate a 2nd-level or lower anima locus that requires the use of your shadow. If you do, the locus no longer requires the use of your shadow.

Deflecting Darkness (Su; Dark)*

Philosophy: Anima; Locus Level: 2

Range: personal

Target: you

Duration: 1 minute/level (D)

Cost: 2 Shadow Points

As a standard action, you send a surge of energy through your shadow, willing it to become corporeal and defend you for a time. For the duration of this ability, you are treated as though you have the Deflect Arrows feat, though since your shadow is the entity doing the actual deflecting, it is treated as though it always has an empty hand. If you already have the Deflect Arrows feat, then both you and your shadow can each deflect a single projectile per round.

Hazeheave (Su; Dark)*

Philosophy: Anima; Locus Level: 2

Range: 30 feet

Target: one creature

Duration: instantaneous

Cost: 1 Shadow Point

As a standard action, you channel a substantial amount of energy into your shadow, which bolts toward the target with both arms outstretched. Your shadow performs the reposition combat maneuver, using your philosopher level + your Intelligence modifier as its attack modifier and CMB. Forced movement through damaging terrain causes that terrain to deal damage to the target.

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Insubstantial Mime (Su; Dark)*

Philosophy: Anima; Locus Level: 4
Range: personal
Target: you
Duration: 1 minute/level (D) or until discharged; see text
Cost: 2 Shadow Points

As a standard action, you infuse your shadow with a hint of your personality, making it act like you, beyond the standard shadow-trait of mimicking all of your movement, of course. Whenever you activate a 3rd-level or lower locus, your shadow watches your every move, remembering how to do it exactly; however, your shadow being quite bad at remembering things, it only remembers the most recent locus of 3rd-level or lower performed. As a standard action, you order your shadow to perform the locus it remembers. As this is a dark mimicry of a locus, it has the Dark descriptor and loses the Light descriptor, if applicable, and the locus uses your Intelligence modifier instead of your Wisdom modifier wherever applicable. After activating a single locus in this manner, your shadow returns to its initial state and this ability ends immediately.

Interposing Shadows (Su; Dark)*

Philosophy: Anima; Locus Level: 2
Range: 30 feet
Target: one creature
Duration: 1 round/level
Cost: 2 Shadow Points

As a standard action, you will your shadow to stretch toward the subject and put its hands over the subject's eyes. Your shadow performs the grapple combat maneuver, using your philosopher level + your Intelligence modifier as its CMB, as well as its attack modifier. Creatures grappled in this manner are blinded, but may otherwise act as though they were not grappled. If the subject moves beyond the range of this locus, your shadow lets out a petulant groan and returns to your side. As a standard action, you may will your shadow to target a different creature within range. The shadow does not need to perform a grapple check to end a grapple and move to a new target; it simply floats away from its current target, if any.

Night Terror (Sp; Dark)*

[emotion, fear, mind-affecting]
Philosophy: Anima; Locus Level: 3
Range: close (25 ft. + 5 ft./2 levels)
Target: one living creature
Duration: 2 rounds
Cost: 3 Shadow Points

As a standard action, your shadow rises up with a blood-curdling scream, rapidly assuming an utterly grotesque and horrible shape. It then descends upon the subject and enters its body through whatever orifices are available and begins to assault the subject's mind with visions of the most terrifying nature. When the locus's duration expires, the subject first gets a Will save to resist your shadow digging in deeper to find what terrifies the subject most. If that save fails, your shadow learns what the subject fears most and immediately exploits that, forcing the subject to succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. If this locus is ended in any manner other than the natural expiration of its duration, then the locus ends without attempting to scare the subject to death. Regardless of the outcome of the locus, your shadow pours back out of the subject's body and returns to your feet where it belongs when the locus ends.

Opportunistic Shade (Su; Dark)*

Philosophy: Anima; Locus Level: 1
Range: personal
Target: you
Duration: 1 round + 1 round/2 levels (D)
Cost: 1 Shadow Point

As a standard action, your shadow peels itself up from the surface on which it is cast and takes up a hunched defensive position directly above your head. Whenever a creature makes an attack of opportunity against you, your shadow stretches and lashes out against that creature, dealing 1d6 + your Intelligence modifier slashing damage on a successful hit. Your shadow's attack bonus is equal to your antipodist level + your Intelligence modifier.



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Peering Shadows (Su; Dark)*

Philosophy: Anima, Locus Level: 1
Range: 60 feet
Target: your shadow
Duration: see text
Cost: 1 Shadow Point

As a standard action, you will your shadow to stretch and shift grotesquely. Your shadow stretches up to 60 feet in any direction from your body. While stretched, you can see through the shadow's "eyes" in addition to your own vision. Your shadow is very difficult, but not impossible, to detect. Take 20 on a Stealth check using your total modifier to the skill. A Perception check that meets or exceeds your Stealth check notices the shadow. If a source of light, such as a thrown torch, or a light-based spell, such as searing light, strikes a square containing your shadow, the shadow flails about for a moment as if in extreme pain and snaps back to its original state, ending the ability. If not ended early, the shadow returns to its original state at the beginning of your next turn.

You may use this ability even if you are not currently casting a shadow, such as at high noon. When this is done, you temporarily produce a shadow; however, the awkwardness of a shadow in shadow-free surroundings means you only take 10 on your Stealth check rather than 20.

Phantom Lacerations (Su; Dark)*

Philosophy: Anima, Locus Level: 1
Range: 30 feet
Target: one creature
Duration: instantaneous
Cost: 1 Shadow Point

As a standard action, you direct your shadow to swipe across the subject's body, dealing bleed damage equal to half your philosopher level, rounded down, with a Fortitude save to negate. Starting at 11th level, creatures dealt bleed damage by this locus are also staggered for 1 round.

Polychromatic Shadow (Su; Dark)*

Philosophy: Anima, Locus Level: 4
Range: personal
Target: you
Duration: 1 round/level
Cost: 1 Shadow Point

As an immediate action, you cause your shadow to become a passable copy of your own body, complete with color and distinguishing physical features beyond the standard silhouette that is a shadow. This effectively grants you a single illusory double as the *mirror image* spell. Unlike the *mirror image* spell, this locus is not an illusion, and cannot be pierced by *true seeing* and other such effects.



Realigning Guidance (Ex; Dark)

Philosophy: Anima; Locus Level 3

You find your body subtly realigned by your shadow in the heat of combat, granting you a +1d4 circumstance bonus to your first failed attack roll each round. If this bonus is enough to retroactively make that attack successful, then it is retroactively made so. This ability only functions when your shadow is not being used by a locus.

Shadowstorm (Sp; Dark)

Philosophy: Anima; Locus Level: 4
Counterspelling School: evocation
Range: 20 feet
Area: 20-foot-burst centered on you
Duration: see text
Spell Resistance: yes
Cost: 5 Shadow Points

As a standard action, you channel an enormous amount of energy, causing the shadows of all creatures within 20 feet, your own included, to rear up and take action. For each subject, select "help" or "hinder". If you select "help", the subject's shadow aids every action it makes, granting a +2 circumstance bonus to attack rolls, skill checks, ability checks, saving throws, and AC. A shadow told to help remains active for 1 round for every two philosopher levels you possess. If you select "hinder", the subject's shadow rises up and throttles it, as the *suffocation* spell. The save DC against this ability is 10 + 1/2 your philosopher level + your Intelligence modifier. A shadow told to hinder remains active for 4 rounds. Creatures that do not cast a shadow, have had their shadow stolen, or are currently using a waypoint, locus, or other spell or ability that utilizes their shadow, are immune to this ability. Additionally, all shadows affected by this locus are considered to be in use by a locus or waypoint.

Shadowswat (Su; Dark)*

Philosophy: Anima; Locus Level: 3
Range: personal
Target: you
Duration: 1 round/level (D)
Cost: 2 Shadow Points

As a standard action, you send a jolt of energy up your shadow, which balls up its fists and comes out swinging. You can command your shadow to sucker punch a creature within 15 feet as a swift action once per round. Make an attack roll with an attack bonus of your philosopher level + your Intelligence modifier. If it hits, the subject takes 1d6 + your Intelligence modifier points of bludgeoning damage. On a successful hit, your shadow then performs the bull rush combat maneuver, using your philosopher level + your Intelligence modifier as its CMB. As your shadow does not move with the subject, this use of the bull rush combat maneuver cannot move the subject more than 5 feet. Forced movement through damaging terrain causes that terrain to deal damage to the subject.

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Spurring Shadows (Su; Dark)

Philosophy: Anima; Locus Level: 2
Range: 60 feet
Target: one willing creature
Duration: 1 round
Cost: 1 Shadow Point

As a swift action, you cause various shadows to spring onto the subject and push it along. The subject gains the benefits of the *haste* spell for 1 round.

Umbral Bodyguard (Su; Dark)*

Philosophy: Anima; Locus Level: 1
Range: personal
Target: you
Duration: 1 minute/level (D) or until discharged; see text
Cost: 1 Shadow Point

As a standard action, you will your shadow to rise up and embrace you in a shadowy bear hug. The next time you are charged, your shadow cushions the blow, granting you DR X/-, where X is half your philosopher level, rounded down, minimum 1, against all attacks made by the charging creature this round. After protecting you against one charge, your shadow returns to its initial state and this ability ends immediately



Umbral Lenses (Su; Dark)

Philosophy: Anima; Locus Level: 1
Range: personal
Target: you
Duration: 1 minute/level
Cost: 1 Shadow Point

As a standard action, you cover your eyes in a shadowy film that allows you to see through magical darkness unhindered.

Wreathed in Shadow (Ex; Dark)

Philosophy: Anima; Locus Level: 1

Your shadow wicks around your body, granting you a +1 dodge bonus to AC whenever your shadow is not being used by a locus.

Beacon Loci

Bolster (Sp; Light)

Philosophy: Beacon; Locus Level: 3
Counterspelling School: abjuration
Range: 30 feet
Area: all allies within a 30-ft.-radius burst centered on you
Duration: 1 round
Spell Resistance: yes (harmless)
Cost: 2 Radiance Points

You produce a tremendous burst of shielding light as a standard action, granting allies a +2 luck bonus to AC and saving throws, as well as temporary hit points equal to half your philosopher level, rounded down.



Break (Sp; Light)

Philosophy: Beacon; Locus Level: 4
Counterspelling School: necromancy
Range: 30 feet
Area: all foes within a 30-ft.-radius burst centered on you
Duration: 1 round
Spell Resistance: yes
Cost: 3 Radiance Points

You draw in light and vitality as a standard action, causing all foes to become staggered and take a -2 penalty to AC and saving throws. A successful Fortitude save negates the staggered condition, but deals 3d6 points of bludgeoning damage instead.

Despair (Sp; Light) [emotion, mind-affecting]

Philosophy: Beacon; Locus Level: 1
Counterspelling School: enchantment
Range: 30 feet
Area: all foes within a 30-ft.-radius burst centered on you
Duration: 1 round/level
Spell Resistance: no
Cost: 2 Radiance Points

One man's hope is another man's reason to despair. You shift the momentum of combat through the power of such emotion as a standard action, causing all foes to take a -1 penalty on attack rolls and weapon damage rolls. At 7th level, this locus also imposes a -1 penalty to saves. At 11th level, this locus imposes an additional -1 penalty to weapon damage rolls, for a total of -2. At 15th level, this locus also imposes a -1 penalty to ability checks, skill checks, and AC. There is no saving throw.

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Enduring Beacons (Ex; Light)

Philosophy: Beacon; Locus Level: 1

You treat your philosopher level as though it were +1 higher for the purpose of determining the duration of beacon loci. If you know a 4th-level beacon locus, you treat your philosopher level as though it were +2 higher instead.

Flight of the Photon (Sp; Light)

Philosophy: Beacon; Locus Level: 4

Counterspelling School: transmutation

Area: all allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Spell Resistance: yes (harmless)

Cost: 2 Radiances Points

Plumes of wispy light billow out from your person as a standard action. All allies gain a fly speed equal to their base land speed with perfect maneuverability; however, an ally "flying" in this manner must end her movement on a surface capable of supporting her weight, else she falls out of the sky at the end of her movement. Affected allies have a competence bonus to the Fly skill equal to half your philosopher level, rounded down. In addition, allies may charge while leaping in this manner, effectively allowing charges on creatures manning high walls and other such locations. A charge must still otherwise be a straight line. Despite the strange manner by which flight is achieved, size and maneuverability modifiers to the Fly skill still apply.



Glory (Sp; Light) [emotion, mind-affecting]

Philosophy: Beacon; Locus Level: 1

Counterspelling School: abjuration

Range: 30 feet

Area: all allies within a 30-ft.-radius burst centered on you

Duration: instantaneous

Spell Resistance: yes (harmless)

Cost: 1 Radiances Point

Your body glows gloriously as a standard action, inspiring those around you to fight no matter how terrifying the foe may be. All allies make an immediate saving throw against any ongoing fear effects from which they are suffering using the original DC as the save DC. If a saving throw is successful, that fear effect ends immediately.

Hope (Sp; Light) [emotion, mind-affecting]

Philosophy: Beacon; Locus Level: 2

Counterspelling School: enchantment

Range: 30 feet

Area: all allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Spell Resistance: no

Cost: 2 Radiances Points

Hope wells up within you as a standard action, granting you and each of your allies a +1 luck bonus on attack rolls, weapon damage rolls, and spell damage rolls if the spell has the light descriptor. At 7th level, this locus also grants a +1 luck bonus to saves. At 11th level, when activating this locus, choose one of the quantities to which it grants a luck bonus. The luck bonus granted to that one quantity is increased to +2. At 15th level, this locus also grants a +1 luck bonus to ability checks, skill checks, and AC.

Inner Glow (Sp; Light) [light]

Philosophy: Beacon; Locus Level: 2

Counterspelling School: evocation

Range: close (25 ft. + 5 ft./2 levels)

Target: one willing creature

Duration: 1 minute

Spell Resistance: yes (harmless)

Cost: 1 Radiances Point

All creatures, even the blackest of demons or the most soulless of undead, have an "inner glow", that is, a source of innermost light that, when stimulated, motivates that individual to go on despite grievous injury to body, mind, or psyche. You stimulate this inner glow as a standard action, granting the subject fast healing 1. This fast healing increases by +1 for every four philosopher levels beyond 3rd, to a maximum of fast healing 5 at 19th level.

Inner Glow, Mass (Sp; Light) [light]

Philosophy: Beacon; Locus Level: 4

Range: 30 feet

Target: 1 willing creature/3 levels

Cost: 4 Radiances Points

This locus functions as *inner glow*, except as noted above.

Licking Flames (Su; Light) [fire]

Philosophy: Beacon; Locus Level: 2

Range: 30 feet

Target: one willing creature

Duration: 1 round/level

Cost: 1 Radiances Point

As a standard action, you coat a creature in billowing flames. When the subject is struck in melee, these flames lash out at the attacker, dealing 1d3 points of fire damage for every four philosopher levels you possess. In addition, the subject has resistance to cold equal to your philosopher level.

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Licking Flames, Mass (Su; Light) [fire]

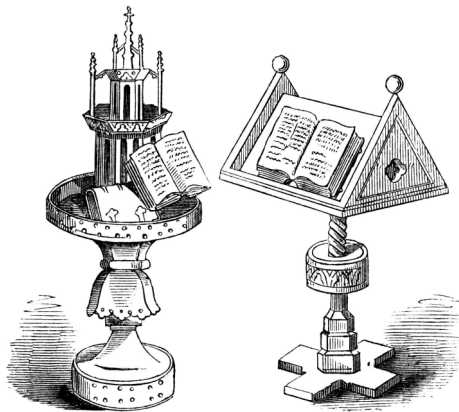
Philosophy: Beacon; Locus Level: 4
Range: 30 feet
Target: one willing creature/3 levels
Duration: 1 round/level
Cost: 3 Radiance Points

This locus functions as *licking flames*, except as noted above and that it grants resistance to both cold and fire equal to your philosopher level.

Luminous Rebirth (Sp; Light) [light]

Philosophy: Beacon; Locus Level: 3
Counterspelling School: conjuration
Range: 30 feet
Target: one willing creature
Duration: 2 rounds
Spell Resistance: yes (harmless)
Cost: 3 Radiance Points

As a standard action, you fill the subject with a warm, gentle radiance that knits together flesh and bone, rejuvenating the body while leaving behind faintly-luminescent scar tissue wherever a particularly grievous wound is located. When this locus's duration expires, the subject is cured for 5 points of damage per philosopher level you possess. Nonliving creatures, such as constructs and undead, are unaffected by this locus.



Mood Lighting (Sp; Light) [light]

Philosophy: Beacon; Locus Level: 1
Counterspelling School: conjuration
Range: 30 feet
Area: 30-ft. radius centered on you
Duration: 1 round/level (D)
Spell Resistance: no
Cost: 1 Radiance Point

As a standard action, you manipulate the local ambiance to fit the description of mood lighting, complete with fitting background music, granting a competence bonus to the Bluff, Diplomacy, and Intimidate skills equal to half your philosopher level, minimum 1, to all allies within the area of this locus. A creature that is both unable to see and hear is unaffected by this locus. The area of effect of this locus moves as you do.

Photocatalytic Detoxification (Sp; Light)

Philosophy: Beacon; Locus Level: 3
Counterspelling School: conjuration
Range: touch
Target: creature touched
Duration: instantaneous or 1 round/level; see text
Spell Resistance: yes (harmless)
Cost: 2 Radiance Points

As a standard action, your touch causes the subject's internal structure to glow, purging toxins and harmful microorganisms by simply annihilating them with radiant energy. Make a caster level check, treating your philosopher level as your caster level, (1d20 + caster level) against the DC of each poison or disease affecting the subject. Success means the poison is neutralized or the disease is removed. A cured creature suffers no additional effects from the poison or disease, and any temporary effects are ended, but the locus does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

In addition, if the subject uses a poison or disease offensively, such as a rabid dog that spreads rabies with its bite or a monstrous scorpion with a poisonous sting, this locus also neutralizes those effects for 1 round per philosopher level with a Will save to negate.

Sparking Sparkles (Sp; Light)

Philosophy: Beacon; Locus Level: 2
Counterspelling School: conjuration
Range: 30 feet
Area: 30-ft. radius centered on you
Duration: 1 round/level (D)
Spell Resistance: no
Cost: 2 Radiance Points

As a standard action, you create a plume of sparkles that inexplicably gravitate to your allies. Whenever an ally within the area of effect of this locus takes physical damage in melee, the attacker takes 1d4 points of damage and is dazzled for 1 round with no saving throw allowed. The duration of the dazzle effect is cumulative, to a maximum duration of rounds equal to your Wisdom modifier, minimum 1. The area of effect of this locus moves as you do.

Sunbless (Sp; Light) [fire]

Philosophy: Beacon; Locus Level: 2
Counterspelling School: transmutation
Range: 30 feet
Area: 30-ft. radius centered on you
Duration: 1 round/level (D)
Spell Resistance: yes (harmless)
Cost: 2 Radiance Points

As a standard action, you create a rippling cascade of light that edges weaponry, rapidly heating it to excruciating temperatures. All metallic melee weapons wielded by allies in the area of effect of this locus deal an additional point of fire damage for every three philosopher levels you possess. The area of effect of this locus moves as you do.

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Sunkiss (Sp; Light) [fire]

Philosophy: Beacon; Locus Level: 1
 Counterspelling School: transmutation
 Range: close (25 ft. + 5 ft./2 levels)
 Target: one willing creature
 Duration: 1 round/level (D)
 Spell Resistance: yes (harmless)
 Cost: 1 Radiance Point

As a standard action, you create a cascade of light that edges the weaponry of a single creature. All metallic melee weapons wielded by the subject deal 1 additional point of fire damage + an additional point of fire damage for every three philosopher levels you possess.



Torchbearer (Su; Light)

Philosophy: Beacon; Locus Level: 3
 Range: 30 feet
 Target: one creature
 Duration: see text
 Cost: 1 Radiance Point

As a swift action, the next beacon locus that you activate this round that's normally an area of effect centered on you is centered upon the subject instead. This change in locus geometry persists for the entire duration of that locus.

Vigorous Footfalls (Sp; Light)

Philosophy: Beacon; Locus Level: 1
 Counterspelling School: transmutation
 Range: 30 feet
 Area: 30-ft. radius centered on you
 Duration: 1 round/level (D)

As a standard action, you fill limbs, both living and nonliving, with radiant vigor. All allies in the area of effect of this locus have their base land speed increased by +5 feet, plus an additional +5 feet for every six philosopher levels you possess. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim.

Coruscation Loci

Atomize (Sp; Light) [death, fire]

Philosophy: Coruscation; Locus Level: 3
 Counterspelling School: evocation
 Range: medium (10 ft. + 10 ft./level)
 Target: one creature
 Duration: instantaneous
 Spell Resistance: yes
 Cost: 3 Radiance Points

All creatures have an inner glow that helps them to persist even when things look their darkest. When this inner glow is stimulated, bravery and great feats of strength tend to result. When this inner glow is pushed too far, spontaneous combustion on the molecular level, that is, one enormous radical reaction, tends to occur. You overstimulate the inner glow of the subject as a standard action, ripping a large portion of that creature to its constituent particles, then obliterating those in a gout of all-consuming flame, dealing 12d6 + your philosopher level fire damage with a Fortitude save to negate.

Blinding Beam (Sp; Light) [light]

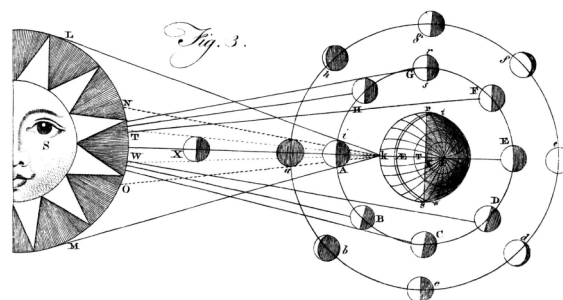
Philosophy: Coruscation; Locus Level: 2
 Counterspelling School: evocation
 Range: close (25 ft. + 5ft./2 levels)
 Target: one creature
 Duration: instantaneous
 Spell Resistance: yes
 Cost: 1 Radiance Point

As a standard action, a ray of light springs from your outstretched hand, dealing 1d4 points of damage per antipodist level on a successful ranged touch attack. Creatures damaged by this ability are blinded for 1 round with a Fortitude save to negate. Creatures without a sense of sight are immune to the blindness effect.

Brilliant Display (Su; Light) [mind-affecting]

Philosophy: Coruscation; Locus Level: 2
 Cost: 1 Radiance Point

As a standard action, you produce a cone of bedazzlement, as the *color spray* spell, with a caster level equal to your philosopher level. The save DC against this ability is 10 + 1/2 your philosopher level + your Wisdom modifier.



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Burning Brilliance (Sp; Light) [fire, light]

Philosophy: Coruscation; Locus Level: 1
Counterspelling School: evocation
Range: 30 feet
Target: you
Duration: 1 round/level (D)
Spell Resistance: yes
Cost: 1 Radiance Point

As a standard action, you create a globe of burning light, plus an additional globe of burning light for every two philosopher levels, which orbit around your head, shedding light as though they were candles. You can throw one of these globes at a creature within 30 feet as a swift action, dealing 1d4 points of fire damage on a successful ranged touch attack. You can also choose to throw one of these globes as a standard action, dealing 1d4 + your Wisdom modifier fire damage on a successful ranged touch attack.



Conservation of Light (Ex; Light)

Philosophy: Coruscation; Locus Level: 2

Whenever you reduce a creature to 0 or fewer hit points with a coruscation locus while in the heat of combat, you are refunded 1 radiance point of that locus' cost. You are not refunded additional radiance points if a single coruscation locus reduces multiple creatures to 0 or fewer hit points, nor can you be refunded more radiance points than the cost of the qualifying locus.

Coruscating Overstimulation (Ex; Light)

Philosophy: Coruscation; Locus Level: 3

Your coruscation loci deal an additional +1d4 damage to creatures with the blindness or dazzled condition.

Dazzling Delivery (Sp; Light) [light]

Philosophy: Coruscation; Locus Level: 1
Counterspelling School: evocation
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round/level
Spell Resistance: yes
Cost: 1 Radiance Point

As a swift action, you direct a flurry of twinkling motes of light toward the subject. Each round, the subject must make a Fortitude save or take 1 point of damage and be dazzled for 1 round. Creatures without a sense of sight are immune to this ability.

Eye Strain (Sp; Light) [light]

Philosophy: Coruscation; Locus Level: 1
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: instantaneous
Spell Resistance: no
Cost: 1 Radiance Point

You direct an irritating burst of light toward the subject as a standard action, fatiguing the subject for rounds equal to 1 + half your philosopher level, rounded down, with a Fortitude save to negate. If the subject is dazzled or temporarily blinded, it takes a -2 penalty to its Fortitude saving throw. Creatures without a sense of sight are immune to this ability.

Garish Phosphorescence (Sp; Light) [fire, light]

Philosophy: Coruscation; Locus Level: 4
Counterspelling School: evocation
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round/level
Spell Resistance: yes
Cost: 3 Radiance Points

As a standard action, you cause the subject's body to glow with a brilliant inner phosphorescence for a period of time. This includes parts of the body that would be significantly inconvenienced by the inclusion of "noisy" light. Each round, the subject takes 2d6 points of fire damage and is dazzled for 1 round with a Fortitude save for half damage.



Glimmering Outline (Ex; Light)

Philosophy: Coruscation; Locus Level 2

You wear the radiance of your trade like a tailor does a suit whose payment was reneged. Whenever you activate a non-well-traveled coruscation locus, you become covered in a radiant glitter for 1 minute. While coated in this glitter, creatures that attack you in melee and miss are dazzled for 1d4 rounds.

Guiding Light (Sp; Light) [light]

Philosophy: Coruscation; Locus Level: 2
Counterspelling School: conjuration
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round/level
Spell Resistance: no
Cost: 1 Radiance Point

As a standard action, you surround a creature with bright lights that throw its outline into sharp relief. Any miss chance granted to it by concealment is reduced by half. Additionally, the subject's deflection bonus to AC is reduced by half, rounded down.

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Laser Principle (Ex; Light)

Philosophy: Coruscation; Locus Level: 4

Those truly adept at the use of light to burn and destroy can ensure that their beams are focused to a deadly cutting edge. You treat all 1s on coruscation locus damage dice as 2s.

The Magnifying Glass Effect (Ex; Light)

Philosophy: Coruscation; Locus Level: 4

Creatures damaged by one of your coruscation loci burst into flames for 1 round as per the rules for alchemist's fire. This effect does not stack.

Motestorm (Su; Light) [light]

Philosophy: Coruscation; Locus Level: 3

Range: close (25 ft. + 5 ft./2 levels)

Effect: A sphere of light per three levels

Duration: 1 round/level (D) or until discharged; see text

Cost: 3 Radiance Points

You clasp your hands together and produce a warm sphere of coalesced light for every three philosopher levels you possess as a standard action. These spheres orbit about your person. At any time over the course of the locus' duration, you may direct a sphere to explode in the face of a single creature within range as a swift action, annihilating the sphere. That creature is dazed for 1 round with a Fortitude save to negate. Creatures that make their saving throw are immune to this locus for 24 hours. Creatures that do not have a sense of sight are immune to this ability. Once the last sphere explodes, this locus ends immediately.



Nova Motes (Sp; Light) [light]

Philosophy: Coruscation; Locus Level: 3

Counterspelling School: evocation

Range: 30 feet

Target: you

Duration: 1 round/level (D)

Spell Resistance: yes

Cost: 2 Radiance Point

As a standard action, you create a globe of tempestuous light, plus an additional globe for every two philosopher levels. These orbs orbit around your head, shedding light as though they were candles. You can throw one of these globes at a creature within 30 feet as a swift action, dealing 1d4 points of fire damage to the subject and all other creatures within 10 feet of the subject on a successful ranged touch attack. You can also choose to throw one of these globes as a standard action, dealing 1d4 + your Wisdom modifier fire damage to the subject and all other creatures within 10 feet of the subject on a successful ranged touch attack. You need only roll to hit the primary target.

Painting Phosphorescence (Sp; Light) [light]

Philosophy: Coruscation; Locus Level: 1

Counterspelling School: evocation

Range: 30 feet

Target: one creature

Duration: 1 minute

Spell Resistance: yes

Cost: 1 Radiance Point

As a standard action, you pelt the subject with a cloud of warm motes that amplify subsequent blasts of light. Whenever the subject takes damage from a coruscation locus, all subsequent coruscation loci deal damage to the subject as though your philosopher level were +1 higher. This effect lasts for 1 minute and stacks to a maximum of the highest locus level you know. (If you know a 3rd-level locus, you can treat your philosopher level as though it were up to +3 higher using this locus.) If this locus is well-traveled, then halve the maximum bonus, rounded down.

Photic Burst (Sp; Light) [light]

Philosophy: Coruscation; Locus Level: 1

Counterspelling School: evocation

Range: medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: instantaneous

Spell Resistance: yes

Cost: 1 Radiance Point

As a standard action, you produce a burst of light, dealing 1d4 + your philosopher level points of damage with a Fortitude save for half. Starting at 6th level, creatures that fail their Fortitude save are dazzled for 1d4 rounds.

Pillar of Revelation (Sp; Light) [fire, light]

Philosophy: Coruscation; Locus Level: 4

Counterspelling School: evocation

Range: medium (100 ft. + 10 ft./level)

Area: cylinder (10-ft. radius, 30-ft. high)

Duration: instantaneous

Spell Resistance: yes

Cost: 4 Radiance Points

As a standard action, a mighty pillar of intense light bursts forth from a temporary aperture above the target area, dealing 1d6 points of fire damage per philosopher level with a Reflex save for half damage. Creatures that fail their Reflex save are blinded for 1d4 rounds with a Fortitude save to negate. Creatures without a sense of sight are immune to the blindness effect.

Searing Dawn (Sp; Light) [fire, light]

Philosophy: Coruscation; Locus Level: 1

Counterspelling School: evocation

Range: medium (100 ft. + 10 ft./level)

Target: one creature

Duration: instantaneous

Spell Resistance: yes

Cost: 1 Radiance Point

As a standard action, a burst of light sears the subject, dealing 1d6 points of fire damage, plus an additional 1d6 points of damage for every two philosopher levels. A successful Fortitude save halves the damage.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Illumination Loci

Bright-eyed (Ex; Light)

Philosophy: Illumination; Locus Level: 3

Whenever you would become temporarily blinded, if you are currently not dazzled, you become dazzled for the duration of the blindness effect instead.

Bright Omen (Sp; Light)

Philosophy: Illumination; Locus Level: 1

Counterspelling School: evocation

Range: personal

Target: you

Duration: 1 round + 1 round/5 levels (D)

Spell Resistance: no

Cost: 1 Radiance Point

As a standard action, you fill your very mind with radiant energy, effectively priming yourself for the next locus. The next locus you activate deals an additional 1d4 points of damage, plus an additional 1d4 points of damage for every two philosopher levels you possess. If the next locus you activate does not deal damage, this bonus damage effect is wasted. This damage is of the same type or types as the locus itself.

Bushy-tailed (Ex; Light)

Philosophy: Illumination; Locus Level: 2

Whenever you replenish your radiance pool and/or shadow pool following a period of rest, you get a +1 insight bonus to AC and saving throws for 1 hour.

Discerning Eye (Ex; Light)

Philosophy: Illumination; Locus Level: 4

You can see through both magical and mundane smokes, fogs, and areas of darkness, such as sandstorms, *obscuring mist*, *solid fog*, and *darkness*, as though they weren't even there. This includes ignoring concealment bonuses granted to creatures making use of such smokes and fogs.

Experimental Prod (Sp; Light)

Philosophy: Illumination; Locus Level: 2

Counterspelling School: evocation

Range: close (25 ft. + 5 ft./2 levels)

Target: one creature

Duration: instantaneous

Spell Resistance: yes

Cost: 1 Radiance Point

You pelt the subject with bursts of energy as a swift action. You learn the identities of the energy types against which the subject is resistant, such as acid, cold, electricity, fire, and sonic, and even more exotic resistances, such as force and negative energy, but not the magnitude of these resistances. In addition, you learn the identities of the energy types against which the subject is immune. There is no saving throw against this locus.

Illuminated Insight (Ex; Light)

Philosophy: Illumination; Locus Level: 4

Whenever you would be denied your Dexterity bonus to AC, you gain a luck bonus to AC equal to your Dexterity bonus, to a maximum of your equipment's maximum Dexterity bonus.

Illuminating Manuscript (Sp; Light) [light]

Philosophy: Illumination; Locus Level: 1

Counterspelling School: divination

Range: close (25 ft. + 5 ft./2 levels)

Target: a book, scroll, or other piece of writing

Duration: 1 minute/level (D)

Spell Resistance: yes (harmless)

Cost: 1 Radiance Point

As a standard action, you infuse a book, scroll, pamphlet, or other piece of written material with the light of revelation. For the duration of this locus, any individual that holds the subject written matter in one of his hands gains a +2 competence bonus to a context-sensitive skill. This competence bonus increases by +1 for every three philosopher levels, to a maximum of a +8 competence bonus at 18th level.

To determine the skill to which the subject written material grants a competence bonus, the subject matter of the writing must be taken into account. For example, the written work may be a travel guide on breweries and taverns throughout a particular dwarven kingdom. As this locus grants its bonus in a context-sensitive manner, such a manuscript may grant a bonus to Profession (brewer), a bonus to Knowledge (local) if you just so happen to be in that particular kingdom, or a bonus to Knowledge (nature) if the manuscript rambles about the different plant additives used in each of the kingdom's most distinctive brews. Once the valid skill choices have been determined, you choose one of them, and the subject written material grants its bonus to that one chosen skill for the duration of the locus.

Lights in the Darkness (Ex; Light)

Philosophy: Illumination; Locus Level: 3

Even darkness radiates a spectrum all its own. You have darkvision out to a distance of 60 feet. If you already have darkvision, then increase the distance of your existing darkvision by +30 feet, or to 90 feet total, whichever grants the widest radius.

Open the Mind (Su; Light) [mind-affecting]

Philosophy: Illumination; Locus Level: 2

Range: 30 feet

Target: one creature

Duration: 1 round + 1 round/5 levels

Spell Resistance: yes

Cost: 1 Radiance Point

As a standard action, you open the subject's mind to various truths it had long since suppressed. Each round, the subject must make a Will save or be confused for 1 round.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Penetrating Vision (Ex; Light)

Philosophy: Illumination; Locus Level: 1

Your vision is supernaturally acute; as a result, you can use a Perception skill check in place of a Sense Motive skill check, but only when you can clearly see and scrutinize the target.

Portentous Sight (Sp; Light)

Philosophy: Illumination; Locus Level: 1

Counterspelling School: divination

Range: personal

Target: you

Duration: 1 round/level; see text

Spell Resistance: yes (harmless)

Cost: 1 Radiance Point

Upon activating this locus, a standard action, roll a single d20 and record the result. At any point during the duration of this locus, you may use that roll for a single ability check, attack roll, initiative check, saving throw, or skill check, using the recorded result in place of a roll. This locus cannot be used to replace a roll that has already been made; the recorded result must be used instead of a roll. Once you have used this recorded result or the duration of the locus ends, the locus's effect ends. You can't have more than one instance of portentous sight active on you at the same time.

Pursue Illumination (Sp; Light)

Philosophy: Illumination; Locus Level: 3

Counterspelling School: divination

Range: 30 feet

Area: 30-ft. burst centered on you

Duration: 1 round/level

Spell Resistance: yes

Cost: 2 Radiance Points

As a standard action, you produce an area of revealing illumination centered on you. Each round as a swift action, you may have this illumination focus on a single creature in range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The area of effect of this locus moves as you do. Each round, you may select a different target.

Reveal the Opening (Sp; Light)

Philosophy: Illumination; Locus Level: 2

Counterspelling School: divination

Range: personal

Target: you

Duration: see text

Spell Resistance: yes (harmless)

Cost: 1 Radiance Point

Light pours out from you as a standard action, clinging to all surfaces and highlighting chinks in armor, thin spots in a beast's hide, and other such weak spots. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus.

Saw it Coming (Sp; Light)

Philosophy: Illumination; Locus Level: 1

Counterspelling School: divination

Range: personal

Target: you

Duration: see text

Spell Resistance: yes (harmless)

Cost: 1 Radiance Point

As a swift action, you grant yourself a +1 luck bonus to saving throws until the end of your next turn. Starting at 11th level, this locus may be activated as an immediate action.

Sight of the Overstimulated (Ex; Light)

Philosophy: Illumination; Locus Level: 4

If one gazes too long into the sun, one tends to need to learn to get around without sight. You gain blindsense out to a radius of 30 feet, as well as the Blind Fight feat.

Sudden Insight (Ex; Light)

Philosophy: Illumination; Locus Level: 4

Whenever you critically hit with a locus, you gain 1 temporary radiance point. This temporary radiance point lasts for 1 round.

Superhuman Precision (Ex; Light)

Philosophy: Illumination; Locus Level: 1

Everything you see seems a bit sharper than it did in the past. You gain a +1 insight bonus to attack rolls. If you know a 4th-level illumination locus, this increases to a +2 insight bonus to attack rolls.

True Sight (Sp; Light)

Philosophy: Illumination; Locus Level: 3

Counterspelling School: divination

Range: personal

Target: you

Duration: 1 min./2 levels

Spell Resistance: yes (harmless)

Cost: 3 Radiance Points

As a standard action, you fill your eyes with light indicative of an unyielding search for truth, as the *true seeing* spell.

Unflinching Sight (Su; Light)

Philosophy: Illumination; Locus Level: 2

Range: personal

Target: you

Duration: 1 round + 1 round/4 levels (D)

Cost: 1 Radiance Point

As a standard action, you place a film of light over your eyes, suppressing the effects of the blinded and dazzled conditions for the duration of this locus.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Manipulation Loci

Acquire Minion (Sp; Dark)

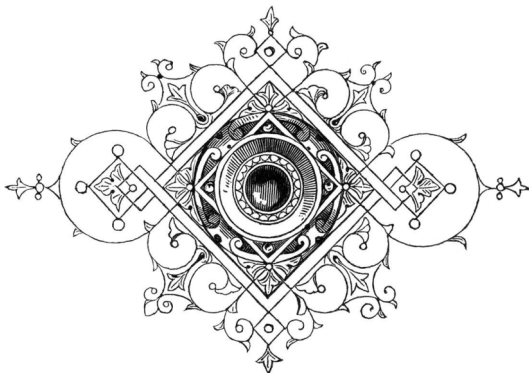
Philosophy: Manipulation; Locus Level: 3
Counterspelling School: abjuration
Range: close (25 ft. + 5 ft./2 levels)
Target: one summoned creature
Duration: 1 min./level or until stolen spell ends (D)
Spell Resistance: no
Cost: 3 Shadow Points

Creatures called from the far corners of the universe to do a spellcaster's bidding tend to be bound to that individual by strange and powerful magics. It is difficult to sever them, and even more difficult to reverse them, but they are actually fairly easy to subvert. As a standard action, you do just this, assaulting the magical bond between a spellcaster and the creature he summoned. Make a caster level check, using your philosopher level as your caster level, against a DC of 11 + the caster level of the summoner of the subject. If successful, you subvert the control mechanism of the summoning spell and are now treated as the summoner of the creature for all intents and purposes, except for abilities that trigger upon the initial summoning of a creature, such as the Augment Summoning feat. By extension, this means the creature now answers to you as though you had summoned it yourself. The original summoner is still in control of the actual spell, and, if the spell allows it, can dismiss the summoned creature to deny you your new minion. Dismissing the spell in this manner deals 1d6 points of damage per philosopher level to the original summoner. The summoned creature is fully aware of what it is doing and may fight back against your control if the spell that summoned it allows for the creature to fight back against said control.

Cumulative Shadows (Ex; Dark)

Philosophy: Manipulation; Locus Level: 2

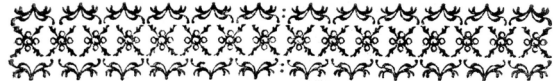
Creatures under the effects of a mind-affecting locus from the manipulation philosophy take a -1 penalty to Will saves against your loci from the manipulation philosophy.



Eternal Blackness (Sp; Dark) [mind-affecting]

Philosophy: Manipulation; Locus Level: 4
Counterspelling School: transmutation
Range: 60 feet
Target: one creature
Duration: instantaneous
Spell Resistance: yes
Cost: 3 Shadow Points

There are many in the world who preach on the notion of equality for all. Were they to discover the simplest way to achieve this, namely a return to the seething primordial blackness, they would likely find something else to preach about. As a standard action, you blast the subject with enough shadowy energy to bring about that primordial blackness, at least in a localized sense. If the subject fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect. This locus is considered to be equivalent to the *feblemind* spell for the purpose of spells and abilities that specifically end the effects of that spell.



Fear Itself (Sp; Dark) [mind-affecting]

Philosophy: Manipulation; Locus Level: 1
Counterspelling School: necromancy
Range: medium (100 ft. + 10 ft./level)
Target: one creature
Duration: 1 round + 1 round/2 levels
Spell Resistance: yes
Cost: 1 Shadow Point

You send out a wave of negative emotions as a standard action, causing the subject to become shaken with a Will save to negate. Starting at 11th level, this locus can be used as a swift action.

Forced Overswing (Sp; Dark) [mind-affecting]

Philosophy: Manipulation; Locus Level: 3
Counterspelling School: enchantment
Range: 30 feet
Target: one creature
Duration: 2 rounds
Spell Resistance: yes
Cost: 2 Shadow Points

As a standard action, you taint the vision of the subject with shadowy motes, making proper depth perception incredibly difficult. Whenever the subject makes a melee attack against anything other than itself and misses, it immediately makes a melee attack against itself using the same attack bonus as the missed attack.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Intensify (Sp; Dark)

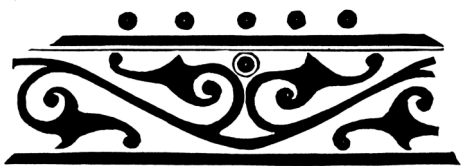
Philosophy: Manipulation; Locus Level: 3
Counterspelling School: enchantment
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round
Spell Resistance: yes
Cost: 1 Shadow Point

You intensify various debilitating conditions as a standard action. If the subject is dazzled, it is blinded for 1 round with a Fortitude save to negate. If it is entangled, it is staggered for 1 round with a Reflex save to negate. If it is shaken, it is frightened for 1 round with a Will save to negate. The frightening effect is considered mind-affecting, while the rest of the locus is not.

Lost in the Fog (Sp; Dark) [dark, mind-affecting]

Philosophy: Manipulation; Locus Level: 4
Counterspelling School: enchantment
Range: medium (100 ft. + 10 ft./level)
Target: one creature
Duration: 1 round/level (D)
Spell Resistance: yes
Cost: 3 Shadow Points

As a standard action, you fill the subject's mind with a dense, black fog of pure shadow. Each round, the subject must make a Will save or treat all creatures it attacks that round as though they had total concealment (50% miss chance).



Lost in the Haze (Sp; Dark) [dark, mind-affecting]

Philosophy: Manipulation; Locus Level: 2
Counterspelling School: enchantment
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round/level (D)
Spell Resistance: yes
Cost: 2 Shadow Points

As a standard action, you fill the subject's mind with a strange, cloying haze of shadows. Each round, the subject must make a Will save or treat all creatures it attacks that round as though they had concealment (20% miss chance).

Manipulate the Mindless (Ex; Dark)

Philosophy: Manipulation; Locus Level 2

When activating a manipulation locus, you may increase the shadow point cost of the locus by +1 in order to cause it to affect creatures that are immune to mind-affecting effects as though they were not immune to mind-affecting effects; however, creatures that are not immune to mind-affecting effects are immune to the locus.

Massed Manipulation (Sp; Dark)

Philosophy: Manipulation; Locus Level: 4
Counterspelling School: transmutation
Range: 30 feet
Target: 1 creature/level
Duration: 1 round/level
Spell Resistance: yes (harmless to allies)
Cost: 3 Shadow Points

You manipulate the flow of light and shadow in a small area around you as a standard action. All allies receive the benefits of the *haste* spell, while the penalties of the *slow* spell are imposed upon all foes. A successful Will save negates.



Overbear (Sp; Dark) [mind-affecting]

Philosophy: Manipulation; Locus Level: 1
Counterspelling School: enchantment
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round
Spell Resistance: yes
Cost: 1 Shadow Point

As a standard action, you weave together shadowy figments and strange, subliminal messages that confuse the subject for 1 round with a Will save to negate. If your antipodist level is greater than the HD of the subject, the subject takes a -2 penalty to its Will save. If your antipodist level is less than the HD of the subject, the subject gets a +2 circumstance bonus to its Will save. Starting at 11th level, this locus can be used as a swift action.

Peripheral Horrors (Sp; Dark) [dark, mind-affecting]

Philosophy: Manipulation; Locus Level: 3
Counterspelling School: conjuration
Range: 30 feet
Area: all foes in a 30-ft.-radius burst centered on you
Duration: see text
Spell Resistance: yes
Cost: 1 Shadow Point

Waving your hands frantically as a standard action, you weave a number of shadowy apparitions whose forms match the most common sources of terror among humanoids: such as spiders, mothers-in-law, and death. All foes are frightened for 1 round and shaken for 1 round per antipodist level. On a successful Will save, that foe is shaken for 1d4 rounds instead.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Puppeteer's Dance (Sp; Dark) [mind-affecting]

Philosophy: Manipulation; Locus Level: 4
Counterspelling School: enchantment (compulsion)
Range: 30 feet
Area: all foes in a 30-ft.-radius burst centered on you
Duration: instantaneous
Spell Resistance: yes
Cost: 3 Shadow Points

Shadowy filaments spring forth from random points on your body and attach themselves to all foes within 30 feet as a standard action. For each foe, choose a natural weapon it possesses or a manufactured weapon it is actively wielding. The subject attacks itself once with the weapon with a Will save to negate. If your philosopher level is greater than the HD of the subject, the subject takes a -2 penalty to its Will save. If your philosopher level is less than the HD of the subject, the subject gets a +2 circumstance bonus to its Will save.

Puppeteer's Flick (Sp; Dark) [mind-affecting]

Philosophy: Manipulation; Locus Level: 1
Counterspelling School: enchantment (compulsion)
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: instantaneous
Spell Resistance: yes
Cost: 1 Shadow Point

A tiny filament of shadowy force digs its way into the subject's mind as a standard action. Choose a natural weapon the subject possesses or a manufactured weapon the subject is actively wielding. The subject attacks itself once with the chosen weapon with a Will save to negate. If your philosopher level is greater than the HD of the subject, the subject takes a -2 penalty to its Will save. If your philosopher level is less than the HD of the subject, the subject gets a +2 circumstance bonus to its Will save. Starting at 13th level, the subject is considered flat-footed against attacks made against itself in this fashion.

Puppeteer's Restringing (Sp; Dark)

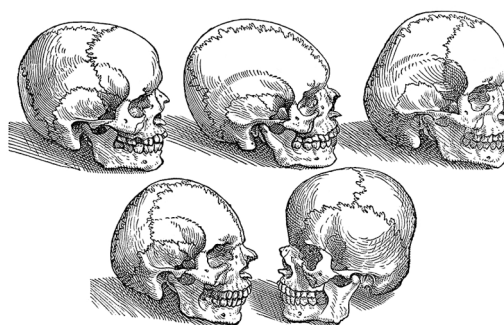
Philosophy: Manipulation; Locus Level: 1
Counterspelling School: conjuration
Range: 30 feet
Target: one willing creature
Duration: 1 round/level
Spell Resistance: yes (harmless)
Cost: 1 Shadow Point

As a standard action, you cover the subject with hundreds of shadowy filaments. Just like a puppet getting tangled up if it bounces around violently, those who mess with the subject are liable to need untangling of their own. Creatures that attack the subject in melee are entangled for 1 round with a Reflex save to negate.

Synaptic Shutdown (Sp; Dark) [mind-affecting]

Philosophy: Manipulation; Locus Level: 2
Counterspelling School: evocation
Range: 30 feet
Target: one creature
Duration: 1 round/level
Spell Resistance: yes
Cost: 1 Shadow Point

As a standard action, you seed the subject's mind with little balls of energy. Whenever the subject performs any action that requires a standard action to perform, it takes 1d8 points of damage with a Will save to negate.



Tunnel Vision (Sp; Dark) [mind-affecting]

Philosophy: Manipulation; Locus Level: 1
Counterspelling School: enchantment
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round/level (D)
Spell Resistance: yes
Cost: 1 Shadow Point

As a standard action, you cause shadows to press down upon the subject, filling its mind with visions of a misty, neverending corridor. The first time the subject moves each round, it must make a Will save or be unable to run or charge that round. If an attempted run or charge action provokes a saving throw against this locus and the saving throw is failed, then that charge or run becomes a move action instead, but this move requires a full-round action to perform.

Umbral Honey (Ex; Dark)

Philosophy: Manipulation; Locus Level: 1

Your tongue drips a dark facsimile of honey, granting you a +2 circumstance bonus to the Bluff, Diplomacy, and Intimidate skills. If you know a 4th-level manipulation locus, this increases to a +4 circumstance bonus to the aforementioned skills.



Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Obscurity Loci

Billowing Form (Sp; Dark) [dark]

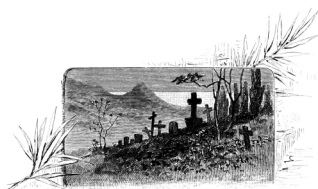
Philosophy: Obscurity; Locus Level: 3
Counterspelling School: transmutation
Range: personal
Target: you
Duration: instantaneous
Spell Resistance: no
Cost: 2 Shadow Points

As a move action, your body turns into a billowing cloud of smoke and instantly travels to a distance of up to 5 feet per philosopher level, maximum your base land speed, rematerializing in the new location as a free action. While a billowing cloud of smoke, any obstructions that are not airtight, such as hedges, fences, the esophagus and nostrils of the tyrannosaurus that swallowed you last round, and crumbling stone walls, may be passed through without any adverse movement effects.

Catching Shadows (Sp; Dark) [dark]

Philosophy: Obscurity; Locus Level: 2
Counterspelling School: conjuration
Range: personal
Target: you
Duration: see text
Spell Resistance: no
Cost: 1 Shadow Point

As a swift action, you conjure up a cloying mist of fog that remains around your shins. This mist supports your body, allowing you to shift and dodge in unexpected ways. You get a +4 insight bonus to AC against the next attack made against you by the end of your next turn.



Cloying Darkness (Sp; Dark) [dark]

Philosophy: Obscurity; Locus Level: 2
Counterspelling School: conjuration
Range: 30 feet
Target: you
Duration: 1 round/2 levels
Spell Resistance: no
Cost: 1 Shadow Point

As a standard action, you create a globe of tarry blackness, plus an additional globe of tarry blackness for every two philosopher levels, which orbit around your head. You can throw one of these globes at a creature within 30 feet as a swift action, entangling that creature for 1 round on a successful ranged touch attack. You can also choose to throw one of these globes as a standard action, dealing cold damage equal to your Intelligence modifier, in addition to entangling that creature for 1 round, on a successful ranged touch attack.

Dark Uprising (Su; Dark) [dark]

Philosophy: Obscurity; Locus Level: 4
Range: personal
Target: you
Duration: 1 round/level (D)
Cost: 3 Shadow Points

You draw an enormous quantity of shadows to yourself, granting you the raw material to perform daring, and ridiculous, acts of umbral manipulation. You gain five shadow charges, granting you a resistance bonus to saving throws equal to the number of shadow charges you possess, as well as resistance against force equal to four times the number of shadow charges you possess. Whenever you cast a locus that requires use of your shadow, you may expend a shadow charge instead. Shadow charges are formless, and do not count as your shadow for the purpose of passive loci that are only active if your shadow is in your possession and not being used by a locus.

Draining Dark (Su; Dark) [dark]

Philosophy: Obscurity; Locus Level: 1
Range: 30 feet
Area: 10-ft.-radius burst
Duration: 1 round/level
Cost: 1 Shadow Point

Black specks fill the air, draining light, heat, and happiness from the immediate area. Creatures that end their turn in the locus' area take cold damage equal to your philosopher level with a Fortitude save to negate.

Eyeblight (Sp; Dark)

Philosophy: Obscurity; Locus Level: 1
Counterspelling School: necromancy
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round
Spell Resistance: yes
Cost: 1 Shadow Point

You manifest shadows behind the subject's eyes as a standard action, dealing 1d6 points of piercing damage and blinding it for 1 round with a Fortitude save to negate. At 9th level, you can activate this locus as a swift action.

Flight and Flight Response (Sp; Dark) [mind-affecting]

Philosophy: Obscurity; Locus Level: 3
Counterspelling School: necromancy
Range: personal
Target: you
Duration: 1 min./level (D)
Spell Resistance: yes
Cost: 2 Shadow Points

You surround yourself with a bubbly haze of shadow and negative emotion as a standard action. The first creature to attack you in melee each round, whether or not it hits, is blinded for 1 round and shaken for 1 round with a Fortitude save to negate the blindness effect and a Will save to negate the shaken effect.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Highlights of Gloom (Ex; Dark)

Philosophy: Obscurity; Locus Level: 1

Lingering traces of darkness makes you particularly difficult to spot. Those making a Perception check to see you, whether you are sneaking with the Stealth skill or are just taking a stroll fairly far away, take a -3 penalty to their roll. If you know a 4th-level obscurity locus, this increases to a -6 penalty to Perception checks made to see you.

Imperceptible Action (Ex; Dark)

Philosophy: Obscurity; Locus Level: 1

Your movements are difficult to notice, making it easier for you to get the first move in when a single perceived twitch would spur your opponents to action. You get a +2 bonus on initiative checks. If you know a 4th-level obscurity locus, this increases to a +4 bonus on initiative checks.



Imperceptible Anatomy (Ex; Dark)

Philosophy: Obscurity; Locus Level: 2

Even up close, your outline is hazy and indistinct. As assassins are taught to strike for weak points based on the relative anatomy of the victim, this makes you particularly difficult to take down with a clever shot to the kidney. You have a 25% chance to ignore precision damage, such as a rogue's sneak attack. If you know a 4th-level obscurity locus, you gain light fortification instead.

Imperceptible Juxtaposition (Ex; Dark)

Philosophy: Obscurity; Locus Level: 4

When you wax passionate in the midst of an argument or similar situation, you and your shadow seem to... flicker. Once per day, whenever you would be reduced to 0 or fewer hit points from a source of damage that required an attack roll to hit you, you and your shadow spontaneously switch places. Your shadow is obliterated, while you are thrown prone and are reduced to 0 hit points from the trauma of the juxtaposition. Given your shadow is obliterated, you can no longer activate loci that require the use of your shadow (unless you can steal or generate shadows by other means), and you no longer gain the benefit of the following obscurity loci: *imperceptible action*, *imperceptible anatomy*, *robed in black*, *shadowstep*, and *slinking form*. You generate a new shadow the next time your shadow pool replenishes after a period of rest, once again granting you the ability to activate loci that require the use of your shadow, as well as allowing you to benefit from the aforementioned obscurity loci.

Knife in the Back (Sp; Dark)*

Philosophy: Obscurity; Locus Level: 4

Counterspelling School: conjuration

Range: close (25 ft. + 5ft./2 levels)

Target: one creature

Duration: 1 round/2 levels

Spell Resistance: no

Cost: 2 Shadow Points

As a standard action, you cause shadows, including your own, to rise up and point out the chinks in the subject's hide or armor. The first time a particular creature successfully hits the subject while flanking it each round, that creature deals an additional 1d6 points of damage to the subject. This damage is of the same damage type or types as the weapon with which the creature made the successful attack. If multiple creatures are flanking and attacking the subject, each flanking creature deals an additional 1d6 points of damage on its first successful hit of the round. No saving throws are allowed against this locus.

Midnight Panic (Ex; Dark)

Philosophy: Obscurity; Locus Level: 3

The first creature you damage with a single-target dark locus each round is shaken for 1 round with a Will save to negate.

Robed in Black (Ex; Dark)

Philosophy: Obscurity; Locus Level: 2

Wrapped in a shawl of shadowy energy, you have concealment (20% miss chance) against ranged attacks. This is treated as the obscuring mist spell for the purpose of spells, equipment, and abilities that overcome or otherwise ignore the effects of that spell.



Rushing Shadows (Ex; Dark)

Philosophy: Obscurity; Locus Level: 3

If you are at the top of initiative order in the first round of combat, you gain 1 temporary shadow point. This temporary shadow point lasts for 1 round.

Shadow Evasion (Ex; Dark)

Philosophy: Obscurity; Locus Level: 4

Your reflexes become heightened by your rapport with the obscuring nature of shadows, granting you a +2 luck bonus to Reflex saving throws. In addition, if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Shadow evasion can be used only if you are wearing no armor. If you are helpless, you do not gain the benefit of shadow evasion.

Shadow evasion is treated as evasion for the purpose of meeting prerequisites.

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Shadowstep (Ex; Dark)

Philosophy: Obscurity; Locus Level: 1

You seem to leap or frolic from step to step, as if the wider gait of your shadow is pulling upon you. Your base land speed is increased by +5 feet. If you know a 4th-level obscurity locus, this increase to base land speed increases to +10 feet.

Sinister Intent (Sp; Dark) [mind-affecting]

Philosophy: Obscurity; Locus Level: 1
Counterspelling School: enchantment
Range: close (25 ft. + 5ft./2 levels)
Target: one willing creature
Duration: 1 round/level
Spell Resistance: yes (harmless)
Cost: 1 Shadow Point

You grant the subject some knowledge in the way of the assassin as a standard action.

If the subject's target is denied a Dexterity bonus to AC or the subject flanks the target, the subject can make sneak attacks as a rogue, inflicting an extra 1 point of sneak attack damage, plus an additional 1 point of sneak attack damage per three philosopher levels you possess on a successful attack. This stacks with existing sources of sneak attack damage.

Slinking Form (Ex; Dark)

Philosophy: Obscurity; Locus Level: 2

Those who observe your movement are not quite sure whether your shadow is pulling you along, you are pulling your shadow along, or if the two of you take turns based on who can scale the local terrain more efficiently. Whatever it is, it works, and works well. You ignore the adverse movement effects of difficult terrain whenever your shadow is not being used by a locus.



Refraction Loci

Armor of the Morningstar (Sp; Light) [light]

Philosophy: Refraction; Locus Level: 1
Counterspelling School: conjuration
Range: personal
Target: you
Duration: 1 minute/level
Spell Resistance: no
Cost: 1 Radiance Point

As a standard action, plates of solidified light come into being on your body in much the same configuration as a suit of armor. You gain a +4 armor bonus to AC. This bonus increases by +1 for every four philosopher levels. Being fairly large and made of light, this armor sheds light as though it were a torch and imposes a -10 penalty to Stealth checks.

Bend Radiance (Sp; Light) [light]

Philosophy: Refraction; Locus Level: 1
Counterspelling School: transmutation
Range: personal
Target: you
Duration: 1 round + 1 round/2 levels (D)
Spell Resistance: yes (harmless)
Cost: 1 Radiance Point

By bending light about yourself, you become invisible as a standard action. If you are carrying gear, that vanishes, too. Your allies cannot see you, unless your allies can normally see invisible things or they can employ magic to do so.

Items dropped or put down by you while invisible become visible, while items you pick up disappear immediately. Unlike other abilities that produce invisibility effects, any source of light you hold also becomes effectively invisible, as you are literally bending beams of light to achieve the invisibility effect. Any part of an item that you carry that extends more than 10 feet from your body becomes visible.

You are not silenced while under the effects of this locus, and certain other conditions can render you detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks to avoid visual detection. This bonus is reduced to +20 if the creature is moving. The locus ends if you attack any creature. For purposes of this locus, an attack includes any spell or ability targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on your perceptions. Actions directed at unattended objects do not end the locus. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all of its gear. Spells such as bless that specifically affect allies, but not foes, are not attacks for the purpose of this locus, even when they include foes in their area.

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Bend Radiance, Greater (Sp; Light) [light]

Philosophy: Refraction; Locus Level: 3
Counterspelling School: transmutation
Range: personal
Target: you
Duration: 1 round + 1 round/2 levels (D)
Spell Resistance: yes (harmless)
Cost: 3 Radiance Points

This locus functions as *bend radiance*, except that it doesn't end if you attack.

The Breaking Dawn (Ex; Light)

Philosophy: Refraction; Locus Level: 3

Whenever you take damage while flat-footed in the first round of combat, you gain 1 temporary radiance point. This temporary radiance point lasts for 1 round.

Deflect Energy (Sp; Light)

Philosophy: Refraction; Locus Level: 1
Counterspelling School: abjuration
Range: personal
Target: you
Duration: 1 min./level (D)
Spell Resistance: yes (harmless)
Cost: 1 Radiance Point

As a standard action, you create a number of precisely-contoured plates of light, which surround your body and protect you from a specific form of energy. Choose acid, cold, electricity, fire, or sonic. You gain resistance equal to twice your philosopher level, max 30, against the chosen energy type.

Deflect Energy, Mass (Sp; Light)

Philosophy: Refraction; Locus Level: 3
Counterspelling School: abjuration
Range: 30 feet
Target: one willing creature/3 levels
Duration: 1 min./level (D)
Spell Resistance: yes (harmless)
Cost: 2 Radiance Points

This locus functions as *deflect energy, other*, except as noted above.

Deflect Energy, Other (Sp; Light)

Philosophy: Refraction; Locus Level: 2
Counterspelling School: abjuration
Range: 30 feet
Target: one willing creature
Duration: 1 min./level (D)
Spell Resistance: yes (harmless)
Cost: 1 Radiance Point

As a standard action, you create a number of precisely-contoured plates of light, which surround the subject's body and protect it from a specific form of energy. Choose acid, cold, electricity, fire, or sonic. The subject gains resistance equal to twice your philosopher level, max 30, against the chosen energy type.

Glimmering Deflectors (Sp; Light) [light]

Philosophy: Refraction; Locus Level: 4
Counterspelling School: conjuration
Range: personal
Target: you
Duration: 1 round/level (D)
Spell Resistance: yes (harmless)
Cost: 4 Radiance Points

As a standard action, you call up protective shield of refracting light after protective shield of refracting light, making striking your person a question of navigating hundreds of sharp and irregular edges. Many blows go wildly off their target. Some go right back where they started. Whenever you are attacked in melee and the attacker misses, the attacker deals damage to itself instead, including all poisons, special triggers from exotic weapons like alchemy blades, and weapon special abilities. Do not apply any ability score modifiers to damage dealt in this fashion. The confounding web of shielded layers produced by this locus is enough to take most of the oomph out of even a giant's club.

Growing Wrath (Ex; Light)

Philosophy: Refraction; Locus Level: 4

Though many would stop and think for a moment when the thing they're beating starts to glow threateningly, some will never learn. Whenever a creature deals damage to you, you gain a +1 morale bonus to damage rolls made against that creature for 1 round. This bonus stacks to a maximum of +5.



On Wings of Light (Sp; Light) [light]

Philosophy: Refraction; Locus Level: 2
Counterspelling School: transmutation
Range: personal
Target: you
Duration: 1 min./2 levels (D); see text
Spell Resistance: yes (harmless)
Cost: 2 Radiance Points

You sprout a pair of shimmering wings made of local luminescence as a standard action. Given you require light to produce these things, you can only use this ability in an area with a light level of dim or greater. The wings grant you a fly speed of 60 feet with good maneuverability and provide illumination as though they were a torch. If you enter an area of magical darkness, the wings vanish and the locus ends immediately.

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Parabolic Dish (Sp; Light) [light]

Philosophy: Refraction; Locus Level: 2
Counterspelling School: conjuration
Range: personal
Target: you
Duration: 1 round/level (D) or until discharged; see text
Spell Resistance: no
Cost: 2 Radiance Points

As a standard action, you produce a sheet of solidified light and punch it to produce a parabolic dish. This parabolic dish orbits around your body, constantly changing elevation in an attempt to achieve total body coverage. The dish grants you a +2 deflection bonus to your AC. Additionally, whenever a ray is fired at you, make an opposed roll against that ray's attack roll, using $1d20 + \text{your base attack bonus} + \text{your Wisdom modifier} + \text{your deflection bonus to AC}$ as your roll. If you win the opposed roll, the dish catches and reflects the ray back at the original attacker. If your opposed roll would successfully touch the attacker were it an attack roll, it is hit by its own ray. After reflecting a single ray, the dish is obliterated.

Parabolic Dish, Greater (Sp; Light) [light]

Philosophy: Refraction; Locus Level: 4
Duration: 1 round/2 levels (D) or until discharged;
see text
Cost: 3 Radiance Points

This locus functions as *parabolic dish*, except that it grants a +4 deflection bonus to AC. In addition, each time, the dish deflects a ray, the deflection bonus to AC granted by this locus decreases by -1. Once this bonus is reduced to 0, the dish is obliterated.

Radiant Aegis (Sp; Light) [force, light]

Philosophy: Refraction; Locus Level: 2
Counterspelling School: evocation
Range: personal
Target: you
Duration: 1 minute/level (D)
Spell Resistance: no
Cost: 2 Radiance Points

You cover yourself with a shielding bubble of light as a standard action, granting you a +4 shield bonus to AC, as well as a +2 resistance bonus to saving throws. The resistance bonus to saving throws increases to +3 at 9th level, and to +4 at 17th level.

Radiant Parry (Su; Light)

Philosophy: Refraction; Locus Level: 1
Counterspelling School: evocation
Range: personal
Target: you
Duration: 1 round/level or until discharged; see text
Cost: 1 Radiance Point

As a standard action, you create a web of deflecting plates. Make an opposed attack roll, using your philosopher level rather than your base attack bonus, against the next successful melee attack made against you. If you win this opposed roll, the attack retroactively misses. After attempting to deflect one attack in this manner, the locus ends immediately.

Reactive Radiance (Ex; Light)

Philosophy: Refraction; Locus Level: 1

The first time you take damage each round, you gain 1 temporary hit point, plus an additional temporary hit point for every six antipodist levels you possess. These temporary hit points last for 1 round.

Reflective Surface (Ex; Light)

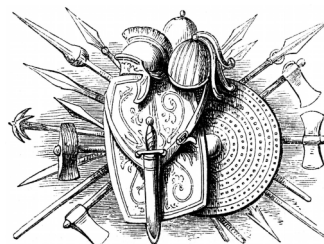
Philosophy: Refraction; Locus Level: 2

Conjuring up sheets of light has left a number of fragmentary bits of glimmering material embedded in your flesh. Your skin (or what passes for skin) continually sheds light as though it were a candle. In addition, you gain a +1 deflection bonus to AC that stacks with all other sources of deflection bonus to AC.

Trick of the Light (Sp; Light)

Philosophy: Refraction; Locus Level: 4
Counterspelling School: illusion
Range: 30 feet
Area: all allies in a 30-ft.-burst centered on you
Duration: 1 round/level or until discharged; see text
Spell Resistance: yes (harmless)
Cost: 4 Radiance Points

You conjure up a cascade of twinkling lights as a standard action, granting each affected ally two illusory doubles as the *mirror image* spell.



Vengeful Radiance (Ex; Light)

Philosophy: Refraction; Locus Level: 1

Whenever you are attacked in melee, the attacker takes 1 point of damage, even if it misses. If you know a 4th-level refractive locus, this increases to 1d4 points of damage.

Vindictive Spear (Sp; Light) [light]

Philosophy: Refraction; Locus Level: 3
Counterspelling School: evocation
Range: medium (100 ft. + 10 ft./level)
Target: ray of light
Duration: instantaneous
Spell Resistance: no
Cost: 2 Radiance Points

Channeling your ire for those wrongs recently done unto you, you fire a ray of light from your outstretched palm. You must make a ranged touch attack. If you hit, you deal piercing damage to the subject equal to the amount of hit point damage you personally have taken in the last round, up to a maximum of 4 piercing damage per philosopher level.

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Twilight Loci

Abrupt Shift (Ex; Dark, Light)

Philosophy: Twilight; Locus Level: 1

Nearly all living creatures have been subjected to a bright light after staring into inky blackness for a time. Few of them have ever found it pleasant. Whenever you activate a locus with the dark descriptor, if you used a locus with the light descriptor in the last round, you may dazzle a creature within 10 feet for 1 round as an immediate action with no saving throw allowed. Similarly, whenever you activate a locus with the light descriptor, if you used a locus with the dark descriptor in the last round, you may dazzle a creature within 10 feet for 1 round as an immediate action with no saving throw allowed. Creatures without a sense of sight are immune to this ability.

Antipodal Focus (Ex; Dark, Light)

Philosophy: Twilight; Locus Level: 1

Whenever you activate a 1st-level light locus, if you have activated a dark locus in the same round, the Difficulty Class of the light locus is increased by +1. Whenever you activate a 1st-level dark locus, if you have activated a light locus in the same round, the Difficulty class of the dark locus is increased by +1.

Antipodal Priming (Ex; Dark, Light)

Philosophy: Twilight; Locus Level: 3

When opposites collide, they tend to obliterate each other and liberate energy. When working with polarized loci, this comes in handy. You may pay 1 shadow point in addition to the cost of a 1st-level light locus in order to activate it as a swift action. Similarly, you may pay 1 radiance point in addition to the cost of a 1st-level dark locus in order to activate it as a swift action.

Antipodal Study (Ex; Dark, Light)

Philosophy: Twilight; Locus Level: 2

The size of both your radiance pool and your shadow pool is increased by +1.

Special: You can select this locus up to three times. Its effects stack.

Double Locus (Su; Dark, Light)

Philosophy: Twilight; Locus Level: 2

Skilled antipodists are able to influence light and darkness in multiple places at once. When activating a 1st or 2nd-level dark locus that targets a single creature, you may increase the shadow point cost of that locus by +1 in order to target two creatures instead. Similarly, when activating a 1st or 2nd-level light locus that targets a single creature, you may increase the radiance point cost of that locus by +1 in order to target two creatures instead. Use of this ability increases the activation time of a locus to a full-round action that cannot be reduced by any means.

Dual Blast (Su; Dark, Light) [cold, fire]

Philosophy: Twilight; Locus Level: 1

Range: 60 feet

Area: one creature

Duration: instantaneous

Cost: 1 Radiance Point OR 1 Shadow Point

You envelop a creature in antipodal energy as a standard action, dealing both cold damage and fire damage equal to your philosopher level with a Fortitude save to negate. If you chose to expend a radiance point on this locus, creatures that fail their saving throw light on fire as per the rules for alchemist's fire. If you chose to expend a shadow point on this locus, creatures that fail their saving throw light on fire as per the rules for alchemist's fire, save that the subject takes cold damage instead of fire damage. If you know a 4th-level twilight locus, you are treated as though you had spent both a radiance point and a shadow point on this locus for the purpose of lighting the subject on fire.

Duality's Call (Ex; Dark, Light)

Philosophy: Twilight; Locus Level: 4

Light seems brightest when beset by shadow, and the darkness seems deepest when the light flees. Once per round as a free action, you may make the next 1st-level well-traveled locus you activate this round be activated as a swift action. This ability may be used three times per day on light loci, and three times per day on dark loci.



Embrace the Duality (Su; Dark, Light)

Philosophy: Twilight; Locus Level: 2

Range: personal

Target: you

Duration: 1 round/3 levels

Cost: 2 Radiance Points OR 2 Shadow Points

As a standard action, you twist the energies to which you have access to change their shape to energies to which you desire access. If you spent radiance points on this locus, you gain 2 temporary shadow points. If you spent shadow points on this locus, you gain 2 temporary radiance points. Temporary points granted by this locus vanish when the duration of the locus expires. The cost of this locus cannot be reduced by any means.

Flashing Darkness (Su; Dark, Light)

Philosophy: Twilight; Locus Level: 4

Whenever you activate a 4th-level locus, you may leap into the streams of energy released as a swift action, teleporting up to 15 feet as the *dimension door* spell.

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Glare and Gloom (Sp; Dark, Light) [cold, fire]

Philosophy: Twilight; Locus Level: 2
Counterspelling School: evocation
Range: close (25 ft. + 5 ft./2 levels)
Effect: ray of energy
Duration: instantaneous
Spell Resistance: yes
Cost: 1 Radiance Point, 1 Shadow Point

A ray of energy fires from each of two outstretched fingers and coils into a double helix as a standard action. You must make a ranged touch attack. If you hit, you deal 1d4 cold damage, plus an additional 1d4 cold damage for every two philosopher levels beyond 1st, as well as 1d4 fire damage for every two philosopher levels. In addition, if hit, the subject is dazzled for rounds equal to your Wisdom modifier with a DC 10 + 1/2 your philosopher level + your Intelligence modifier Fortitude save to negate and shaken for rounds equal to your Intelligence modifier with a DC 10 + 1/2 your philosopher level + your Wisdom modifier Will save to negate. The shaken effect is considered mind-affecting, but the rest of the locus is not.



Glowing Shadows (Su; Dark, Light)

Philosophy: Twilight; Locus Level: 2
Range: 30 feet
Area: 10-ft.-radius burst
Duration: instantaneous
Cost: 1 Radiance Point OR 1 Shadow Point

You produce a burst of sparkles and shadows, dazzling those caught within the blast for rounds equal to your philosopher level with a Fortitude save to negate. Attacks made by creatures dazzled in this fashion have a 10% miss chance.

Insult to Injury (Sp; Dark, Light)

Philosophy: Twilight; Locus Level: 1
Range: close (25 ft. + 5 ft./2 levels)
Effect: ray of twilight energy
Duration: instantaneous
Spell Resistance: yes
Cost: 1 Radiance Point OR 1 Shadow Point

As a standard action, a ray of twilight energy springs from your outstretched hand, dealing 1d4 points of damage per philosopher level to the subject on a successful ranged touch attack. If the subject is both dazzled or blinded and entangled or staggered, the subject takes full damage. If the subject has only one of the above conditions, it takes half damage. If the subject has none of the above conditions, it is immune to this locus.

Nightbreak (Sp; Dark, Light) [cold, fire]

Philosophy: Twilight; Locus Level: 4
Range: medium (100 ft. + 10 ft./level)
Effect: 10-ft.-radius burst
Duration: instantaneous
Spell Resistance: yes
Cost: 2 Radiance Points, 2 Shadow Points

As a standard action, a ball of coalesced energy streaks toward the target area and explodes, dealing 1d6 points of fire damage per philosopher level with a DC 10 + 1/2 your antipodist class level + your Wisdom modifier Reflex save for half damage to each target. If a particular target has a higher fire resistance than it does cold resistance, this locus instead deals 1d6 points of cold damage per antipodist level with a DC 10 + 1/2 your philosopher level + your Intelligence modifier Reflex save for half damage to that particular target. Treat immunity to an energy type as an arbitrarily high resistance for the purpose of determining whether this locus deals fire or cold damage.

Polarity Shift (Su; Dark, Light)

Philosophy: Twilight; Locus Level: 1

The cunning antipodist understands that both fire and cold are phenomena against which life readily adapts, but usually not both at once. You may pay 1 shadow point in addition to the cost of a light locus or 1 radiance point in addition to the cost of a dark locus in order to change the type of damage dealt by that locus from fire to cold or from cold to fire.

Slow Adjustment (Ex; Dark, Light)

Philosophy: Twilight; Locus Level: 1

If you hit something hard enough, it takes longer for it to adjust to the blow. Whenever you dazzle a creature, the duration of the dazzle effect is increased by +1 round. Whenever you shaken a creature, the duration of the shaken effect is increased by +1 round.



Slow Equilibrium (Ex; Dark, Light)

Philosophy: Twilight; Locus Level: 4

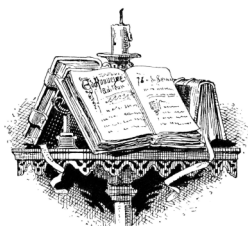
There is no such thing as a bright enough flash or a sufficiently terrifying vision. Whenever you blind a creature, the duration of the blind effect is increased by +1 round. Whenever you frighten a creature, the duration of the frighten effect is increased by +1 round.

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Slow Glow (Ex; Dark, Light)

Philosophy: Twilight; Locus Level: 3

The right radiance embeds itself in the back of the eyeballs and simply refuses to vanish. Whenever you gain temporary hit points, you gain an additional +2 temporary hit points. These bonus temporary hit points are considered to be of the same source as the spell or ability that triggers this locus. (As a result, the +2 bonus stacks when multiple sources of temporary hit points are in effect on you.)



Twilight Implement (Sp; Dark, Light) [force]

Philosophy: Twilight; Locus Level: 3

Counterspelling School: conjuration

Range: close (25 ft. + 5 ft./2 levels)

Effect: floating shadowy weapon

Duration: 1 round/level (D)

Cost: 1 Radiance Point, 1 Shadow Point

As a standard action, you compel shadows to coalesce into a scythe-like blade, then keep the shape solid with a coating of faint light. This blade attacks the same creature as you each round. If you choose not to attack a creature, or if you make an attack that affects multiple opponents, the blade makes no attack during that round.

The blade uses your base attack bonus, modified by both your Intelligence and Wisdom bonuses, when making this attack. Unless you specifically will it to do otherwise, or it proves impossible to do so, the blade always maneuvers itself so that it can flank your opponent before making the attack. The blade deals 1d6 points of slashing damage on a successful hit and has the same threat range and critical multipliers as a normal scythe. In addition, if the target is denied a Dexterity bonus to AC or the blade flanks the target, the blade can make sneak attacks as a rogue, inflicting an extra 1d6 points of slashing damage per four philosopher levels on a successful attack. Like a rogue's sneak attack, this additional slashing damage is not subject to critical hits.

A *twilight implement* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *twilight implement's* AC against touch attacks is 12 (10 + size bonus for Tiny object) plus your Dexterity modifier.

If an attacked creature has spell resistance, you make a caster level check (1d20 + philosopher level) against that spell resistance the first time the *twilight implement* strikes it. If the blade is successfully resisted, the locus is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the locus.

Ubiquibolt (Sp; Dark, Light)

Philosophy: Twilight; Locus Level: 3

Counterspelling School: universal

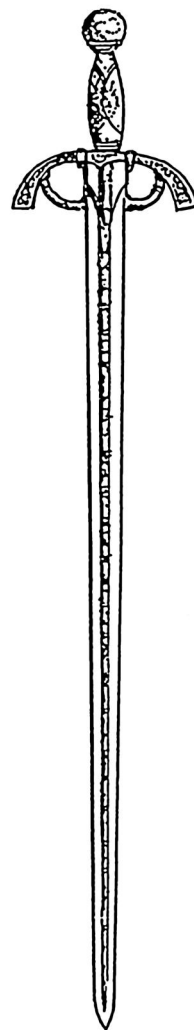
Range: close (25 ft. + 5 ft./2 levels)

Effect: ray of energy

Duration: instantaneous

Cost: 2 Radiance Points, 2 Shadow Points

A ray of monochromatic energy leaps from the palm of your hand as a standard action. You must make a ranged touch attack. If it hits, it deals 1d4 points of damage per philosopher level to the subject. This locus is treated as any locus level or levels of your choice and as any philosophical school or schools of your choice for the purpose of any interactions with this locus. For example, you can treat this as a *coruscation* locus in order to benefit from the *conservation of light* and *coruscating overstimulating* loci, as an *umbral embrace* locus to benefit from the passive benefit granted by the *drawn from experience* class feature, and as a 1st-level locus in order to modify it with the *double locus* locus. All at once. Given its constantly-shifting nature, *ubiquibolt* can never be considered "well-traveled".



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Umbral Embrace Loci

Bedtime Story (Ex; Dark)

Philosophy: Umbral Embrace; Locus Level 4

Whenever you activate a 2nd-level or higher umbral embrace locus, the foe with the most Hit Dice within 30 feet gains 1 temporary negative level.

Chill to the Soul (Sp; Dark) [cold]

Philosophy: Umbral Embrace; Locus Level: 1

Counterspelling School: conjuration

Range: close (25 ft. + 5 ft./2 levels)

Target: one creature

Duration: instantaneous

Spell Resistance: yes

Cost: 1 Shadow Point

Shadowy energy clings to the subject as a standard action, dealing 1d3 points of cold damage per philosopher level with a Will save for half. The subject takes a penalty to its Will saving throw equal to the number of negative levels it possesses.

Darkness Rising (Sp; Dark)

Philosophy: Umbral Embrace; Locus Level: 3

Counterspelling School: necromancy

Range: 30 feet

Area: all foes within a 30-ft.-radius burst centered on you

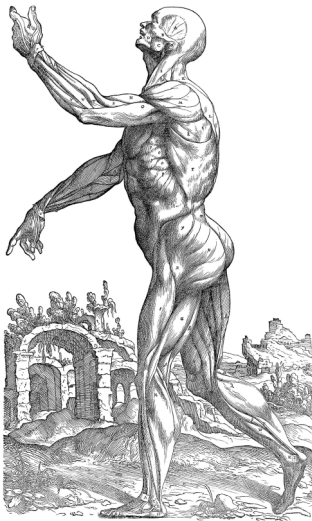
Duration: instantaneous

Spell Resistance: yes

Cost: 3 Shadow Points

As a standard action, you send forth a billowing cloud of darkness which latches onto your foes, granting each of them 1 temporary negative level with a Fortitude save to negate. Negative levels stack. You gain 5 temporary hit points for each creature that gains a temporary negative level in this manner. These temporary hit points last for 1 hour.

An undead creature affected by this locus gains 5 temporary hit points for 1 hour.



Deny Future (Sp; Dark)

Philosophy: Umbral Embrace; Locus Level: 2

Counterspelling School: necromancy

Range: close (25 ft. + 5 ft./2 level)

Effect: ray of darkness

Duration: instantaneous

Spell Resistance: yes

Cost: 2 Shadow Points

As a standard action, a ray of sickly darkness emanates from your pointed finger. You must make a ranged touch attack to hit. If you hit, the subject gains 1 temporary negative level for every five antipodist levels you possess. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of minutes equal to your philosopher level, but takes 1d4 points of damage for each temporary negative level removed in this fashion. There is no saving throw against this damage.

An undead creature affected by this locus gains 5 temporary hit points for every five antipodist levels you possess for 1 hour.

Drag Down (Su; Dark)

Philosophy: Umbral Embrace; Locus Level: 3

Range: 30 feet

Area: 15-ft.-radius burst

Duration: instantaneous

Cost: 2 Shadow Points

You hurl a glob of shadowy material as a standard action. On impact, it erupts, dealing 3d6 points of cold damage and granting a temporary negative level to all those caught in the blast. A Fortitude save negates.

Drainer's Vitality (Ex; Dark)

Philosophy: Umbral Embrace; Locus Level: 1

Whenever you gain a temporary negative level, you have a 5% chance to immediately lose that temporary negative level. If you know a 4th-level umbral embrace locus, you have a 10% chance to immediately lose a temporary negative level instead. If you gain multiple temporary negative levels from a single source, roll separately for each one.

Draw Upon Shadows (Sp; Dark)

Philosophy: Umbral Embrace; Locus Level: 1

Counterspelling School: necromancy

Range: personal

Target: you

Duration: 1 min./level or until discharged; see text

Spell Resistance: no

Cost: 1 Shadow Point

Shadows have a hint of life of their own, which can be harvested by those willing to use others as a shield. While this locus is in effect, you gain temporary hit points equal to 1d4 + 1/2 your philosopher level.

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Dreamland Express (Sp; Dark)

Philosophy: Umbral Embrace; Locus Level: 4
Counterspelling School: conjuration
Range: 30 feet
Target: One or more living foes in a 30-ft.-radius burst centered on you
Duration: see text
Spell Resistance: yes
Cost: 3 Shadow Points

As a standard action, you open a rift to the land of dreams, from which pours an entity made entirely of granular, gritty shadow held together to form a vaguely humanoid shape. You have called this sandman to send a few enemies to dreamland, but he doesn't have the time to be subtle about it. Starting with the foe with the lowest HD and proceeding in ascending HD order, the sandman deals damage equal to your philosopher level and puts that individual to sleep for 1 minute per philosopher level, until the cumulative HD total of those creatures already damaged is greater than or equal to your philosopher level. The sandman then vanishes back through its rift, which closes behind it. A successful Fortitude save halves the damage and negates the sleep effect. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Creatures that are awoken from a sleep effect caused by *dreamland express* awaken quite groggy and are staggered for 1 round. Dreamland express does not affect unconscious creatures, constructs, undead (excepting vampires), or other creatures that cannot or do not sleep.

Easily Rested (Ex; Dark)

Philosophy: Umbral Embrace; Locus Level: 2

For you, a little sleep goes a long way. You need only sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows a spellcaster that requires rest to prepare spells to do so after only 2 hours, but does not allow that spellcaster to prepare spells more than once per day. Similarly, this does not allow you to replenish your radiance pool and shadow pool more than once per day.

Extinguish (Sp; Dark)

Philosophy: Umbral Embrace; Locus Level: 3
Counterspelling School: necromancy
Range: close (25 ft. + 5ft./2 levels)
Target: one creature
Duration: instantaneous
Spell Resistance: yes
Cost: 3 Shadow Points

As a standard action, you create a shadowy double of the subject and crush it against the subject proper, annihilating the former in a tremendous burst of energy. The subject takes 1d6 points of damage per philosopher level and is stunned for 1 round. A successful Fortitude save halves the damage and negates the stun effect.

Knockout Dust (Sp; Dark) [mind-affecting]

Philosophy: Umbral Embrace; Locus Level: 2
Counterspelling School: enchantment
Range: 30 feet
Target: one creature
Duration: 1 min./level
Spell Resistance: yes
Cost: 1 Shadow Point

You produce a handful of tenebrous dust and blow it in the general direction of the subject as a standard action. The subject falls asleep with a Will save to negate. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Creature whose HD is greater than your philosopher level are immune to this locus.

Ray of Lethargy (Su; Dark)

Philosophy: Umbral Embrace; Locus Level: 1
Range: 30 feet
Effect: ray
Duration: 1 round/level
Cost: 1 Shadow Point

An umbral ray springs from your hand as a standard action. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to each of Strength and Dexterity equal to 1d3 + 1 per five philosopher levels you possess. The subject's Strength and Dexterity scores cannot drop below 1. A successful Fortitude save negates. This penalty does not stack with itself.

Sandman's Kiss (Sp; Dark)

Philosophy: Umbral Embrace; Locus Level: 1
Counterspelling School: necromancy
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round + 1 round/2 levels
Spell Resistance: yes
Cost: 1 Shadow Point

Sandmen, being the bringers of dreams at any cost, tend not to give up until their quarry has hit the hay. As a standard action, you sic a sandman on the subject. Each round, the subject takes 1d6 points of bludgeoning damage and is fatigued for 1 round with a Fortitude save to negate the fatigue effect and halve the damage taken. If another effect ever causes the subject to fall asleep, it takes 1d8 points of damage for each round of duration this locus has remaining, then the locus ends immediately. This damage does not wake the subject up.

Slings and Arrows (Ex; Dark)

Philosophy: Umbral Embrace; Locus Level 2

Whenever a foe within 30 feet gains a temporary negative level, that foe also takes 1 point of Strength damage. If you know a 4th-level umbral embrace locus, that foe also takes 1 point of Dexterity damage and 1 point of Constitution damage. Effects that grant multiple temporary negative levels only trigger this locus once.

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Tangible Gloom (Sp; Dark)

Philosophy: Umbral Embrace; Locus Level: 3
Counterspelling School: transmutation
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round/2 levels (D); see text
Spell Resistance: yes
Cost: 2 Shadow Points

As a standard action, the subject is wrapped in cloying shadows and effectively becomes paralyzed, as the condition. The subject is aware and breathes normally, but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Tangible Gloom, Mass (Sp; Dark)

Philosophy: Umbral Embrace; Locus Level: 4
Target: 1 creature/2 levels, no two of which can be more than 30 ft. apart
Cost: 4 Shadow Points

This locus functions as *tangible gloom*, except as noted above.



Wake-up Call (Sp; Dark) [cold]

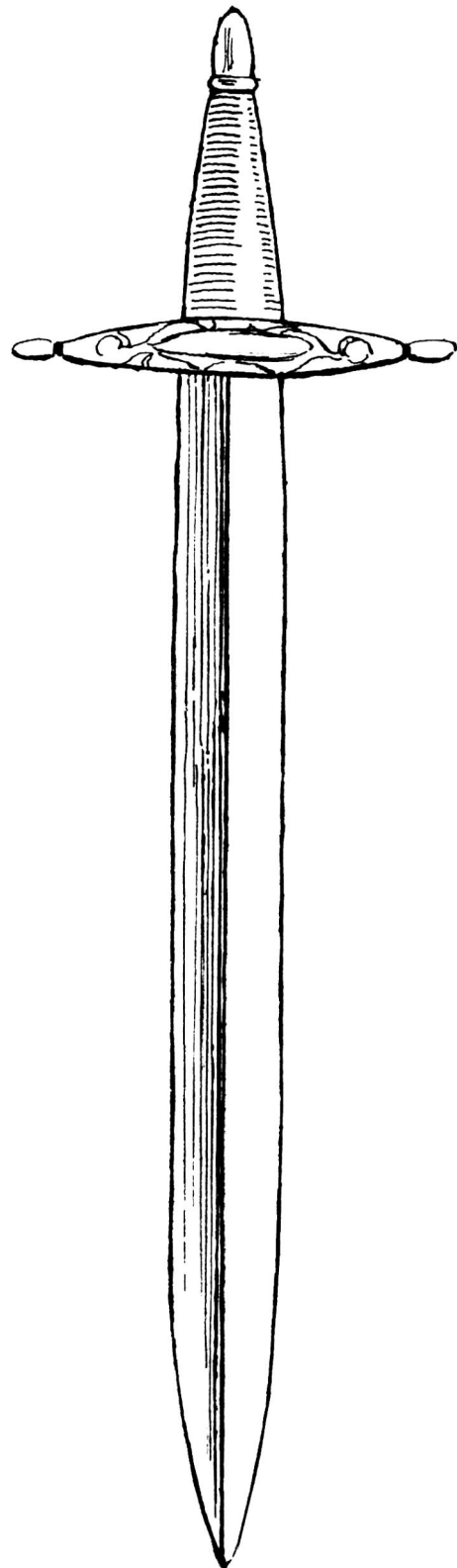
Philosophy: Umbral Embrace; Locus Level: 2
Counterspelling School: evocation
Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: instantaneous
Spell Resistance: yes
Cost: 1 Shadow Point

A splash of cold water is a great way to wake somebody up. The colder, the better! As a standard action, you do this, but inside the subject's skullcase rather than from a bucket. The subject takes 1d4 points of cold damage per philosopher level with a Will save for half damage. If the subject is sleeping, it takes an additional 2d4 points of cold damage and is not entitled to a Will save for half damage.

Wide Awake (Ex; Dark)

Philosophy: Umbral Embrace; Locus Level: 1

With mastery over deleterious energies and sleep comes great insomnia. You have a +1 circumstance bonus to saving throws made against sleep effects, fatigue effects, and exhaustion effects. If you know a 4th-level umbral embrace locus, these circumstance bonuses increase to +2.



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Edgeblade

Those who walk the edge are famous for their open-minded nature. To them, truth is subjective and the lessons of experience, however important, are filtered through the logical deficiencies of man. Just as light and darkness are only best defined relative to each other, devils only look evil because they seek to build up a new order that makes sense to them, but is abhorred by most of the mortal masses. The training needed to embrace the subjective nature of all things is highly rigorous, as the ego must be swept away to allow for clearer thought. Of course, those who walk the edge will be the first to say that being able to edgewalk in its truest sense is impossible due to their own inadequacies, but it doesn't stop them from trying.

The key to starting a journey in this philosophical duality is discipline, but the actual nature of this discipline is, like most everything, perfectly valid in various forms. While the antipodists follow the bookish discipline of the philosopher-wizard and the edgewalkers follow a monastic tradition, the edgeblade loses himself in the endless dance of the blade. For these martial specialists, light and darkness are not two sides of the same coin, but rather two edges of the same blade. In the end, both serve the same function. All that matters is how it is wielded.

Patron: Sean Patti

Role: The most straightforward of those who walk the edge, edgeblades can be found at the fore of most any fight, using a combination of waypoints and martial expertise to halt any who decide to end their journey. Edgeblades are unique in their use of residuum abilities, which are powered by the leavings of their waypoints.



Table: The Edgeblade



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Residuum
1st	+1	+0	+0	+2	Journey through light and shadow, 3 residuum abilities, residuum pools, 2 waypoints	2
2nd	+2	+0	+0	+3	Residuum ability, waypoint	2
3rd	+3	+1	+1	+3	Clarity through conditioning +1, residuum ability	2
4th	+4	+1	+1	+4	Lessons of the road, residuum ability, waypoint	2
5th	+5	+1	+1	+4	Bonus feat, greater waypoint	2
6th	+6/+1	+2	+2	+5	Walking the martial edge, waypoint	3
7th	+7/+2	+2	+2	+5	Residuum ability	3
8th	+8/+3	+2	+2	+6	Clarity through conditioning +2, waypoint	3
9th	+9/+4	+3	+3	+6	Bonus feat, lessons of the road	3
10th	+10/+5	+3	+3	+7	Greater waypoint, waypoint	3
11th	+11/+6/+1	+3	+3	+7	Residuum ability	3
12th	+12/+7/+2	+4	+4	+8	Waypoint	4
13th	+13/+8/+3	+4	+4	+8	Bonus feat, clarity through conditioning +3	4
14th	+14/+9/+4	+4	+4	+9	Lessons of the road, waypoint	4
15th	+15/+10/+5	+5	+5	+9	Greater waypoint, residuum ability	4
16th	+16/+11/+6/+1	+5	+5	+10	Waypoint	4
17th	+17/+12/+7/+2	+5	+5	+10	Bonus feat	4
18th	+18/+13/+8/+3	+6	+6	+11	Clarity through conditioning +4, waypoint	5
19th	+19/+14/+9/+4	+6	+6	+11	Lessons of the road, residuum ability	5
20th	+20/+15/+10/+5	+6	+6	+12	Residuum overload, waypoint	5

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Alignment: Any

Hit Die: d10

Starting Wealth: 4d6 x 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The edgeblade's class skills are Acrobatics (Dex), Climb (Str), Craft (all), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 2 + Int Modifier

Class features

All of the following are class features of the edgeblade.

Weapon Proficiency: Edgeblades are proficient with all simple and martial weapons.

Armor and Shield Proficiency: Edgeblades are proficient with light armor, medium armor, and shields, but not tower shields. An edgeblade wearing armor or wielding a shield with which he is not proficient increases the shadow point and radiance point cost of all of his waypoints by +1. Waypoints with a shadow point or radiance point cost of 0 retain this cost and do not increase. (For example, a penalized waypoint that costs 2 shadow points now costs 3 shadow points, NOT 3 shadow points and 1 radiance point.)



Journey through Light and Shadow (Su): An edgeblade is characterized by his willingness to embrace things that most would find to be polar opposites as parts of a greater whole. Such a philosophy lends itself to the peculiar martial training that they endure, wherein their egos are dulled by the constant discipline required to train both their minds and bodies. The end result of this training is colloquially known as monks in armor, and though it's dead wrong, a proper edgeblade will show his training by not being miffed about the inaccuracy inherent in human perception.

At 1st level, an edgeblade has received sufficient training to be able to tap into the power inherent in the philosophy of the duality of the universe. He receives both a radiance pool, containing radiance points equal to his edgeblade level + his Wisdom modifier, and a shadow pool, containing shadow points equal to his edgeblade level + his Intelligence modifier. Both of these pools have a minimum size of 1 and are used to pay for the various waypoints he learns as he gains experience.

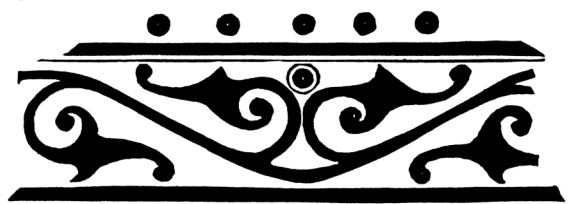
Both the radiance pool and the shadow pool are replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Residuum: All paths to the duality are different, and each allows its practitioner to interact with the fundamental dichotomy of the world in different ways. The edgeblade's waste not, want not martial approach leads to his mastery over residuum, or the leavings of waypoints that other followers of the duality allow to go to waste.

Residuum Pools (Su) - At 1st level, the edgeblade receives both a light residuum pool, which stores the leavings of his light waypoints, and a dark residuum pool, which stores the leavings of his dark waypoints. The maximum number of residuum points in either of these pools is equal to 2 + 1 per six edgeblade levels he possesses. Whenever the edgeblade uses a non-finisher light waypoint that costs at least 1 radiance point, he gains 1 light residuum, and whenever he uses a non-finisher dark waypoint that costs at least 1 shadow point, he gains 1 dark residuum. By extension, if a non-finisher waypoint is both light and dark, he gains 1 light residuum if he expended at least 1 radiance point and 1 dark residuum if he expended at least one shadow point. These residuum are used to determine the magnitude of effect of his residuum powers, as well as to pay for his finisher waypoints. Unlike most pools, an edgeblade's residuum pools begin empty, not full, and he must fill them as detailed above. Residuum pools begin play with a stability score of 1. If the edgeblade neither gains nor loses a point of residuum for 1 minute, each of his residuum pools that contain more points of residuum than his current stability score loses points of residuum until they contain an amount of residuum equal to the stability score. Whenever the edgeblade replenishes his radiance pool and his shadow pool each day, both of his residuum pools are emptied.

Residuum Abilities - At 1st level, the edgeblade learns how to make use of the residuum he recycles from his waypoints, gaining three residuum abilities, one dark, one light, and one twilight, chosen from the lists below. At 2nd level, 3rd level, 4th level, 7th level, and every four edgeblade levels thereafter, he gains an additional residuum ability of his choice. The edgeblade must meet all the prerequisites of a residuum ability in order to gain it.

An edgeblade prepares his residuum abilities ahead of time. Whenever the edgeblade replenishes his radiance pool and his shadow pool, he must select a residuum ability that he knows from each of the three available subtypes: dark, light, and twilight. He only gains benefit from the three residuum abilities that he prepared in this fashion, and whenever he selects a new series of residuum abilities, he loses the benefit of any previously-selected abilities.



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Dark Residuum Abilities

Deadening Darkness (Ex; Dark)

The edgeblade has resistance equal to the amount of dark residuum he possesses against acid, cold, electric, fire, and sonic damage. If he has at least 3 dark residuum, he has resistance equal to twice his dark residuum instead.

Inky Vestments (Ex; Dark)

The armor check penalty of the edgeblade's armor is reduced by an amount equal to the amount of dark residuum he possesses. In addition, the maximum Dexterity bonus of his armor increases by +1 for every two dark residuum he possesses.

Lurking in Midnight's Vestiges (Ex; Dark)

The edgeblade has a circumstance bonus to Stealth skill checks equal to the amount of dark residuum he possesses. In addition, if he has at least 2 dark residuum, he gains a +1 dodge bonus to AC, and if he has at least 4 dark residuum, he is treated as though he has concealment (20% miss chance). As this is not a magical effect, spells like true seeing cannot penetrate it.

Midnight Edge (Su; Dark)

Requires: Edgeblade 7

If the edgeblade has at least 2 dark residuum, melee weapons he wields gain the *mighty cleaving* weapon special ability, and he may use that weapon special ability as though he had the Cleave feat. Whenever he makes use of this weapon special ability, he loses half his dark residuum, rounded down. If the edgeblade loses 2 or more residuum in this fashion, the attack made with the *mighty cleaving* weapon special ability also gains the benefit of both the *flaming* and *frost* weapon special abilities. If a weapon natively has the *mighty cleaving* weapon special ability, it is unaffected by this residuum ability.

Shadow Runner (Ex; Dark)

Just before rolling initiative, the edgeblade may choose to gain an insight bonus equal to the amount of dark residuum he possesses to his initiative roll. If he chooses to take this bonus, he loses 1 dark residuum immediately after rolling initiative.

Wrathed in Lingering Shadows (Ex; Dark)

Requires: Edgeblade 3

At the beginning of each of his turns, the edgeblade gains temporary hit points equal to the amount of dark residuum he possesses. These temporary hit points last for 1 round. In addition, if he has at least 3 dark residuum, he gains DR X/-, where X is 2 less than the amount of dark residuum he possesses.



Light Residuum Abilities

Bolstering Radiance (Ex; Light)

When preparing this residuum ability, choose Fortitude, Reflex, or Will. The edgeblade has a resistance bonus to saving throws of the chosen type equal to the amount of light residuum he possesses.

Glowing Health (Su; Light)

Requires: Edgeblade 3

At the beginning of each of his turns, the edgeblade may choose to be healed for points of damage equal to the amount of light residuum he possesses. If he has at least 4 light residuum, he is healed for points of damage equal to twice the amount of light residuum he possesses instead. Immediately after being healed in this fashion, he loses half his light residuum, rounded down.

Incremental Glimmers (Su; Light)

If the edgeblade has at least 1 light residuum, he sheds light as though he were a candle. Further, if the edgeblade has 5 light residuum, weapons he wields deal an additional 1d3 points of untyped damage on a successful hit. This damage is multiplied on a critical hit. Finally, creatures that attack the edgeblade in melee take 1 point of damage for every 2 light residuum he possesses. This effect triggers whether or not the attack is successful.

Moteshock (Su; Light)

If the edgeblade has at least 1 light residuum, he can produce and hurl a ball of light as a standard action, or in place of a mainhand attack in a full-attack action. As such, if he has more than one mainhand attack, he may hurl multiple balls in a single round. These balls of light have a range of 30 feet and deal twice times the edgeblade's light residuum fire damage on a successful ranged touch attack. The edgeblade adds the greatest enhancement bonus among weapons or shields he is actively wielding to attack and damage rolls made with this ability. If the edgeblade has at least 3 light residuum, the balls of light deal untyped damage rather than fire damage.

Orbiting Motes (Ex; Light)

Creatures that attack the edgeblade in melee and miss scatter the motes that orbit close to his body, becoming dazzled for rounds equal to the amount of light residuum he possesses. There is no saving throw. For each point of light residuum he possesses beyond 2, dazzled creatures attempting to attack the edgeblade, whether in melee or at range, take an additional -1 penalty to their attack rolls.

Phosphorescent Aegis (Su; Light)

Requires: Edgeblade 7

Shields wielded by the edgeblade have an enhancement bonus equal to his light residuum, max +5. Whenever the edgeblade takes damage from a physical attack, if his current light residuum is greater than half his maximum light residuum, he loses 1 light residuum. The edgeblade applies this enhancement bonus, but not the rest of his shield bonus, to his touch AC.

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Twilight Residuum Abilities

Dawn to Dusk (Su; Twilight)

Requires: Edgeblade 3

Whenever the edgeblade uses a damaging finisher waypoint that does not require light residuum, he expends all of his light residuum and deals additional untyped damage equal to twice the amount of light residuum expended. Similarly, whenever he uses a damaging finisher waypoint that does not require dark residuum, he expends all of his dark residuum and deals additional untyped damage equal to twice the amount of dark residuum expended. This damage is multiplied on a critical hit and affects all creatures affected by the finisher.

Essential Oneness (Ex; Twilight)

As a swift action, the edgeblade may either lose 2 light residuum and gain 1 dark residuum or lose 2 dark residuum and gain 1 light residuum.

Girded in the Duality (Ex; Twilight)

The edgeblade has an armor bonus to AC equal to the amount of light residuum he possesses + the amount of dark residuum he possesses.

Harmonic Radiance (Ex; Twilight)

Requires: Edgeblade 7

Whenever the edgeblade's light residuum is both greater than zero and equal to his dark residuum, he treats his residuum totals as though they were +1 higher for the purpose of his other residuum abilities.

Radiant Gloom and Gloomy Radiance (Ex; Twilight)

Whenever the edgeblade's current light residuum is equal to his maximum light residuum, he generates dark residuum whenever he would normally generate light residuum. Similarly, whenever the edgeblade's current dark residuum is equal to his maximum dark residuum, he generates light residuum whenever he would normally generate dark residuum.

Waypoint: At 1st level, an edgeblade has reached a critical point in his training. These critical points, moments of revelation along his journey through the infinite dualities of life, are known as waypoints. An edgeblade begins play with two waypoints. At 2nd level and every two levels thereafter, he gains an additional waypoint. An edgeblade must meet all the prerequisites of a waypoint in order to gain it.

An edgeblade has a philosopher level that is equal to his class level. This philosopher level dictates the power of his waypoints. Further, the save DC of any saving throw called for by a waypoint is $10 + \frac{1}{2}$ the edgeblade's philosopher level + his Intelligence modifier (for dark waypoints) or his Wisdom modifier (for light waypoints). Waypoints that are both light and dark include the specific formulae for any saving throws.

Waypoints are broken into two subtypes, light and dark, each subtype representing one half of the duality that the edgeblade studies. Some waypoints are light, some are dark, and some few embrace the duality of nature and are themselves both light and dark. If an edgeblade has more waypoints of one subtype than the other, then his next waypoint must contain the subtype of which he has fewer. For example, if an edgeblade has three dark waypoints and two light waypoints, his next waypoint must be either light or both light and dark. He cannot select another solely-dark waypoint.

Waypoints marked with an asterisk (*) require use of the edgeblade's shadow. As the edgeblade only has a single shadow of his own, only one of these waypoints can be in effect at a time.

Clarity through Conditioning (Ex): As edgeblades drown themselves in their training, they become less likely to see the world as most men see it. At 3rd level and every five levels thereafter, the edgeblade gets a +1 insight bonus to Intelligence and Wisdom for the purpose of determining the Difficulty Class of his waypoints. This bonus stacks and is applied last when calculating the edgeblade's ability scores. His Intelligence and Wisdom scores cannot be made greater than his highest physical ability score (Strength, Dexterity, or Constitution) in this manner.

Lessons of the Road (Ex): Though most edgeblades begin their journey through light and shadow embracing both the light and the dark in equal measure, the reality of the road can influence some to prefer one half of the world's duality. At 4th level and every five levels thereafter, an edgeblade can choose to add +2 to the maximum size of his radiance pool, +2 to the maximum size of his shadow pool, or +1 to the maximum size of both his radiance pool and his shadow pool.

Bonus Feat: At 5th level and every four levels thereafter, the edgeblade gains a bonus antipode or combat feat. He must meet all the prerequisites for this feat.

Greater Waypoint: Some destinations along the road of life are simply more poignant than others. At 5th level, 10th level, and 15th level, the edgeblade gains a greater waypoint for which he meets all the prerequisites. Like standard waypoints, greater waypoints are also broken into two subtypes, light and dark, and follow the rules for waypoint selection and shadow use as though they were any other waypoint.

Walking the Martial Edge (Ex): Starting at 6th level, the edgeblade may perform any non-finisher waypoint that requires a standard action to perform in place of the first attack of a full-attack action or in place of the first attack made while charging. Additionally, the edgeblade may perform any finisher waypoint that requires a standard action to perform in place of all attacks made while charging.

Residuum Overload (Su): At 20th level, the edgeblade becomes a true master at recycling the leavings of the world's dichotomy. When preparing his residuum abilities for the day, he may prepare a 4th residuum ability. This residuum ability can be of any subtype.

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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 edgeblades as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Your light residuum abilities treat your light residuum pool as though it were $+1/6$ of a point more full, to a maximum of your maximum residuum.

Drow – Add $+1/3$ to the maximum size of the shadow pool.

Dwarf – Every three times this bonus is taken, the edgeblade gains DR 1/- for 1 round after using a finisher waypoint.

Elf – Waypoints with a duration of greater than 1 round that use the edgeblade's shadow last for an additional $+1/3$ round.

Gnome – Every six times this bonus is taken, the edgeblade gains the Compatible Philosophies feat as a bonus feat. Unlike those gaining this feat by other means, the edgeblade can gain Compatible Philosophies multiple times in this manner.

Half-elf – Add $+1/5$ to the maximum size of the radiance pool and gain $+1/5$ of a waypoint.

Halfling – $+1/2$ to Stealth and Perception checks when in dim or bright light.

Half-orc – Add $+1/5$ to the maximum size of both the shadow pool and gain $+1/5$ of a waypoint.

Hobgoblin – Treat the edgeblade's level as though it were $+1/2$ higher for the purpose of meeting the prerequisites of residuum abilities. In addition, every six times this bonus is taken, the edgeblade gains a residuum ability.

Human – Add $+1/5$ to the maximum size of both the radiance pool and the shadow pool.

Kobold – Reduce the shadow point and radiance point cost of all non-greater waypoints by $-1/6$, but only if that waypoint deals hit point damage and all of its targets are gnomes.

Orc – Add a $+1/4$ of a residuum ability.

Puddling – Every six times this bonus is taken, the edgeblade gains the Compatible Philosophies feat as a bonus feat. Unlike those gaining this feat by other means, the edgeblade can gain Compatible Philosophies multiple times in this manner.

Tiefling – Your dark residuum abilities treat your dark residuum pool as though it were $+1/6$ of a point more full, to a maximum of your maximum residuum.



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Edgeblade Archetypes

The ideal edgeblade is a man made machine by his teachings. Humanoids are flighty, panicky creatures whose very means of perceiving the world lends itself to snap judgments and faulty thinking. The only way to defeat these impulses is to suppress them, and, in the ideal edgeblade, this suppression is absolute. Of course, the great irony of walking the edge is that the ideal is impossible. The ego is never destroyed and imperfections abound. Those who follow this path to the edge know this all too well; straying from the path is not only theoretically possible, but expected of an edgeblade. To that end, there exist established paths for those who stray far from the perceived ideal. After all, those who stray from the majority might actually be the ones in the right. Such is the way of the world.

Dawnblade (Archetype)

Early in their training, before their capacity for making such snap judgments has been sufficiently suppressed, a number of edgeblades take issue with the very idea of the duality of nature. Perhaps they perceive darkness as too sinister to trust given the way night breeds uncertainty and danger among the uninitiated, or perhaps their religion has ascribed too many positive traits to the light for a duality to be embraced properly. Whatever the reason, a dawnblade follows the light to the exclusion of the dark, usually abandoning the suppression of the ego in the process.

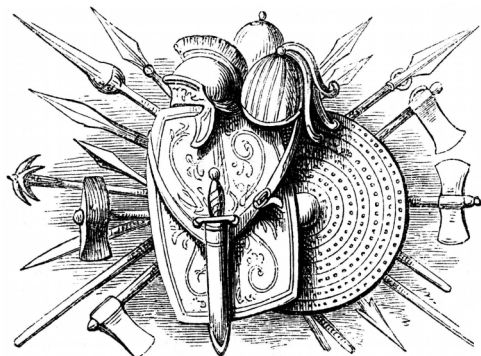
Dawnblades have the following class features:

Radiant Journey (Su): As an edgeblade, the dawnblade understands that polar opposites are indeed parts of a greater whole, but, unlike the typical edgeblade, the dawnblade has some very well-formed opinions as to which half of that greater whole is wrong.

At 1st level, a dawnblade gains a radiance pool containing radiance points equal to twice his dawnblade level + his Wisdom modifier, minimum 1.

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

This ability replaces journey through light and shadow.



Residuum: Like the edgeblade, the dawnblade follows a waste-not, want not approach to the art of walking the edge. Unlike his more balanced colleagues, however, the dawnblade has no dark leavings to collect and is a paragon of stability in a single pool instead.

Radiant Residuum (Su) - At 1st level, the dawnblade receives a light residuum pool, which stores the leavings of his light waypoints. The maximum number of residuum points in this pool is equal to 2 + 1 per six dawnblade levels he possesses. Whenever the dawnblade uses a non-finisher light waypoint that costs at least 1 radiance point, he gains 1 light residuum. These residuum are used to determine the magnitude of effect of his residuum powers, as well as to pay for his finisher waypoints. Unlike most pools, a dawnblade's residuum pool begins empty, not full, and he must fill them as detailed above. Whenever the dawnblade replenishes his radiance pool each day, the amount of residuum in his light residuum pool is set to 0.

Given his effectively infinite stability score, the dawnblade cannot qualify for feats and waypoints that modify his residuum stability.



Residuum Abilities - At 1st level, the dawnblade learns how to make use of the residuum he recycles from his waypoints, gaining 2 light residuum abilities. At 3rd level and every four dawnblade levels thereafter, he gains an additional light residuum ability of his choice. The dawnblade must meet all the prerequisites of a residuum ability in order to gain it.

A dawnblade prepares his residuum abilities ahead of time. Whenever the dawnblade replenishes his radiance pool, he must select two light residuum abilities that he knows. He only gains benefit from the two residuum abilities that he prepared in this fashion, and whenever he selects a new series of residuum abilities, he loses the benefit of any previously-selected abilities.

A dawnblade may select from the residuum abilities listed below in addition to the residuum abilities available to edgeblades.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Blades of Light (Su; Light)

As a swift action, the dawnblade expends 2 light residuum to conjure a masterwork longsword made of solidified light. Despite its size, it is considered a light weapon, and the dawnblade is guaranteed to be proficient with this weapon, even if he somehow loses proficiency with longswords. Furthermore, given its construction, it can affect incorporeal creatures as though it were a *ghost touch* weapon. Starting at 6th level, the sword bursts into flames whenever the dawnblade gains a point of light residuum, dealing 1d6 points of fire damage to the next creature struck by it. This damage increases to 2d6 at 13th level. A blade of light persists for 1 minute before vanishing.

Daybreak (Su; Light)

Requires: Dawnblade 7

A growing radiance emanates from the dawnblade at all times. Creatures within 5 feet per point of light residuum the dawnblade possesses are dazzled with no saving throw allowed. If the dawnblade has at least 4 light residuum, dazzled creatures take a -2 penalty to weapon damage rolls made against the dawnblade on account of their being unable to select choice areas at which to hack.

Late Morning (Ex; Light)

Requires: Dawnblade 7

The residuum point cost of any finisher waypoint performed in the second round of combat is reduced by -1, to a minimum of 1. This cost reduction does not allow the dawnblade to escalate a finisher beyond the maximum capacity of his residuum pool, then have its cost get reduced to an amount his maximum pool size can withstand, but he can otherwise commit to finishers whose unmodified residuum point cost would be higher than he can afford.

Light Begets Light (Ex; Light)

Requires: Dawnblade 11

Whenever the dawnblade expends 3 or more light residuum on a finisher, he gains 1 temporary radiance point that lasts for 1 hour.

Sun's Zenith (Ex; Light)

Whenever the dawnblade's current light residuum is equal to his maximum light residuum, he treats his light residuum total as though it were +1 higher for the purpose of determining the magnitude of effect of his other residuum abilities. In addition, whenever the dawnblade expends light residuum, he gains temporary hit points equal to the amount of residuum expended. These temporary hit points last for 1 minute.

This ability modifies residuum and replaces clarity through conditioning.

Waypoint: At 1st level, a dawnblade has reached a critical point in his training. These critical points, moments of revelation along his journey, are known as waypoints. Select two waypoints at 1st level, as well as an additional waypoint at 2nd level and every two dawnblade levels thereafter.

A dawnblade has a philosopher level that is equal to his class level. This philosopher level dictates the power of his waypoints. Further, the save DC of any saving throw called for by a waypoint is $10 + \frac{1}{2}$ the dawnblade's philosopher level + his Intelligence modifier (for dark waypoints) or his Wisdom modifier (for light waypoints). Waypoints that are both light and dark include the specific formulae for any saving throws.

Waypoints are broken into two subtypes, light and dark, each subtype representing one half of the duality of the edgeblade's philosophy. As the dawnblade rejects the lessons of the dark, he may only ever select to learn waypoints with the light descriptor. Any waypoints with the light descriptor that require some shadow points to activate convert that cost to radiance points instead. For example, if a waypoint costs 1 radiance point and 2 shadow points to activate, it costs 3 radiance points instead.

This ability modifies waypoint.



Radiant Lessons (Ex): At 4th level and every five levels thereafter, the size of the dawnblade's radiance pool increases by +1.

This ability replaces lessons of the road.

Teachings of the Rising Sun (Ex): Starting at 6th level, the dawnblade may perform any non-finisher waypoint that requires a standard action to perform in place of the first attack made while charging. Additionally, the residuum point cost of any finisher waypoint performed in the first round of combat is reduced by -1, to a minimum of 1. This cost reduction does not allow the dawnblade to escalate a finisher beyond the maximum capacity of his residuum pool, then have its cost get reduced to an amount his maximum pool size can withstand, but he can otherwise commit to finishers whose unmodified residuum point cost would be higher than he can afford. For example, a dawnblade whose residuum pool has a maximum size of 3 can only ever perform finishers with a base cost of 3 residuum or less, but he does not have to be able to afford the base cost of that finisher if he can afford its cost after being modified by this ability.

This ability replaces walking the martial edge.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Duskblade (Archetype)

Like the dawnblade, the duskblade has thrown his lot in with one half of the duality rather than embracing both in equal measure. This results in the total atrophy of his ability to manipulate the other half, in this case, the light, while enhancing his abilities in the direction of the other half, in this case, the umbral. Duskblades tend to be rarer than dawnblades for the simple reason that dawnblades tend to come into being due to an irrational racial aversion to the night present in many races. To that end, the vast majority of duskblades hail from races that have some means of cutting through the night, such as low-light vision or darkvision.

Duskblades have the following class features:

Umbral Journey (Su): As an edgeblade, the duskblade understands that polar opposites are indeed parts of a greater whole, but, unlike the typical edgeblade, the duskblade has some very well-formed opinions as to which half of that greater whole is wrong.

At 1st level, a duskblade gains a shadow pool containing shadow points equal to twice his duskblade level + his Intelligence modifier, minimum 1.

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

This ability replaces journey through light and shadow.

Residuum: Like the edgeblade, the duskblade follows a waste-not, want not approach to the art of walking the edge. Unlike his more balanced colleagues, however, the duskblade has no radiant leavings to collect and sows the oats of shadow and darkness instead.

Phases of the Moon (Su) - At 1st level, the moon begins to exert its influence upon the duskblade's residuum, much like it does the tides. When the duskblade prepares his residuum abilities for the day, he assigns one ability to the "new" phase of the moon and the other to the "full" phase of the moon. Each morning whenever he replenishes his shadow pool, the duskblade's phase of the moon is set to new. During combat, the duskblade has a cumulative 20% chance to change to the next phase of the moon at the beginning of each of his turns. When the phase of the moon changes, the duskblade's chance to change to the next phase resets to 0%, he loses 1 point of dark residuum, and he gains a +2 insight bonus to the next attack roll, saving throw, or skill check made this round.

The phases of the moon proceed in a cycle: "new" goes to "waxing" goes to "full" goes to "waning" goes to "new". The duskblade gains abilities based on the current phase of the moon.

Phases of the Moon and Their Function

New - The duskblade gains the benefit of the residuum ability assigned to the "new" phase of the moon. In addition, he gains an additional point of dark residuum whenever he gains residuum if his current dark residuum is equal to 0.

Waxing - The duskblade gains the benefit of both of his prepared residuum abilities.

Full - The duskblade gains the benefit of the residuum ability assigned to the "full" phase of the moon. In addition, he treats his current residuum as though it were +1 greater for the purpose of determining the magnitude of effect of this residuum ability.

Waning - The duskblade gains the benefit of both of his prepared residuum abilities.



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Residuum Abilities - At 1st level, the duskblade learns how to make use of the residuum he recycles from his waypoints, gaining 2 dark residuum abilities. At 3rd level and every four duskblade levels thereafter, he gains an additional dark residuum ability of his choice. The duskblade must meet all the prerequisites of a residuum ability in order to gain it.

A duskblade prepares his residuum abilities ahead of time. Whenever the duskblade replenishes his shadow pool, he must select two dusk residuum abilities that he knows. He can only gain benefit from the two residuum abilities that he prepared in this fashion, and whenever he selects a new series of residuum abilities, he loses the benefit of any previously-selected abilities.

A duskblade may select from the residuum abilities listed below in addition to the residuum abilities available to edgeblades.

Artificial Shadow (Su; Dark)

Whenever the duskblade activates a waypoint that requires the use of his shadow, he may expend 2 dark residuum. If he does, that waypoint does not require the use of his shadow for that particular activation.

Chill of Midnight (Su; Dark)

Requires: Duskblade 7

Weapons the duskblade wields deal additional cold damage equal to the amount of dark residuum he possesses on a critical hit. In addition, whenever the duskblade expends 2 or more dark residuum at once, he deals 1d6 points of nonlethal cold damage to a target creature within 30 feet. A successful Fortitude save negates.

Fade to Black (Sp; Dark)

Requires: Duskblade 11

Whenever a creature deals damage to the duskblade, he may expend 1 dark residuum as an immediate action. If he does, he becomes invisible, as the invisibility spell, but only with respect to the creature that dealt damage to him, until the end of his turn or the beginning of his next turn, whichever comes first. All other creatures can see him normally. Should the duskblade perform any action that would cause the invisibility spell to end, he becomes visible immediately.

Reflected Sunlight (Su; Dark)

Try as a duskblade might, just as the moon goes through its phases because of the sun, he cannot truly get away from the influence of the light. Upon taking this residuum ability, select a single light residuum ability that is available to 1st-level edgeblades. The duskblade learns this residuum ability; however, the selected light residuum ability now scales with dark residuum rather than with light residuum and is considered a dark residuum ability. Only one residuum ability learned in this manner can be prepared at a time, and the ability must be assigned to the duskblade's "full" moon phase slot.

Special: This residuum ability can be taken multiple times. Each time, select another qualifying light residuum ability and convert it as detailed above.

Umbral Residuum (Su) - At 1st level, the duskblade receives a dark residuum pool, which stores the leavings of his dark waypoints. The maximum number of residuum points in this pool is equal to 2 + 1 per six duskblade levels he possesses. Whenever the duskblade uses a non-finisher dark waypoint that costs at least 1 shadow point, he gains 1 dark residuum. These residuum are used to determine the magnitude of effect of his residuum powers, as well as to pay for his finisher waypoints. Unlike most pools, a duskblade's residuum pool begins empty, not full, and he must fill them as detailed above. Whenever the duskblade replenishes his shadow pool each day, the amount of residuum in his dark residuum pool is set to 0.

Given his effectively infinite stability score, the duskblade cannot qualify for feats and waypoints that modify his residuum stability.

This ability modifies residuum and replaces clarity through conditioning.

Waypoint (Su): At 1st level, a duskblade has reached a critical point in his training. These critical points, moments of revelation along his journey, are known as waypoints. Select two waypoints at 1st level, as well as an additional waypoint at 2nd level and every two duskblade levels thereafter.

A duskblade has a philosopher level that is equal to his class level. This philosopher level dictates the power of his waypoints. Further, the save DC of any saving throw called for by a waypoint is 10 + 1/2 the duskblade's philosopher level + his Intelligence modifier (for dark waypoints) or his Wisdom modifier (for light waypoints). Waypoints that are both light and dark include the specific formulae for any saving throws.

Waypoints are broken into two subtypes, light and dark, each subtype representing one half of the duality of the edgeblade's philosophy. As the duskblade rejects the lessons of the light, he may only ever select to learn waypoints with the dark descriptor. Any waypoints with the dark descriptor that require some radiance points to activate convert that cost to shadow points instead. For example, if a waypoint costs 1 radiance point and 2 shadow points to activate, it costs 3 shadow points instead.

This ability modifies waypoint.

Umbral Lessons (Ex): At 4th level and every five levels thereafter, the size of the duskblade's shadow pool increases by +1.

This ability replaces lessons of the road.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Edgeblade Waypoint Summary

Waypoints marked with an asterisk (*) use your shadow.

Dark

No Prerequisite

Black Wind - Shaken a single target for a short duration
Conjured from Nothing - Produce a temporary facsimile of an object worth 2 gp or less

Gliding Shadow - Temporarily ignore difficult terrain, and, at high level, ignore the need for Climb checks on all but the steepest of inclines

Shadow Snare* - Deploy your shadow as though it were a bear trap

Study the Illusive - Your shadow pool increases by size by +2 points

Ward Against the Glow - Gain resistance equal to your philosopher level against fire, spells with the light descriptor, and abilities with a light theme or motif

Special Prerequisite

Flanking Phantasm* - [req. two teamwork feats] Your shadow flanks your target, if possible

Peering Shadows* - [req. Stealth 1 rank] See through your shadow's "eyes"

Strand of Darkness - [req. philosopher level 2nd, Weapon Finesse] Conjure a whip of darkness; at high level, whip deals lethal damage and gains an enhancement bonus

Tipped with Midnight - [req. any two dark waypoints] Weapons you wield deal additional negative energy damage on a successful hit

Philosopher Level 2nd

Final Phantoms - Whenever you expend residuum, your weapons deal additional cold damage for a number of rounds equal to the amount expended

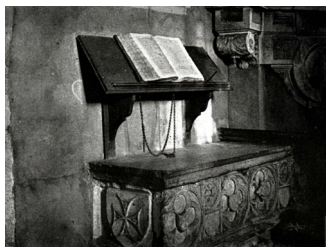
Gloom's Embrace - Subject takes a penalty equal to your philosopher level to its next attack roll

Hide in Darkness - Gain concealment for rounds equal to half your philosopher level, rounded down

Shadow's Reach - Finisher. Deal 1d6 cold damage/2 levels + 2d6 damage per residuum spent beyond the first to touched creature

Umbral Arc* - Finisher. Your reach increases by 5 ft. per residuum expended

Umbral Eruption - Finisher. Finisher. Deal 1d6 cold damage/3 levels + 1d6 damage per residuum spent beyond the first and entangle creatures in a 10-ft. burst



Philosopher Level 4th

A Thousand Grasping Tendrils - Ground within 10 ft. of you is considered difficult terrain for others

Draining Dark - Finisher. The next successful weapon attack made this round returns its damage as temporary hit points

Encroaching Miasma - A 10-foot cube of mist demoralizes those who begin their turn in it, and can be leveraged to deal damage to all occupants

From the Shadows - You produce a 20-ft. burst of darkness centered upon yourself that moves as you do and allows you to see through it

Near Mist - Near misses made against foes deal cold damage

Philosopher Level 6th

Clinging Shadows - Creature within 60 feet is slowed for 1 round

Crawl of the Bogeyman - You gain the benefits of the *spider climb* spell.

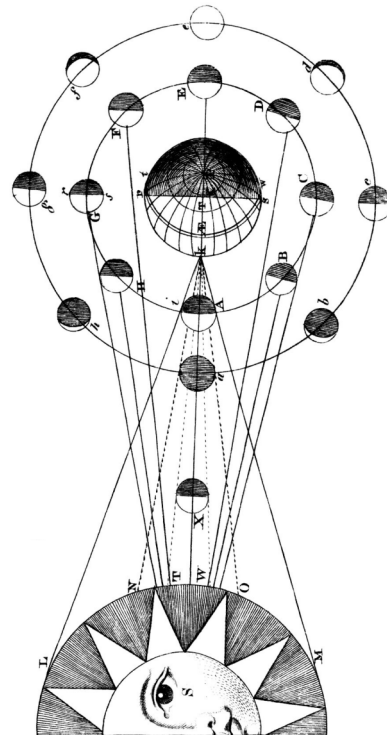
Edge of Eveningtide - Finisher. Grant weapon an enhancement bonus and/or various dark-themed weapon special abilities

Rock the Cradle - Melee attack fatigues target, or puts target to sleep if already fatigued

Philosopher Level 8th

Me and My Shadow - When not in use by a locus or waypoint, your shadow fulfills the requirements of a selected teamwork feat

Tenebrous Tango* - Attacks have a chance to strike your shadow rather than you



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Light

No Prerequisite

Armor of the Dawn - Gain an armor bonus to AC equal to your Wisdom modifier

Dazzling Presence - Creatures that hit you in melee take damage and are dazzled

Needles of Light - Produce a number of throwing daggers made of pure light

Pillar of light - Produce a 10' cube of light, granting those within fast healing 1; additional investment heals those within for points of damage equal to your philosopher level

Reflection - Become invisible, as the *vanish* spell

Refraction - Gain a +2 deflection bonus to AC, increasing at high level

Study the Illuminant - Your radiance pool increases in size by +2 points

Ward Against the Shadow - Gain resistance equal to your philosopher level against cold and negative energy

Special Prerequisite

Erupting Mote - [req. radiant mote waypoint] Mote of light dazes a single creature

Lightbringer - [req. radiance pool with a size of 2 or greater] You can cast *daze*, *light*, and *flare* at will as spell-like abilities, increasing the HD threshold of *daze* and gaining the ability to cast *flare*, *mass* as a spell-like ability at high level; reduces the size of your radiance pool by -2

On Wings of Light - [req. Fly 4 ranks] Produce wings, which grant a fly speed of 60 ft. with good maneuverability

Thousand Points of Light - [req. philosopher level 2nd, Dodge] Conjure globes which each deal damage equal to your philosopher level when thrown

Tipped with Noon - [req. any two light waypoints] Weapons you wield deal additional damage on a successful hit, and further additional damage on a critical hit



Philosopher Level 2nd

Final Glimmers - Whenever you expend residuum, your weapons deal additional fire damage for a number of rounds equal to the amount expended

Noonday Sight - Gain a bonus to Perception checks equal to half your philosopher level

Noon's Glare - Finisher. Deal 2 + twice the amount of residuum spent fire damage immediately to all creatures adjacent to you, and again to all creatures that end their turn adjacent to you

Radiant Eruption - Finisher. Deal 1d6 fire damage/3 levels + 1d6 damage per residuum spent beyond the first and light creatures on fire in a 10-ft. burst

Radiant Touch - Finisher. Deal 1d6 fire damage/2 levels + 2d6 damage per residuum spent beyond the first to touched creature

Philosopher Level 4th

Brittle Barrier - Finisher. Gain DR 3/- per residuum expended, decreasing by -1 each time it absorbs damage

Reflecting Plates - Near misses made against you deal fire damage to the attacker

Stoke the Coals - Take a penalty to initiative checks to gain a corresponding bonus to damage rolls in the first round of combat

Philosopher Level 6th

Edge of Morningtide - Finisher. Grant weapon an enhancement bonus and/or various light-themed weapon special abilities

Lightfoot - You gain the benefits of the haste spell for 1 round

Radiant Mote - Hurl a mote of light as the *searing light* spell; empowered at high level

Radiant Rampage - Finisher. Overkill damage is dealt to a nearby foe rather than wasted

Philosopher Level 8th

Blinding Brilliance - Deal philosopher level damage and blind all creatures within 30 ft. for 1d4 rounds

Luminous Discharge - Cone of light deals 1d8 points of damage per two philosopher levels, blinds for 1 round, and dazes for 2d4 rounds

Dark or Light

Philosopher Level 2nd

Guided Blade - Finisher. Gain a +2 morale bonus on attack rolls and apply either Intelligence or Wisdom to the first weapon damage roll made each round

Incredible Residuum - Finisher. Treat chosen residuum pool as totally full for rounds equal to the amount of residuum in that pool at the time of finisher activation



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Twilight

Special Prerequisite

Shadowy Illumination - [req. one dark waypoint, one light waypoint] Radiant mist sheds light, but only for you

Philosopher Level 2nd

Lingering Twilight - Whenever you use a waypoint, if you expended 1 point corresponding to the opposite descriptor in the last minute, its duration, if any, increases by +1 round.

Philosopher Level 4th

Abrupt Shift - Whenever you use a waypoint, if you used a waypoint of the other descriptor in the previous round, you may dazzle a foe in a threatened square

Philosopher Level 6th

Embraced Duality - Whenever you use a waypoint, if you used a waypoint of the other descriptor in the previous round, you are healed for 1 point of damage; doubles for greater waypoints

Recycle Residuum - Transform 3 residuum into 1 radiance or shadow pool point

Residual Surge - Gaining residuum also grants 2 temporary hit points

Edgeblade Greater Waypoint Summary

Dark

Philosopher Level 5th

Night's Fire - Finisher. Summon a darkfire elemental whose size is based on the amount of residuum you expended

Shadow Swipe* - [req. any two waypoints that use your shadow] Steal another shadow for use in waypoints

Shifting Shadows - Treat yourself as one size category larger or one size category smaller for a number of effects, but only if your shadow is not in use

Surging Shadows - Finisher. Cast a number of cold and shadow-themed spells in a single action; duration increases as residuum spent increases

Tag Team* - [req. any one teamwork feat] Your shadow makes an attack of opportunity whenever you do

Umbral Swarm* - Shadow breaks apart into a swarm of vermin which becomes more powerful as you do

Philosopher Level 10th

Deepening Darkness - [req. any one dark greater waypoint] Using dark waypoints in consecutive rounds reduces their cost, but increases the cost of light waypoints

Rage Against the Light* - You gain a stacking bonus to your deflection bonus to AC and your shadow attacks any creature that damages you while occupying a square you threaten

Philosopher Level 15th

Army of Darkness* - [req. any one dark greater waypoint] Your shadow splits into an army that obeys your command

Light

Philosopher Level 5th

Effulgence - [req. any three light waypoints] Sources of existing light blind nearby creatures, then daze the following round

Lights in the Darkness - Gain darkvision 60 ft., or increase existing darkvision range by 30 ft.

Radiant Guardian - Finisher. Summon a radiant guardian elemental whose size is based on the amount of residuum you expended

Surging Radiance - Finisher. Cast a number of fire and radiance-themed spells in a single action; duration increases as residuum spent increases

Philosopher Level 10th

Growing Brilliance - [req. any one light greater waypoint] Using light waypoints in consecutive rounds reduces their cost, but increases the cost of dark waypoints

Shield of Noon - [req. any one light greater waypoint] Nearby allies gain temporary hit points each round and are healed when the effect's duration expires

Sight of the Overstimulated - Gain blindsense 30 ft. and the Blind-Fight feat

Philosopher Level 15th

Mantle of Invulnerability - Finisher. Gain immunity to spells of 2nd-level or lower, increasing to 4th-level or lower if additional residuum is spent

Dark or Light

Philosopher Level 10th

Scattered Dust - Grant nearby allies a residuum ability for a short period of time

Twilight

Philosopher Level 5th

Cumulative Exposure - Deal damage to creatures in squares you threaten whenever you use waypoints in consecutive rounds

Harmony in Motion - Recent expenditure of radiance and shadow points applies a +1 bonus to your dark and light waypoints, respectively

Residual Shift - Prepare a new residuum ability in place of an already prepared one

Study the Edge - Your radiance pool and shadow pool both increase in size by +2 points.

Where All Things Intersect - Weave light and shadow together to produce a bag of holding whose capacity increases with your power; both of your pools decrease in size by -1 point

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Edgewalker

Just at home stalking the shadows for their prey as they are bringing luminescent wrath down upon their foes in a display of pyrotechnics, edgewalkers come across as walking paradoxes to most observers, most observers being defined as those who haven't just been shown, in excruciating detail, mind you, that both approaches are just as lethal. Edgewalkers believe in the duality of all things. Life and death, or light and darkness, for that matter, are just two sides to the same coin. How otherwise rational creatures, such as paladins, could get so riled up about one half of a duality is quite confusing to the neophyte edgewalker, though this soon passes given their philosophy's capacity to accept things as what they are.

The training of an edgewalker resembles that of a martial, ascetic monk, while also resembling that of an assassin or other such stalker of the shadows. Experienced edgewalkers are just as cunning as they are wise and revel in the eventual realization that their training is a smattering of that of all other professions. By being trained in such a manner, edgewalkers understand the nature of their adversaries as extrapolated facets of themselves, granting themselves a significant advantage in battle.

Walking the singular edge of all paths, the edgewalker's journey and outlook tends to be a source of amusement or confusion for all those he takes on as traveling companions, but there is no doubting that his strange combination of monk and assassin, light and darkness, and wisdom and naiveté are surprisingly effective when brought to bear.



Table: The Edgewalker



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Journey through light and shadow, sneak attack +1d6, 2 waypoints
2nd	+1	+0	+0	+3	Evasion, waypoint
3rd	+2	+1	+1	+3	Uncanny dodge
4th	+3	+1	+1	+4	Sneak attack +2d6, waypoint
5th	+3	+1	+1	+4	Greater waypoint, lessons of the road
6th	+4	+2	+2	+5	Hide in plain sight, waypoint
7th	+5	+2	+2	+5	Sneak attack +3d6
8th	+6/+1	+2	+2	+6	Waypoint
9th	+6/+1	+3	+3	+6	Improved uncanny dodge
10th	+7/+2	+3	+3	+7	Greater waypoint, sneak attack +4d6, waypoint
11th	+8/+3	+3	+3	+7	Improved evasion, lessons of the road
12th	+9/+4	+4	+4	+8	Waypoint
13th	+9/+4	+4	+4	+8	Sneak attack +5d6
14th	+10/+5	+4	+4	+9	Waypoint
15th	+11/+6/+1	+5	+5	+9	Greater waypoint
16th	+12/+7/+2	+5	+5	+10	Sneak attack +6d6, waypoint
17th	+12/+7/+2	+5	+5	+10	Lessons of the road
18th	+13/+8/+3	+6	+6	+11	Waypoint
19th	+14/+9/+4	+6	+6	+11	Sneak attack +7d6
20th	+15/+10/+5	+6	+6	+12	Greater waypoint, light is darkness, waypoint

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Role: An edgewalker's role in a party is highly dependent upon his guiding philosophies. Some are cruel assassins, masters of stealth and subterfuge, while others are intelligent frontline fighters whose abilities confound their foes and trivialize their tactics and positioning. Still others are excellent in a support role. As they are capable of walking so many paths, the role of a particular edgewalker, as his allies will soon learn, is quite difficult to define.

Alignment: Any. Edgewalkers come from all walks of life and embrace all moral philosophies, though edgewalkers who embrace the duality of their training to the fullest tend to gravitate toward neutral alignment.

Hit Die: d8

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

The edgewalker's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (all) (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

Class Features

All of the following are class features of the edgewalker.

Weapon Proficiency: Edgewalkers are proficient with simple weapons, the short sword, the rapier, the kukri, the sap, the shortbow, and the whip.

Armor and Shield Proficiency: Edgewalkers are proficient with light armor and shields, but not tower shields. An edgewalker wearing armor or wielding a shield with which he is not proficient increases the shadow point and radiance point cost of all of his waypoints by +1. Waypoints with a shadow point or radiance point cost of 0 retain this cost and do not increase. (For example, a penalized waypoint that costs 2 shadow points now costs 3 shadow points, NOT 3 shadow points and 1 radiance point.)

Sneak Attack

If an edgewalker can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The edgewalker's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the edgewalker flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every three edgewalker levels thereafter. Should the edgewalker score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a edgewalker can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The edgewalker must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A edgewalker cannot sneak attack while striking a creature with concealment.

Journey through Light and Shadow (Su): An edgewalker is characterized by his willingness to embrace things that most would find to be polar opposites as parts of a greater whole. Such a philosophy lends itself to the peculiar martial training that they endure. Similar in many ways to the monastic training of the monk, the quick entry and extraction tactics of the assassin, and the manipulation of shadows favored by the shadowdancer, an edgewalker's training toes the line between all of these and none of these at once.

At 1st level, an edgewalker has received sufficient training to be able to tap into the power inherent in the philosophy of the duality of the universe. He receives both a radiance pool, containing radiance points equal to his edgewalker level + his Wisdom modifier, and a shadow pool, containing shadow points equal to his edgewalker level + his Intelligence modifier. Both of these pools have a minimum size of 1.

Both the radiance pool and the shadow pool are replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Waypoint: At 1st level, an edgewalker has reached a critical point in his training. These critical points, moments of revelation along his journey through the infinite dualities of life, are known as waypoints. An edgewalker begins play with two waypoints. At 2nd level and every two levels thereafter, he gains an additional waypoint. An edgewalker must meet all the prerequisites of a waypoint in order to gain it.

An edgewalker has a philosopher level that is equal to his class level. This philosopher level dictates the power of his waypoints. Further, the save DC of any saving throw called for by a waypoint is 10 + 1/2 the edgewalker's philosopher level + his Intelligence modifier (for dark waypoints) or his Wisdom modifier (for light waypoints). Waypoints that are both light and dark include the specific formulae for any saving throws.

Waypoints are broken into two subtypes, light and dark, each subtype representing one half of the duality. Some waypoints are light, some are dark, and some are both light and dark. If an edgewalker has more waypoints of one subtype than the other, then his next waypoint must contain the subtype of which he has fewer.

Waypoints marked with an asterisk (*) require use of the edgewalker's shadow. As the edgewalker only has a single shadow of his own, only one of these waypoints can be in effect at a time.

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Evasion (Ex): At 2nd level and higher, an edgewalker can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the edgewalker is wearing light armor or no armor. A helpless edgewalker does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 3rd level, an edgewalker can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. An edgewalker with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against him.

If an edgewalker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Greater Waypoint: Some destinations along the road of life are simply more poignant than others. At 5th level and every five levels thereafter, the edgewalker gains a greater waypoint for which he meets all the prerequisites. Like standard waypoints, greater waypoints are also broken into two subtypes, light and dark, and follow the rules for waypoint selection and shadow use as though they were any other waypoint.

Lessons of the Road (Ex): At 5th level and every six levels thereafter, an edgewalker can choose to add +2 to the maximum size of his radiance pool, +2 to the maximum size of his shadow pool, or +1 to the maximum size of both his radiance pool and his shadow pool. These bonuses stack.

Hide in Plain Sight (Ex): At 6th level, an edgewalker can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, an edgewalker can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Improved Uncanny Dodge (Ex): A edgewalker of 9th level or higher can no longer be flanked. This defense denies another edgewalker (or rogue) the ability to sneak attack the character by flanking him, unless the attacker has at least four more edgewalker (or rogue) levels than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Improved Evasion (Ex): At 11th level, an edgewalker's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless edgewalker does not gain the benefit of improved evasion.

Light is Darkness (Ex): At 20th level, an edgewalker's long internal struggle is finally over. Concepts that didn't seem like they could possibly fit within his philosophy suddenly fall into place. Light is darkness. All is one. He may spend radiance points to activate a waypoint that requires shadow points or shadow points to activate a waypoint that requires radiance points.

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 edgewalkers as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Add +1/4 to the maximum size of the radiance pool.

Drow – Add resistance 1/2 against spells and abilities with the light descriptor or a general light motif.

Dwarf – Waypoints that deal additional damage to undead and oozes deal an additional 1/2 damage.

Elf – Waypoints with a duration of greater than 1 round that use the edgewalker's shadow last for +1/3 rounds.

Gnome – Waypoints that deal additional damage to undead and oozes deal an additional 1/2 damage.

Half-elf – Waypoints with a duration of greater than 1 round that use the edgewalker's shadow last for +1/3 rounds.

Halfling – +1/2 to Stealth and Perception checks when in dim or bright light.

Half-orc – Add +1/6 to the maximum size of both the radiance pool and the shadow pool.

Hobgoblin – Add resistance 1/2 against spells and abilities with the light descriptor or a general light motif.

Human – Add +1/6 to the maximum size of both the radiance pool and the shadow pool.

Kobold – Add resistance 1/2 against spells and abilities with the light descriptor or a general light motif.

Orc – Add resistance 1/2 against spells and abilities with the light descriptor or a general light motif.

Puddling – +1/2 to Stealth and Perception checks when in dim or bright light.

Tiefling – Add +1/4 to the maximum size of the shadow pool.

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Edgewalker Archetypes

Those who walk the edge are defined both by how they stand on the matter of the philosophical duality and by how they leverage the power of this duality. The former dictates which halves of the duality the 'walker' can access, while the latter tends to be determined by the path the 'walker' took to embrace the edge in the first place. It is this latter category that makes the edgewalker quite unique.

While raw physicality is the domain of the edgeblade and raw philosophical inquiry is the domain of the antipodist, the edgewalker takes a path between the two. As such, when an edgewalker breaks away from the pack to do something different, the results are always a drastic departure from what passes as a core doctrine.

Motebringer (Archetype)

Some edgewalkers reject the philosophy of balance espoused by the majority of their peers, electing instead to focus their attentions on the powers of light and radiance. For their part, the rest of the edgewalkers don't really seem to mind. After all, how can one toe the path between two extremes if those extremes didn't exist?

Motebringers have the following class features.



Table: The Motebringer



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mote Pool Size
1st	+0	+0	+2	+2	Radiant journey, sneak attack +1d6, waypoint	-
2nd	+1	+0	+3	+3	Evasion, infusion, lightweaving, mote pool, waypoint	1
3rd	+2	+1	+3	+3	Infusion, uncanny dodge	1
4th	+3	+1	+4	+4	Sneak attack +2d6, waypoint	2
5th	+3	+1	+4	+4	Greater waypoint, infusion lessons of radiance	2
6th	+4	+2	+5	+5	High noon, waypoint	5
7th	+5	+2	+5	+5	Infusion, sneak attack +3d6	5
8th	+6/+1	+2	+6	+6	Waypoint	6
9th	+6/+1	+3	+6	+6	Improved uncanny dodge, infusion	6
10th	+7/+2	+3	+7	+7	Greater waypoint, sneak attack +4d6, waypoint	7
11th	+8/+3	+3	+7	+7	Improved evasion, infusion lessons of radiance	7
12th	+9/+4	+4	+8	+8	Waypoint	8
13th	+9/+4	+4	+8	+8	Infusion, sneak attack +5d6	8
14th	+10/+5	+4	+9	+9	Waypoint	9
15th	+11/+6/+1	+5	+9	+9	Greater waypoint, infusion	9
16th	+12/+7/+2	+5	+10	+10	Sneak attack +6d6, waypoint	10
17th	+12/+7/+2	+5	+10	+10	Infusion, lessons of radiance	10
18th	+13/+8/+3	+6	+11	+11	Waypoint	11
19th	+14/+9/+4	+6	+11	+11	Infusion, sneak attack +7d6	11
20th	+15/+10/+5	+6	+12	+12	Greater waypoint, shifting noontide, waypoint	12

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Radiant Journey (Su): As an edgewalker, the motebringer understands that polar opposites are indeed parts of a greater whole, but, unlike the typical edgewalker, the motebringer has some very well-formed opinions as to which half of that greater whole is wrong.

At 1st level, a motebringer gains a radiance pool containing radiance points equal to twice his motebringer level + his Wisdom modifier, minimum 1.

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

This ability replaces journey through light and shadow.

Waypoint: At 1st level, a motebringer has reached a critical point in his training. These critical points, moments of revelation along his journey through the infinite dualities of life, are known as waypoints. A motewalker begins play with one waypoint. At 2nd level and every two levels thereafter, he gains an additional waypoint. A motebringer must meet all the prerequisites of a waypoint in order to gain it.

A motebringer has a philosopher level that is equal to his class level. This philosopher level dictates the power of his waypoints. Further, the save DC of any saving throw called for by a waypoint is $10 + \frac{1}{2}$ the motebringer's philosopher level + his Intelligence modifier (for dark waypoints) or his Wisdom modifier (for light waypoints). Waypoints that are both light and dark include the specific formulae for any saving throws.

Waypoints are broken into two subtypes, light and dark, each subtype representing one half of the duality of the edgewalker's philosophy. As the motebringer rejects the lessons of the dark, he may only ever select to learn waypoints with the light descriptor. Any waypoints with the light descriptor that require some shadow points to activate convert that cost to radiance points instead. For example, if a waypoint costs 1 radiance point and 2 shadow points to activate, it costs 3 radiance points instead.

This ability modifies waypoint.



Sidebar: Changes of Heart While Walking the Edge

Unlike the antipodist, the edgeblade and edgewalker have no base class mechanisms that allow them to select light over dark or dark over light. For these classes, such a choice is the realm of their archetypes. That said, as with the antipodist, given the anthropomorphizations we have applied to light and darkness throughout our species' history, to deny the opportunity to have a change of heart in this choice is to deny some excellent storytelling. With GM approval, which is recommended to come after a fair bit of roleplaying, an edgeblade or edgewalker can switch between the base class or any of its companion archetypes at will to reflect changes in the way he views the nature of the duality.

When doing so, the following changes:

When moving from the base class to an archetype or from an archetype to the base class, all now-illegal waypoints are lost and are replaced by new waypoints. When moving from the base class to an archetype, waypoints become illegal because of blanket descriptor lockout. When moving from an archetype to the base class, the "pyramid rule" comes into play. When replacing old, illegal waypoints with new, legal waypoints, replace them in level order. That is, the oldest illegal waypoint must be changed first, then the second oldest, and so on. When replacing a waypoint in this fashion, the character must select a waypoint for which he could have qualified when he first gained that waypoint slot. For example, an edgewalker replacing his 2nd-level waypoint slot cannot place a waypoint that requires philosopher level 4th in that slot. He must treat himself as he was at 2nd level.

In addition to the waypoint methodology listed above, a character need only translate his class abilities from his old choice to his new choice. If moving from the base class to an archetype, simply modify the abilities as dictated by the archetype. If moving from an archetype to the base class, simply take the base abilities that the archetype modifies or replaces and get rid of the archetype's abilities. If moving from an archetype to an archetype, change back to the base class first, then apply the archetype.

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Infusions (Su): Infusions are the various ways a motebringer knows how to give physical form to light itself. At 2nd level, 3rd level, and every two motebringer levels thereafter, select one infusion from the list below. Infusions may be added to a radiant shawl (see lightweaving, below) to customize the benefits of wearing it.

Buffering Glow

Mote Point Cost: 3
Requires: Motebringer 15

The first time the wearer of the shawl would be reduced to below 0 hit points, he gains 20 temporary hit points before damage is dealt. These temporary hit points last for 1 round.

Burning Brilliance

Mote Point Cost: 4
Requires: Motebringer 19

Weapons wielded by the wearer of the shawl deal an additional 1d6 points of fire damage.

Cleansing Brilliance

Mote Point Cost: 4
Requires: Motebringer 19

The wearer of the shawl is immune to all poisons.

Collecting Pockets

Mote Point Cost: 2
Requires: Motebringer 7

A number of pockets have been sewn into the shawl. Like all pockets, bits of lint and other detritus slowly accumulate in them. As a standard action, the wearer of the shawl may root around in one of these pockets, grab a handful of lint, and hurl it. Treat the wad of lint as a thrown splash weapon with a range increment of 10 feet. Creatures within 5 feet of the point of impact of the lint are blinded for 1 round with a DC 10 + 1/2 the wearer's motebringer level + the wearer's Wisdom modifier. Fortitude save to negate.

Each time lint is thrown in this manner, there is a cumulative 20% chance that there is no more lint in the pockets for the day.

Competent Glow

Mote Point Cost: 1
Requires: Motebringer 2

When adding this infusion to a radiant shawl, choose an edgewalker class skill. The radiant shawl grants a +3 competence bonus to the chosen skill.

Special: This infusion can be added to a shawl up to five times. Each time, the required number of levels in the motebringer archetype increases by +4. Its effects stack.

Duplicating Glare

Mote Point Cost: 4
Requires: Motebringer 15

Whenever the wearer of the shawl successfully makes a saving throw against a non-magical poison effect, the next successful hit he makes with a weapon in the following round applies that same poison to the creature struck.

Echoing Radiance

Mote Point Cost: 3
Requires: Motebringer 19

Whenever the wearer of the shawl uses a greater waypoint with the light descriptor, the radiance point cost of any non-greater waypoints with the light descriptor is reduced by -1, minimum 1, until the end of his next turn.

Embracing Light

Mote Point Cost: 3
Requires: Motebringer 15

The wearer of the shawl has resistance 15 against cold and fire. This effect is suppressed in areas of magical or supernatural darkness.

Gaudy Shawl

Mote Point Cost: 2
Requires: Motebringer 7

Other creatures within 10 feet of the wearer of the shawl are dazzled.

Heavy Refraction

Mote Point Cost: X; see text
Requires: Motebringer 7

As a standard action, the wearer of the shawl can become invisible (as per the *invisibility* spell). The wearer can remain invisible for 2 minutes per day per mote point spent upon this infusion. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Starting at 15th level, each time the wearer activates this ability, he can treat it as *greater invisibility*, though each round spent this way counts as 1 minute of the shawl's normal *invisibility* duration.

Inspiring Glow

Mote Point Cost: 1
Requires: Motebringer 2

When adding this infusion to a radiant shawl, choose Intelligence, Wisdom, or Charisma. The radiant shawl grants a +1 enhancement bonus to the chosen ability score.

Special: This infusion can be added to a shawl up to six times. Each time, you must choose the same ability score and the required number of levels in the motebringer archetype increases by +3. Its effects stack.

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Invigorating Glow

Mote Point Cost: 1
Requires: Motebringer 2

When adding this infusion to a radiant shawl, choose Strength, Dexterity, or Constitution. The radiant shawl grants a +1 enhancement bonus to the chosen ability score.

Special: This infusion can be added to a shawl up to six times. Each time, you must choose the same ability score and the required number of levels in the motebringer archetype increases by +3. Its effects stack.

Mote Trail

Mote Point Cost: 1

When the wearer of the shawl moves, he leaves behind a trail of sparkling motes in all squares through which he moved. These motes last for 1 minute and provide illumination as a candle.

Phosphorescent Weave

Mote Point Cost: 1
Requires: Motebringer 3

Waypoints targeting only the wearer of the shawl have their duration increased by +1 round.

Special: This infusion can be added to a shawl multiple times. Each time, the required number of levels in the motebringer archetype increases by +5. Its effects stack.

Persistent Glow

Mote Point Cost: 1
Requires: Motebringer 2

The radiant shawl grants a +1 resistance bonus to saving throws.

Special: This infusion can be added to a shawl up to five times. Each time, the required number of levels in the motebringer archetype increases by +3. Its effects stack.

Protecting Glow [force]

Mote Point Cost: 2
Requires: Motebringer 7

The radiant shawl grants a +4 armor bonus to AC and provides immunity to the *magic missile* spell.

Radiant Shadows

Mote Point Cost: 3
Requires: Motebringer 7

When the motebringer first learns this infusion, he selects a single non-greater waypoint that requires the use of his shadow whose prerequisites would be met were he allowed to learn waypoints with the dark descriptor. While wearing the radiant shawl, the motebringer may use the selected waypoint as though it both had the light descriptor and its shadow point cost were converted to radiance points.

Radiant Shadows, Greater

Mote Point Cost: 4
Requires: Motebringer 19

When the motebringer first learns this infusion, he selects a single greater waypoint that requires the use of his shadow whose prerequisites would be met were he allowed to learn waypoints with the dark descriptor. While wearing the radiant shawl, the motebringer may use the selected waypoint as though it both had the light descriptor and its shadow point cost were converted to radiance points.

Rapid Fluorescence

Mote Point Cost: 1

The motebringer may deactivate or reactivate the radiant shawl as a swift action.

Shimmershift

Mote Point Cost: 1
Requires: Motebringer 3

The outline of the wearer of the shawl subtly shifts, granting concealment (20% miss chance) against ranged attacks.

Shimmerslice

Mote Point Cost: 3
Requires: Motebringer 11

The wearer of the shawl can spin in a circle as a standard action, transforming his shawl into a killing edge for a moment. Make a melee touch attack against all other creatures within 5 feet, dealing 1d8 + Wisdom modifier slashing damage on a successful hit. Treat this as a natural weapon for the purpose of spells, items, and abilities that apply an enhancement bonus or weapon special ability to weapons. Sneak attack damage can apply. Damage dealt by this ability is treated as magic for the purpose of overcoming damage reduction.

Shimmerslide

Mote Point Cost: 2
Requires: Motebringer 11

The wearer of the shawl gains a +1 dodge bonus to AC.

Speed of Light

Mote Point Cost: 1
Requires: Motebringer 11

The wearer of the shawl has a +2 bonus to initiative rolls.

Striding Light

Mote Point Cost: 2
Requires: Motebringer 11

The base land speed of the wearer of the shawl increases by +10 feet.

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String of Motes
Mote Point Cost: 1

Little spheres of light dotting the shawl allow the wearer of the radiant shawl to grant himself a temporary radiance point once per day as a standard action. This temporary radiance point lasts for 1 minute.

Special: This infusion can be added to a shawl multiple times. Each time, it may be used an additional time per day.

Sweeping Cloth
Mote Point Cost: 2
Requires: Motebringer 7

The first creature to hit the wearer in melee each round is entangled for 1 round with no saving throw allowed.

Tangled Light
Mote Point Cost: 1
Requires: Motebringer 3

As a standard action that provokes attacks of opportunity, the wearer of the shawl may produce a strand of light that extends to a distance of up to 50 feet. Treat this as a silk rope that cannot be detached from the shawl. If the strand of light is cut from the shawl, it vaporizes immediately. Only one strand of light can be produced in this manner at any one time.

Vital Glow
Mote Point Cost: 1
Requires: Motebringer 7

The wearer of the shawl gains 1 temporary hit point at the beginning of each of his turns. This temporary hit point lasts for 1 round.

Special: This infusion can be added to a shawl up to four times. Each time, the required number of levels in the motebringer archetype increases by +4. The temporary hit points granted by this infusion stack, but the duration of those temporary hit points remains constant.

Weaponized Weave
Mote Point Cost: 1
Requires: Motebringer 2

The wearer may fire a ray with a 30-foot range as a swift action, dealing 1 point of damage on a successful ranged touch attack.

Special: This infusion can be added to a shawl multiple times. Each time, the required number of levels in the motebringer archetype increases by +3 and the amount of damage dealt by the ray increases by +1.

Winding Light
Mote Point Cost: 2
Requires: Motebringer 15

The first 5 feet of movement performed by the wearer of the shawl each round does not provoke attacks of opportunity.

Lightweaving (Su): At 2nd level, motebringers master the art of weaving filaments of light together to make persistent, physical objects. As it just so happens that flat, roughly-rectangular objects are the easiest to make, the motebringers have taken to wearing rich drapes, known within the profession as radiant shawls, as their calling card.

Each morning, the motebringer may spend 1 hour preparing a new radiant shawl or modifying an existing one. A motebringer may only ever have one radiant shawl, and producing a new one eliminates the old one immediately, allowing the motebringer to reclaim all of the mote points spent on it. When modifying an existing radiant shawl, the motebringer may choose to add new infusions at the cost of mote points, and/or remove infusions to refund mote points.

A motebringer's radiant shawl occupies the shoulders slot, just like a normal cape or mantle. When worn, it grants a +1 dodge bonus to AC and imposes a -5 penalty to Stealth checks made to avoid being seen. If wearing the shawl, the motebringer may deactivate it as a standard action, eliminating the light and leaving a transparent grey sheet of material. While deactivated, a radiant shawl grants no bonuses, but imposes no penalties. If wearing the shawl, the motebringer may reactivate it as a standard action. If the shawl is removed from the motebringer's shoulders for any reason, it deactivates immediately.

Mote Pool (Su): At 2nd level, a motebringer gains a mote pool, representing his capacity to bend and shape light. The number of mote points in the motebringer's mote pool is equal to half the motebringer's class level, rounded down.

The mote points in a motebringer's mote pool does not replenish itself over time. Rather, the motebringer spends points from the mote pool when adding an infusion to his radiant shawl and only regains those points when he removes that infusion.

Lessons of Radiance (Ex): At 5th level and every six levels thereafter, the size of the motebringer's radiance pool increases by +2.

This ability replaces lessons of the road.

High Noon (Su): At 6th level, the size of the motebringer's mote pool increases by +2.

This ability replaces hide in plain sight.

Shifting Noontide (Su): At 20th level, the motebringer may modify the infusion loadout of his radiant shawl as the lightweaving class feature once per day as a full-round action. Any limited use per day abilities granted by the shawl are completely replenished.

This ability replaces light is darkness.

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Shadowfriend (Archetype)

The realization, as is the case with the unexpected, comes suddenly. A neophyte edgewalker sits with his instructor with little but the noonday sun to keep them company. Today's subject is highly philosophical in nature, and the instructor isn't the most charismatic man. The neophyte's attention wanders, and he begins to observe the world around him. In the noonday sun, nothing leaves a shadow. All is light.

The neophyte finds this immensely more interesting than his instructor. Here is a snapshot in time of light with no shadow, an instant that would break the duality outright were the opposite, an instant of shadow without light, not true. Much to the instructor's chagrin, this leaves such an impression upon the neophyte that he makes the discovery of this moment his overarching goal. The hunt begins.

Naturally, when we consider shadows, we also think of the source of light that allows for their creation, but, to have shadows without light, we must deviate from this path and get creative. When speaking metaphorically, shadows tend to equate to echoes. A man who has fallen far from where he once was in life can be considered to be a shadow of his former self, while the memory of a dead friend is itself a shadow of that friend. Attempting to find a path in this theoretical morass, our neophyte learns that such language is simply flowery metaphor and has no real basis in philosophy; however, there are shadows without light, blacker on black, that exist in and interact with this world. Drawing from both flowery metaphor and the philosophy of the duality, these undead shadows are the key.

Undead that rise through sheer will, such as shadows and ghosts, represent the refusal to embrace death's finality. To those who walk the edge, they also represent a refusal to follow the rules of their native dichotomy, suggesting that something must be going on under the surface to bring about parity. The answer is in potentiality. If there exists a timeline in which an entity or idea is not given its due, it must be balanced out in an alternate universe. The fact that a soul lingers as a shadow here hints both at tragedy in another world and communication between alternate realities.

Just as some universes live and live and live, some are doomed to die, and quite quickly. Any miniscule divergence in potentiality must be played out in parallel to the others, but many diverge for only a moment before conforming to an already-extant potentiality. Summary destruction awaits such potentialities; however, in eternal adherence to the duality, though the world may end, its shadow lives on.

Through long study, our neophyte has discovered an infinite collection of shadows lingering about the edges of active potentiality, literally ghosts in the system. And as he is part of this process, an infinite number of those infinite shadows are copies of himself, lost and lonely, willing to do just about anything to see the world again.

All a shadowfriend needs to do to have the staunchest of allies is reach out and grab himself.

Shadowfriends have the following class features:

Joined at the Ankle (Su): A shadowfriend begins play with his shadowself, a shadowy remnant of what used to be himself in an alternate potentiality. Unlike other minions, like a familiar or animal companion, a shadowself need not be bound to the shadowfriend's service in the classical sense because their motivations are rather equivalent. Full details for the shadowfriend's shadowself begin on page 61.

If the shadowself is dismissed, lost, or destroyed, it can be replaced 1 week later through a specialized ritual that costs 200 gp per shadowfriend level. The ritual takes 8 hours to complete.

This ability replaces sneak attack.

Umbral Journey (Su): As an edgewalker, the shadowfriend understands that polar opposites are indeed parts of a greater whole, but has some very well-formed opinions as to which half of that greater whole is wrong.

At 1st level, a shadowfriend gains a shadow pool containing shadow points equal to twice his shadowfriend level + his Intelligence modifier, minimum 1.

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

This ability replaces journey through light and shadow.

Waypoint: At 1st level, a shadowfriend has reached a critical point in his training. These critical points, moments of revelation along his journey through the infinite dualities of life, are known as waypoints. A shadowfriend begins play with one waypoint. At 2nd level and every two levels thereafter, he gains an additional waypoint. A shadowfriend must meet all the prerequisites of a waypoint in order to gain it.

A shadowfriend has a philosopher level that is equal to his class level. This philosopher level dictates the power of his waypoints. Further, the save DC of any saving throw called for by a waypoint is $10 + \frac{1}{2}$ the shadowfriend's philosopher level + his Intelligence modifier (for dark waypoints) or his Wisdom modifier (for light waypoints). Waypoints that are both light and dark include the specific formulae for any saving throws.

Waypoints are broken into two subtypes, light and dark, each subtype representing one half of the duality of the edgewalker's philosophy. As the shadowfriend rejects the lessons of the light, he may only ever select to learn waypoints with the dark descriptor. Any waypoints with the dark descriptor that require some radiance points to activate convert that cost to radiance points instead. For example, if a waypoint costs 1 radiance point and 2 shadow points to activate, it costs 3 radiance points instead.

This ability modifies waypoint.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Surrounded by Shadow (Ex): Starting at 3rd level, a shadowfriend is assumed to have two separate shadows for the purpose of waypoints and loci that require the use of his shadow to function.

Lessons of the Dark (Ex): At 5th level and every six levels thereafter, the size of the shadowfriend's shadow pool increases by +2.

This ability replaces lessons of the road.

The Shadowself

Every choice brings about a split in the universe, effectively creating two or more parallel tracks that play out the consequences of each option presented at that moment; however, just as an incredible variety of universes are spawned every second, just as many universes are destroyed as they are brought back in line with the potentiality of already-extant universes. A shadowself is the victim of one of these lost universes. It is, in effect, a soul without a shell, without an afterlife, and without purpose, forgotten by the mechanisms that destroyed the universe around them and considered too unimportant to bother cleaning up.

Those who walk the edge acts as a beacon for those leavings present in collapsed potentialities, and when a shadowself finds its shadowfriend, a partnership blooms.



Table: The Shadowself



Master's Class Level	HD	BAB	Fort Save	Reflex Save	Will Save	Skills	Feats	Special
1st	1	+1	+0	+0	+0	2	1	Me and I, shadow's anatomy, shadow's limits, sneak attack 1d6, speak with master
2nd	1	+1	+0	+0	+0	2	1	Shadow's resilience-1/-
3rd	2	+2	+0	+0	+0	4	1	Sneak attack 2d6
4th	2	+2	+0	+0	+0	4	1	Shadow's mimicry
5th	3	+3	+1	+1	+1	6	2	Improved evasion
6th	3	+3	+1	+1	+1	6	2	Shadow's resilience-2/-
7th	4	+4	+1	+1	+1	8	2	Sneak attack 3d6
8th	4	+4	+1	+1	+1	8	2	Shadow's mimicry--+1
9th	5	+5	+1	+1	+1	10	3	-
10th	5	+5	+1	+1	+1	10	3	Shadow's resilience-3/-
11th	6	+6	+2	+2	+2	12	3	Sneak attack 4d6
12th	6	+6	+2	+2	+2	12	3	Shadow's mimicry--+2
13th	7	+7	+2	+2	+2	14	4	-
14th	7	+7	+2	+2	+2	14	4	Shadow's resilience-4/-
15th	8	+8	+2	+2	+2	16	4	Sneak attack 5d6
16th	8	+8	+2	+2	+2	16	4	Shadow's mimicry--+3
17th	9	+9	+3	+3	+3	18	5	-
18th	9	+9	+3	+3	+3	18	5	Shadow's resilience-5/-
19th	10	+10	+3	+3	+3	20	5	Sneak attack 6d6
20th	10	+10	+3	+3	+3	20	5	Shadow's mimicry--+4

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A shadowself's Hit Dice, base attack bonus, and base save bonuses are dependent upon its master's shadowfriend level, and the progression of these quantities is given on Table: The Shadowself. A shadowself is a construct with a score of 10 in Wisdom and Charisma, Strength, Dexterity, and Intelligence scores equal to its master's base score in each ability, and no Constitution score on account of being a construct. As the shadowself is a shadow of the shadowfriend, the shadowself's size is always the same as the shadowfriend's size. If the shadowfriend is Medium, the shadowself is Medium, and so on. It has a base land speed of 30 feet no matter what its size happens to be, as well as a natural slam attack. A shadowself cannot also function as a familiar.

Levels of different classes that are entitled to shadowelves stack for the purpose of any shadowself abilities that depend on the master's level.

If a shadowself is dismissed, lost or dies, it can be replaced 1 week later through a specialized ritual that costs 200 gp per shadowfriend level. The ritual takes 8 hours to complete.

Master's Class Level: This is the character's shadowfriend level.

HD: This is the total number of 10-sided (d10) Hit Dice the shadowself possesses. As a shadowself is a construct, it does not gain a Constitution modifier.

BAB: This is the shadowself's base attack bonus. A shadowself's base attack bonus is equal to its Hit Dice. Shadowelves do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort Save: This is the shadowself's base Fortitude saving throw modifier.

Ref Save: This is the shadowself's base Reflex saving throw modifier.

Will Save: This is the shadowself's base Will saving throw modifier.

Skills: This lists the shadowself's total skill ranks. A shadowself can assign skill ranks to any skill but they must possess the appropriate appendages to use some skills. A shadowself receives a number of skill ranks equal to 2 + its Intelligence modifier per HD. A shadowself cannot have more ranks in a skill than it has Hit Dice. Shadowself skill ranks are set once chosen, but can be reassigned if a shadowself is lost or dismissed and a new one is taken by the shadowfriend.

The shadowself's class skill list is the same as its master's class skill list. Levels in classes other than shadowfriend, feats and abilities that grant additional class skills, equipment that grants additional class skills, and other means by which the shadowfriend can gain additional class skills also grant those class skills to his shadowself.

Feats: This is the total number of feats possessed by the shadowself. Shadowelves can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Shadowself feats are set once chosen, but can be reassigned if the shadowself is lost or dismissed and a new one is taken by the shadowfriend.

Special: This includes a number of abilities gained by all shadowelves as they increase in power. Each of these bonuses is described below.

Me and I (Ex): A shadowself is an echo of its master from an alternate universe. As a result, the powers of the duality get fairly confused around a shadowfriend/shadowself team. Whenever a waypoint would heal the master, he may redirect any or all of that healing to his shadowself as a free action. Further, waypoints with a range of personal may target either the shadowself or the shadowfriend.

Shadow's Anatomy (Ex): A shadowself can make a mockery of many of the laws of physics on account of its having no mass. First and foremost, a shadowself is strictly two-dimensional and projects itself along a surface to move. As a result, it must occupy the same space as its master or a space containing a projectable surface (floor, wall, ceiling, cloud, the side of a foe, etc.) at all times and can creep along walls and ceilings as though it had spider climb. Should the surface upon which it is projected ever be taken away and there are no suitable surrogate surfaces in the space it occupies, the shadowself snaps back to the space occupied by its master and cannot take any action until the beginning of its master's next turn. While occupying the same space as its master, the shadowself automatically moves with its master as a free action. If its master gains the ability to fly, the shadowself gains the ability to fly with perfect maneuverability; similarly, if the master teleports while the shadowself occupies the same space as the master, it teleports along with him. Otherwise, the shadowself must be targeted as a separate creature for the purpose of that particular teleportation effect, if possible. If the shadowself occupies the same space as its master and has not performed an action (other than the automatic movement detailed above) in the last minute, its consciousness fades back to the void of dead potentialities, leaving behind nothing but a plain shadow and a line of communication with its master. While in this state, it cannot be affected by anything other than waypoints targeting it by means of the me and I ability. Leaving this state is a free action.

Given its mostly-insubstantial nature, a shadowself can occupy a space occupied by another creature without either of them being treated as though there were another creature in the same square, never provokes attacks of opportunity on account of its movement, never makes attacks of opportunity of its own, and is immune to being bull rushed, grappled, repositioned, trampled, tripped, and overrun simply because it is flat against a surface at all times. By extension, a shadowself's penetrative power is based on something other than its mass, of which it has none. As a result, all attacks made by the shadowself are touch attacks. Finally, a shadowself has absolutely no discernable anatomy and is immune to both precision damage and critical hits.

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Shadow's Limits (Ex): A shadowself relies on its master's presence to stay grounded in this universe. If the shadowself is ever more than 30 feet away from its master or out of its master's line of sight for more than 1 round, the shadowself curls up into a hollow ball of shadowstuff and becomes inactive. While curled up into a ball, it is helpless. If inactive for 1 hour, the shadowself dissipates and is lost. If its master repositions himself such that the shadowself is in line of sight and within 30 feet, it uncurls and becomes active again at the beginning of the shadowfriend's next turn.



Sneak Attack (Ex): If a shadowself can catch an opponent when he is unable to defend himself effectively from his attack, it can strike a vital spot for extra damage.

The shadowself's attack deals extra damage anytime its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the shadowself flanks its target. This extra damage begins at 1d6, and increases by 1d6 every even Hit Die thereafter. Should the shadowself score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a shadowself can make a sneak attack that deals nonlethal damage instead of lethal damage. It cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The shadowself must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A shadowself cannot sneak attack while striking a creature with concealment.

Speak with Master (Ex): A shadowself and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Shadow's Resilience (Ex): If the master is 2nd level or higher, the shadowself has DR 1/- and uses its Intelligence modifier to calculate hit points, Fortitude saves, and any special ability that relies on Constitution. Every four master levels thereafter, this damage reduction increases by +1, to a maximum of DR 5/- at 18th level.

Shadow's Mimicry (Su): If the master is 4th level or higher, a shadowy copy of any weapon or shield wielded by the master appears in the hands of the shadowself. These shadowy copies are not exact duplicates of the equipment wielded by the master, however, and are considered masterwork weapons or shields of the type wielded by the master instead. The shadowself cannot drop or put away any equipment copied in this fashion and is proficient with that equipment only if its master is. When the master reaches 8th level, shadow copy equipment produced in this manner has a +1 enhancement bonus. Every four master levels thereafter, this enhancement bonus increases by +1, to a maximum of +4 at 20th level.

Improved Evasion (Ex): If the master is 5th level or higher, when subjected to an attack that normally allows a Reflex saving throw for half damage, a shadowself takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.



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Edgewalker Waypoint Summary

Waypoints marked with an asterisk (*) use your shadow.

Dark

No Prerequisite

Black Wind - Shaken a single target for a short duration
Conjured from Nothing - Produce a temporary facsimile of an object worth 2 gp or less

Eventide - Fatigued, exhausted, or Constitution-damaged creature is put to sleep

Gliding Shadow - Temporarily ignore difficult terrain, and, at high level, ignore the need for Climb checks on all but the steepest of inclines

Ichor of Selective Oblivion - Poison coats a weapon, dealing ability score damage on the next successful attack

Shadow Snare* - Deploy your shadow as though it were a bear trap

Study the Illusive - Your shadow pool increases by size by +2 points

Tenebrous Implements - Create shadowy tools usable by various Craft skills and the Disable Device skill

Ward Against the Glow - Gain resistance equal to your philosopher level against fire, spells with the light descriptor, and abilities with a light theme or motif

Special Prerequisite

Flanking Phantasm* - [req. two teamwork feats] Your shadow flanks your target, if possible

Midnight Creeper - [req. Spring Attack] You deal an additional 1d3 points of sneak attack damage when flanking

Peering Shadows* - [req. Stealth 1 rank] See through your shadow's "eyes"

Shadow Dance - [req. Dodge] Gain a +2 dodge bonus to AC

Strand of Darkness - [req. philosopher level 2nd, Weapon Finesse] Conjure a whip of darkness; at high level, whip deals lethal damage and gains an enhancement bonus

Tipped with Midnight - [req. any two dark waypoints] Weapons you wield deal additional negative energy damage on a successful hit

Philosopher Level 2nd

Clothed in Obscurity - Gain a bonus to Stealth checks equal to half your philosopher level for 1 minute

Gloom's Embrace - Subject takes a penalty equal to your philosopher level to its next attack roll

Hide in Darkness - Gain concealment for rounds equal to half your philosopher level, rounded down



Philosopher Level 4th

A Thousand Grasping Tendrils - Ground within 10 ft. of you is considered difficult terrain for others

Cushioned Landing - Reduce falling damage by the equivalent of 10 feet per shadow point expended

Encroaching Miasma - A 10-foot cube of mist demoralizes those who begin their turn in it, and can be leveraged to deal damage to all occupants

From the Shadows - You produce a 20-ft. burst of darkness centered upon yourself that moves as you do and allows you to see through it

Near Mist - Near misses made against foes deal cold damage

Philosopher Level 6th

Clinging Shadows - Creature within 60 feet is slowed for 1 round

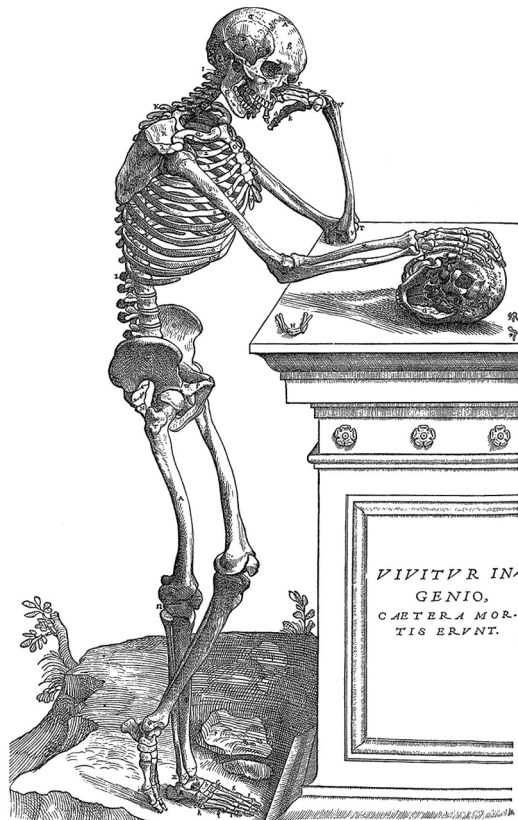
Crawl of the Bogeyman - You gain the benefits of the *spider climb* spell.

Philosopher Level 8th

Extinguish the Spark - Rolls of 3- on sneak attack damage each deal 1 point of Constitution damage

Me and My Shadow - When not in use by a locus or waypoint, your shadow fulfills the requirements of a selected teamwork feat

Tenebrous Tango* - Attacks have a chance to strike your shadow rather than you



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Light

No Prerequisite

Armor of the Dawn - Gain an armor bonus to AC equal to your Wisdom modifier

Dazzling Presence - Creatures that hit you in melee take damage and are dazzled

Ichor of the Firefly - Radiant poison-like substance coats a weapon and deals 1d3 points of damage per philosopher level on the next successful attack

Ignite Poison - Creature within 60 feet that is currently suffering from a poison effect is cured of all poison effects, but takes 1d6 points of fire damage per philosopher level

Needles of Light - Produce a number of throwing daggers made of pure light

Pillar of Light - Produce a 10' cube of light, granting those within fast healing 1; additional investment heals those within for points of damage equal to your philosopher level

Reflection - Become invisible, as the *vanish* spell

Refraction - Gain a +2 deflection bonus to AC, increasing at high level

Study the Illuminant - Your radiance pool increases in size by +2 points

Ward Against the Shadow - Gain resistance equal to your philosopher level against cold and negative energy

Special Prerequisite

Erupting Mote - [req. radiant mote waypoint] Mote of light dazes a single creature

Lightbringer - [req. radiance pool with a size of 2 or greater] You can cast *daze*, *light*, and *flare* at will as spell-like abilities, increasing the HD threshold of *daze* and gaining the ability to cast *flare*, *mass* as a spell-like ability at high level; reduces the size of your radiance pool by -2

Luminous Legerdemain - [req. Disable Device 3 ranks] Disable Device checks can be made at a range of 5 feet per two philosopher levels

On Wings of Light - [req. Fly 4 ranks] Produce wings, which grant a fly speed of 60 ft. with good maneuverability

Thousand Points of Light - [req. philosopher level 2nd, Dodge] Conjure globes which each deal damage equal to your philosopher level when thrown

Tipped with Noon - [req. any two light waypoints] Weapons you wield deal additional damage on a successful hit, and further additional damage on a critical hit

Philosopher Level 2nd

Noonday Sight - Gain a bonus to Perception checks equal to half your philosopher level

Philosopher Level 4th

Brilliant Display - Produce a cone of bedazzlement, as *color spray*

Reflecting Plates - Near misses made against you deal fire damage to the attacker

Stoke the Coals - Take a penalty to initiative checks to gain a corresponding bonus to damage rolls in the first round of combat

Philosopher Level 6th

Lightfoot - You gain the benefits of the haste spell for 1 round

Radiant Mote - Hurl a mote of light as the *searing light* spell; empowered at high level

Philosopher Level 8th

Bask in the Glow - Rolls of 4+ on sneak attack damage dice each heal you for 1d4 points of damage

Blinding Brilliance - Deal philosopher level damage and blind all creatures within 30 ft. for 1d4 rounds

Luminous Discharge - Cone of light deals 1d8 points of damage per two philosopher levels, blinds for 1 round, and dazzles for 2d4 rounds

Dark or Light

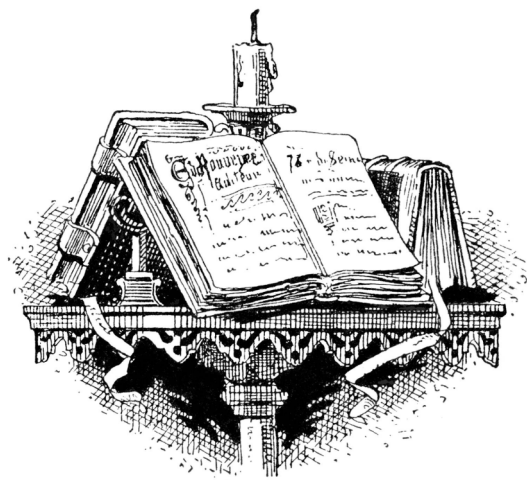
No Prerequisite

Poison Use - You can no longer accidentally poison yourself when applying poison to a weapon; the size of one pool decreases by -1 point

Special Prerequisite

Residuum - [req. philosopher level 8th, toxin manufacturer waypoint] Poisons you create linger on the blade, dealing additional ability score damage for 1d4 rounds after consumption of the dose; the size of one pool decreases by -2 points

Toxin Manufacturer - [req. poison use class feature or waypoint, Craft (alchemy) 5 ranks] Poisons you create have a +1 bonus to their DC and you receive a +2 bonus to Craft (alchemy) when making poisons; the size of one pool decreases by -1 point



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Twilight

Special Prerequisite

Insubstantial Toxin - [req. poison use class feature or waypoint] Conjure a vial of shadowstuff filled with any injury or contact poison worth up to 40gp per philosopher level

Shadowy Illumination - [req. one dark waypoint, one light waypoint] Radiant mist sheds light, but only for you

Philosopher Level 2nd

Lingering Twilight - Whenever you use a waypoint, if you expended 1 point corresponding to the opposite descriptor in the last minute, its duration, if any, increases by +1 round.

Philosopher Level 4th

Abrupt Shift - Whenever you use a waypoint, if you used a waypoint of the other descriptor in the previous round, you may dazzle a foe in a threatened square

Philosopher Level 6th

Embraced Duality - Whenever you use a waypoint, if you used a waypoint of the other descriptor in the previous round, you are healed for 1 point of damage; doubles for greater waypoints

Edgewalker Greater Waypoint Summary

Dark

Philosopher Level 5th

Ichor of Indiscriminate Oblivion - Umbral poison coats a weapon, dealing damage to all ability scores

Shadowstep - [req. Improved Feint] Vanish and reappear adjacent to a creature within 60 feet, then perform a feint as a free action

Shadow Swipe* - [req. any two waypoints that use your shadow] Steal another shadow for use in waypoints

Shifting Shadows - Treat yourself as one size category larger or one size category smaller for a number of effects, but only if your shadow is not in use

Tag Team* - [req. any one teamwork feat] Your shadow makes an attack of opportunity whenever you do

Umbral Swarm* - Shadow breaks apart into a swarm of vermin which becomes more powerful as you do

Philosopher Level 10th

Deepening Darkness - [req. any one dark greater waypoint] Using dark waypoints in consecutive rounds reduces their cost, but increases the cost of light waypoints

Rage Against the Light* - You gain a stacking bonus to your deflection bonus to AC and your shadow attacks any creature that damages you while occupying a square you threaten

Philosopher Level 15th

Army of Darkness* - [req. any one dark greater waypoint] Your shadow splits into an army that obeys your command

Capstone

Drag to Oblivion* - [req. philosopher level 20th, any two dark greater waypoints] Your shadow latches onto a creature and drags it to oblivion

Light

Philosopher Level 5th

Effulgence - [req. any three light waypoints] Sources of existing light blind nearby creatures, then daze the following round

Ichor of the Sun's Heart - Radiant poison-like slime coats a weapon, dealing 1d4 damage per philosopher level to creatures in a 10-ft. radius around the next creature struck

Lights in the Darkness - Gain darkvision 60 ft., or increase existing darkvision range by 30 ft.

Philosopher Level 10th

Growing Brilliance - [req. any one light greater waypoint] Using light waypoints in consecutive rounds reduces their cost, but increases the cost of dark waypoints

Shield of Noon - [req. any one light greater waypoint] Nearby allies gain temporary hit points each round and are healed when the effect's duration expires

Sight of the Overstimulated - Gain blindsense 30 ft. and the Blind-Fight feat

Philosopher Level 15th

Attenuated Reflection - [req. any two light greater waypoints] Become invisible as *greater invisibility*

Capstone

A New Tomorrow - [req. philosopher level 20th, any two light greater waypoints] Your touch can raise creatures from the dead



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Twilight

Philosopher Level 5th

Cumulative Exposure - Deal damage to creatures in squares you threaten whenever you use waypoints in consecutive rounds

Harmony in Motion - Recent expenditure of radiance and shadow points applies a +1 bonus to your dark and light waypoints, respectively

Study the Edge - Your radiance pool and shadow pool both increase in size by +2 points.

Where All Things Intersect - Weave light and shadow together to produce a bag of holding whose capacity increases with your power; both of your pools decrease in size by -1 point

Philosopher Level 10th

Cry of the Whippoorwill - [req. any one greater waypoint that is both dark and light] Dying monks or spellcasters can replenish your pools

Greater Insubstantial Toxin - [req. insubstantial toxin waypoint, toxin manufacturer waypoint, any one of -ichor of indiscriminate oblivion greater waypoint, ichor of the sun's heart greater waypoint] Conjure a vial of shadowstuff filled with any injury or contact poison worth up to 100gp per philosopher level

Perfect Harmony - [req. study the illuminant waypoint, study the illusive waypoint, study the edge greater waypoint] If your Wisdom modifier equals your Intelligence modifier, gain a +2 luck bonus to AC. If your Wisdom modifier is one away from your Intelligence modifier, gain a +1 luck bonus to AC.

Sunrise and Sunset - [req. any two dark waypoints, any two light waypoints] You link yourself with another creature, dealing damage to it whenever you are healed, but the opposite is also true

Tipped with Sunset - [req. tipped with midnight waypoint, tipped with noon waypoint] Successful critical hits with your weapons fatigue the creature struck

Twilight Step - [req. Perception 8 ranks, Stealth 8 ranks] Teleport through the shadows a short distance as *dimension door*



Philosopher Level 15th

Ichor of Twilight - [req. any dark greater waypoint, any light greater waypoint] Twilit poison-like slime causes subject to become shadowy, forcing all attacks made by and against it to be made at a 50% miss chance

Capstone

All is One - [req. philosopher level 20th, any seven light waypoints, any seven dark waypoints] Damage you deal temporarily bypasses all reduction, resistance, and immunity effects

Antipodism Feats

Compatible Philosophies (Antipode)

You have learned that loci are just waypoints with a snootier name.

Prerequisite: Waypoint class feature

Benefit: You gain a 1st-level locus as a waypoint. This locus-turned-waypoint retains its radiance point and shadow point costs, if any. Further, if the locus-turned-waypoint interacts with other loci, it now interacts with other waypoints instead. Treat non-greater waypoints with no prerequisites as the equivalent of 1st-level loci for the purpose of such loci-turned-waypoint. For example, if you select *double locus* as your locus-turned-waypoint, you may expend additional radiance points or shadow points to target additional creatures when using any waypoint you know that targets a single creature and has no prerequisites. You must meet all the prerequisites of this locus.

Confluence of Shadows (Antipode)

Other walkers of the edge may be held back by the fact that they only have one shadow, but you have found certain... creative ways around that.

Prerequisite: Any two dark greater waypoints

Benefit: You are treated as though you possess an additional shadow for the purpose of loci and waypoints that make use of your shadow.

Normal: You have one shadow.

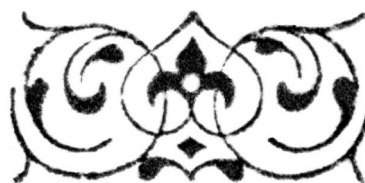
Deeply Philosophical (Antipode)

You care a great deal about the search for the truth, and this fervor has manifested itself in the form of increased mental stamina.

Prerequisite: Loci class feature

Benefit: If you are a radiance antipodist, the size of your radiance pool increases by +2 points. If you are a shadow antipodist, the size of your shadow pool increases by +2 points. If you are a twilight antipodist, the size of both your radiance pool and your shadow pool increases by +1 point.

Special: You can gain Deeply Philosophical multiple times. Its effects stack.



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Duality's Embrace (Antipode)

Those who walk the edge commit one cardinal sin that stops them from truly being one with their philosophy. Like all humanoids, they categorize and classify, going so far as to make themselves believe that each part of the duality is rigidly defined. You know better.

Prerequisite: Loci class feature, philosopher level 4th

Benefit: If the next locus you learn is dark, but not light, it loses the dark descriptor and gains the light descriptor. The locus' shadow point cost, if any, is added to its radiance point cost. Similarly, if the next locus you learn is light, but not dark, it loses the light descriptor and gains the dark descriptor. The locus' radiance point cost, if any, is added to its shadow point cost. If the next locus you learn does not match either of these cases, this feat is wasted.

Special: You can gain Duality's Embrace multiple times. Each time, the required philosopher level to take this feat increases by +6.

Extra Residuum (Antipode)

As an edgeblade, you are an absolute master at recycling dual energies, so taking the time to learn how to manipulate those recycled leavings in new ways was a fairly obvious next step.

Prerequisite: Residuum class feature

Benefit: You gain an additional residuum ability. You must meet all the prerequisites of this ability.

Special: You can gain Extra Residuum multiple times. Each time, select a new residuum ability.

Extra Waypoint (Antipode)

Your journey seems to be a bit more eventful than those of your peers.

Prerequisite: Waypoint class feature **Benefit:** You gain one additional waypoint. You must meet all of the prerequisites for this waypoint. **Special:** You can gain Extra Waypoint multiple times.

Further Study (Antipode)

On second glance, really digging in and doing what it is antipodists do isn't as easy as you thought!

Prerequisite: Compatible Philosophies

Benefit: You immediately lose a waypoint that you know, gaining a 1st-level locus of your choice as a waypoint in its place. This locus-turned-waypoint retains its radiance point and shadow point costs, if any. Further, if the locus-turned-waypoint interacts with other loci, it now interacts with other waypoints instead. Treat non-greater waypoints with no prerequisites as the equivalent of 1st-level loci for the purpose of such loci-turned-waypoint. For example, if you select *double locus* as your locus-turned-waypoint, you may expend additional radiance points or shadow points to target additional creatures when using any waypoint you know that targets a single creature and has no prerequisites. You must meet all the prerequisites of this locus, and the subtype(s) of the chosen locus must match the subtype(s) of the forgotten waypoint.

Special: If you choose to lose a waypoint with the greater subtype, you may select a 2nd-level locus or two 1st-level loci to gain in its place. When matching subtypes to the lost waypoint, you do not need to match the greater subtype.

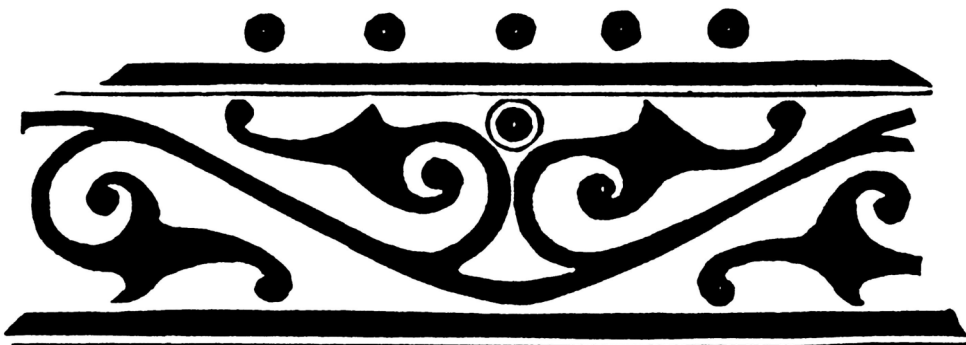
Special: You can gain Further Study multiple times. Each time, select a new waypoint to lose and a new waypoint to gain.

Greater Stabilized Dust (Antipode)

You have learned how to keep a sizable amount of residuum on hand at all times.

Prerequisite: Stabilized Dust, maximum residuum pool size 5+

Benefit: The stability score of your residuum pools increases by +1. This stacks with the bonus granted by Stabilized Dust.



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Harmony of Essence (Antipode)

You embrace the duality of your philosophy to a particularly extreme degree

Prerequisite: Any one light greater waypoint, any one dark greater waypoint

Benefit: Whenever you use a light waypoint, you treat your philosopher level as though it were +2 higher for the purpose of the next dark waypoint you use. This bonus lasts for 2 rounds. Whenever you use a dark waypoint, you treat your philosopher level as though it were +2 higher for the purpose of the next light waypoint you use. This bonus lasts for 2 rounds. If you ever have a bonus to your philosopher level for the purpose of dark waypoints and a bonus to your philosopher level for the purpose of light waypoints, both bonuses end immediately.

Luminous Truth (Antipode)

Tapping into the light side of your philosophy grants you the ability to see things as they really are for a short time.

Prerequisite: Any two light greater waypoints

Benefit: Whenever you use a light waypoint, you gain the benefits of the *true seeing* spell for 1 round. This is a supernatural effect.

Philosophical Specialty (Antipode)

You have become a specialist in the use of a particular waypoint or locus.

Prerequisite: Loci class feature or waypoint class feature, philosopher level 1st

Benefit: Select a locus or waypoint that you know. Add +1 to the Difficulty Class for all saving throws against the selected locus or waypoint. In addition, if the sum of the radiance point and shadow point costs of that locus or waypoint is 3 or greater, then its point cost is reduced by -1. In the case of a locus or waypoint that has both a radiance point and a shadow point cost, you choose which of the two costs to decrease, to a minimum of 1.

Special: You can gain Philosophical Specialty multiple times. Each time, the required philosopher level to take this feat increases by +4 and you select another locus or waypoint that you know.

Philosophical Wanderer (Antipode)

If concepts could talk, you would be well known to them.

Prerequisite: Well-rounded Study

Benefit: Select a 1st-level locus you know that is not considered "well-traveled". It becomes "well-traveled".

Special: You can gain Philosophical Wanderer multiple times. Each time, select a new 1st-level locus that is not considered "well-traveled". You cannot take this feat more times than you have taken the Well-rounded Study feat.

Remedial Meditations (Antipode)

Your research in the ways of the antipodist bore fruit, but also left your journey through waypoints stunted. Many shrug this off, but you relented and redoubled your efforts.

Prerequisite: Further Study, philosopher level 12th

Benefit: Select a waypoint you do not have that you chose to lose when taking the Further Study feat. You gain this waypoint.

Stabilized Dust (Antipode)

You have learned how to keep a small amount of residuum intact indefinitely.

Prerequisite: Residuum class feature, maximum residuum pool size 3+

Benefit: The stability score of your residuum pools increases by +1.

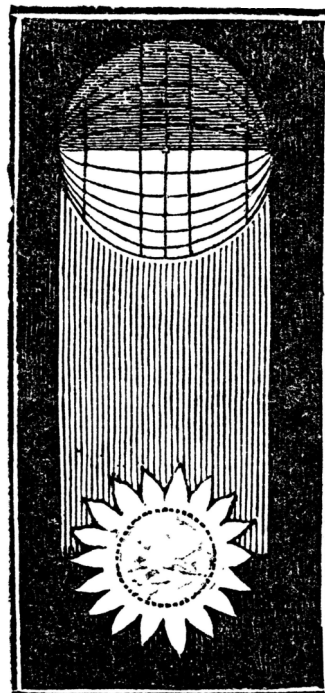
Well-rounded Study (Antipode)

Your search for truth among the mysteries of light and dark has led you to look into the tenets of additional philosophies.

Prerequisite: Loci class feature

Benefit: You gain one additional 1st-level locus for which you meet all the prerequisites.

Special: You can gain Well-rounded Study multiple times. Each time, select a new 1st-level locus.



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Waypoint List

A Thousand Grasping Tendrils (Su; Dark)*

Range: 10 feet
Area: 10-ft. radius centered on you
Duration: 1 round/2 levels
Cost: 1 Shadow Point
Requires: Philosopher level 4th
Compatible Classes: Edgeblade, Edgewalker

As a swift action, your shadow melts into the surrounding area, sending up finger-like protrusions. All unimpeding terrain within within 10 feet of you is now considered difficult terrain. Your shadow makes no attempt to hinder you personally, however, allowing you to move freely.

Abrupt Shift (Ex; Dark, Light)

Requires: Philosopher level 4th
Compatible Classes: Edgeblade, Edgewalker

Nearly all living creatures have been subjected to a bright light after staring into inky blackness for a time. Few of them have ever found it pleasant. Whenever you use a waypoint with the dark descriptor, if you used a waypoint with the light descriptor in the last round, you may dazzle a creature in a square you threaten for 1 round as an immediate action with no saving throw allowed. Similarly, whenever you use a waypoint with the light descriptor, if you used a waypoint with the dark descriptor in the last round, you may dazzle a creature in a square you threaten for 1 round as an immediate action with no saving throw allowed. Creatures without a sense of sight are immune to this ability.

Armor of the Dawn (Su; Light)

Range: personal
Target: you
Duration: 1 minute
Cost: 1 Radiance Point
Compatible Classes: Edgeblade, Edgewalker

Shimmering plates of light resembling segmentata armor appear on your body as a standard action. You gain an armor bonus to AC equal to your Wisdom modifier; however, this armor sheds light as though it were a torch and imposes a -10 penalty to Stealth checks.

Bask in the Glow (Su; Light)

Range: personal
Target: you
Duration: instantaneous
Cost: 1 Radiance Point
Requires: Philosopher level 8th
Compatible Classes: Edgewalker

Everything has an inner glow, and a little careful... twisting can let that glow out. Whenever you successfully hit with an attack that deals sneak attack damage, you may coax the victim's glow into being seen as an immediate action. For each '4', '5', or '6' rolled for sneak attack damage, you are healed for 1d4 points of damage. This waypoint cannot be used at the same time as rogue talents that modify sneak attacks.

Black Wind (Su; Dark) [mind-affecting]

Range: 30 feet
Area: 30-ft. cone
Duration: instantaneous
Cost: 1 Shadow Point
Compatible Classes: Edgeblade, Edgewalker

The black wind blows. As a standard action, you breathe a 30-foot cone of unsettling fumes that causes those caught in it to become shaken for 1 round with a Will save to negate. At philosopher level 5th and every 5 philosopher levels thereafter, the duration of the shaken condition increases by +1 round, to a maximum of 5 rounds at 20th level.

Blinding Radiance (Su; Light)

Range: 30 feet
Area: 30-ft.-radius burst centered on you
Duration: instantaneous
Cost: 2 Radiance Points
Requires: Philosopher level 8th
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you will your body to glow with a harsh inner radiance. Creatures within 30 feet take damage equal to your edgewalker level and are blinded for 1d4 rounds with a DC 10 + 1/2 your edgewalker level + your Wisdom modifier Fortitude save to negate the blind effect. Creatures without a sense of sight are immune.

Brilliant Display (Sp; Light)

Range: as spell
Area: as spell
Duration: as spell
Cost: 1 Radiance Point
Requires: Philosopher level 4th
Compatible Classes: Edgewalker

As a standard action, you produce a cone of bedazzlement, as the *color spray* spell, with a caster level equal to your edgewalker level. The save DC against this ability is 10 + 1/2 your philosopher level + your Wisdom modifier.

Brittle Barrier (Su; Finisher, Light)

Range: personal
Target: you
Duration: 1 round/level
Cost: 2 Light Residuum
Requires: Philosopher level 4th
Compatible Classes: Edgeblade

As a swift action, you cover your body in plates of hardened light, granting yourself DR 3/-. Whenever this barrier prevents damage, the amount of DR granted by this waypoint decreases by -1. If the damage reduction granted by this waypoint is ever equal to 0/-, it ends immediately.

Escalation: When activating this finisher, you may expend any amount of additional light residuum. For each point of light residuum expended in this manner, the damage reduction granted by this waypoint increases by +3.

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Clinging Shadows (Su; Dark)

Range: 60 feet
Target: one creature
Duration: 1 round
Cost: 1 Shadow Point
Requires: Philosopher level 6th
Compatible Classes: Edgeblade, Edgewalker

As a swift action, you cause shadows to spring into action and weigh your target down. A single creature within 60 feet takes the penalties of the *slow* spell with a Fortitude save to negate.

Clothed in Obscurity (Su; Dark)

Range: personal
Target: you
Duration: 1 minute
Cost: 1 Shadow Point
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you wrap yourself in shadows as one would a blanket on a cold night. You gain an insight bonus to Stealth checks equal to half your philosopher level, rounded down.

Conjured from Nothing (Su; Dark)

Range: personal
Target: you
Duration: 1 minute/level
Cost: 1 Shadow Point
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you can pull a shadowy facsimile of a mundane object worth 2 gp or less out of thin air. This object looks like it is made of pure shadow, which it is, but has all the physical and chemical properties of that which it is mimicking, be it rope, water, lantern oil, or dagger. An object made in this fashion persists for minutes equal to your philosopher level, but vanishes immediately if it is affected by a spell with the light descriptor or if it is otherwise exposed to a source of bright light.

Crawl of the Bogeyman (Su; Dark)

Range: personal
Target: you
Duration: 1 minute/level
Cost: 2 Shadow Points
Requires: Philosopher level 6th
Compatible Classes: Edgeblade, Edgewalker

As a standard action, your body becomes somewhat umbral and gains the clinging properties of shadows, granting you the benefits of the *spider climb* spell.

Cushioned Landing (Ex; Dark)

Requires: Edgewalker 4

Whenever you would take falling damage, you may spend 1 shadow point as a free action to treat the fall as though it were 10 feet shorter than it actually was. This may be performed multiple times. You cannot prevent more than half of the damage from a single fall in this fashion.

Dazzling Presence (Su; Light)

Range: personal
Target: you
Duration: Wis modifier rounds
Cost: 1 Radiance Point
Compatible Classes: Edgeblade, Edgewalker

A warm light suffuses your flesh as a standard action. Creatures that successfully deal damage to you in melee take 1 point of damage and are dazzled for 1 round with no saving throw allowed. At philosopher level 6th and every six philosopher levels thereafter, the damage dealt by this ability increases by +1 and the duration of the dazzled effect increases by +1 round, to a maximum of 4 damage and 4 rounds at 18th level. Vampires, oozes, creatures with the dazzled condition, and other creatures with a severe sensitivity to light take double damage from this ability.

At philosopher level 11th, this ability can be activated as a swift action. Doing so increases its cost to 2 radiance points.

Draining Dark (Su; Dark, Finisher)

Range: personal
Target: you
Duration: see text
Cost: 2 Dark Residium
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a swift action, you channel the deep cold inherent in those areas untouched by the sun. The first successful weapon attack you make this round returns its damage to you as temporary hit points. These temporary hit points last for 1 round per philosopher level.



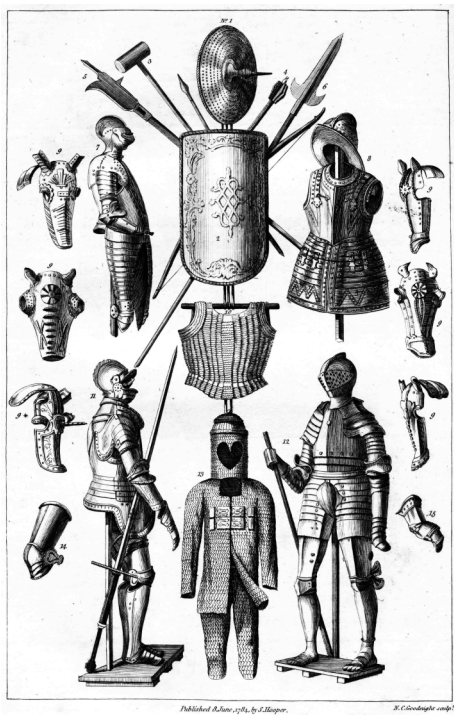
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Edge of Eveningtide (Su; Dark, Finisher)

Range: personal; 15 ft. starting at philosopher level 12th
Target: a wielded weapon
Duration: see text
Cost: 1 Dark Residuum
Requires: Philosopher level 6th
Compatible Classes: Edgeblade

As a swift action, you begin to channel your collected dark residuum into a single weapon you are actively wielding, granting that weapon an enhancement bonus equal to your maximum dark residuum. This enhancement bonus stack with existing enhancement bonuses and may be used to increase the item's enhancement bonus up to +5 or to add any of the following weapon properties: *agile, culling, cunning, frost, frost burst, keen, mighty cleaving, rusting, seeking, speed, vicious, or wounding*. If the weapon is not magical, at least a +1 enhancement bonus must be added before adding special abilities. Duplicate special abilities do not stack. While this waypoint is in effect, you can neither perform the *edge of morningtide* waypoint, nor other dark waypoints with the finisher subtype, and you lose 1 dark residuum at the beginning of each of your turns. When your dark residuum is equal to 0, this waypoint ends immediately.

Starting at 12th level, for the duration of this waypoint, all weapons wielded by allies within 15 feet gain a single weapon special ability with a +1 enhancement modifier chosen from the above list. You select the weapon special ability to grant, but need not choose that weapon special ability for your own weapon. All allies are granted the same weapon special ability.



Edge of Morningtide (Su; Light, Finisher)

Range: personal, 15 ft. starting at philosopher level 12th
Target: a wielded weapon
Duration: see text
Cost: 1 Light Residuum
Requires: Philosopher level 6th
Compatible Classes: Edgeblade

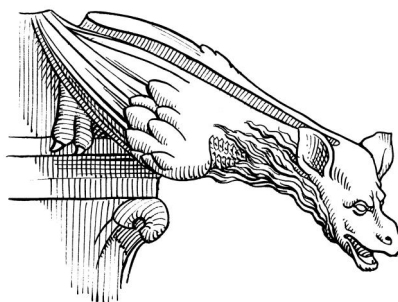
As a swift action, you begin to channel your collected light residuum into a single weapon you are actively wielding, granting that weapon an enhancement bonus equal to your maximum light residuum. This enhancement bonus stacks with existing enhancement bonuses and may be used to increase the item's enhancement bonus up to +5 or to add any of the following weapon properties: *brilliant energy, compassionate, conserving, dancing, defending, dazzling, disruption, flaming, flaming burst, ghost touch, lifesurge, or spell storing*. If the weapon is not magical, at least a +1 enhancement bonus must be added before adding special abilities. Duplicate special abilities do not stack. While this waypoint is in effect, you can neither perform the *edge of eveningtide* waypoint, nor other light waypoints with the finisher subtype, and you lose 1 light residuum at the beginning of each of your turns. When your light residuum is equal to 0, this waypoint ends immediately.

Starting at 12th level, for the duration of this waypoint, all weapons wielded by allies within 15 feet gain a single weapon special ability with a +1 enhancement modifier chosen from the above list. You select the weapon special ability to grant, but need not choose that weapon special ability for your own weapon. All allies are granted the same weapon special ability.

Embraced Duality (Ex; Dark, Light)

Requires: Philosopher level 6th
Compatible Classes: Edgeblade, Edgewalker

The dawn symbolizes a new beginning, while dusk symbolizes rest. By aligning your actions with these two concepts, you find yourself invigorated simply by being. Whenever you use a waypoint with the light descriptor, if you used a waypoint with the dark descriptor in the last round, you are healed for 1 point of damage. Similarly, whenever you use a waypoint with the dark descriptor, if you used a waypoint with the light descriptor in the last round, you are healed for 1 point of damage. If a qualifying waypoint is also a greater waypoint, then you are healed for 2 points of damage instead.



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Encroaching Miasma (Dark)

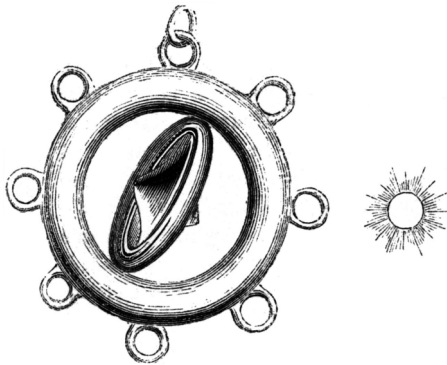
Range: 60 feet
Area: a 10' cube
Duration: Int modifier rounds
Cost: 1 Shadow Point
Requires: Philosopher level 4th
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you fill a 10-foot cube within 60 feet with a deep and oppressive gloom. Creatures that begin their turn within the cube are demoralized for 1 round with a Will save to negate. As a standard action, you may spend 1 shadow point to cause all creatures within the cube to take damage equal to your philosopher level with a Fortitude save to negate. Demoralized creatures take an additional -2 penalty to this Fortitude save.

Erupting Mote (Light)

Range: 30 feet
Effect: orbiting sphere of light
Duration: Wis modifier rounds
Cost: 2 Radiance Points
Requires: *Radiant mote* waypoint
Compatible Classes: Edgeblade, Edgewalker

You clasp your hands together and produce a warm sphere of coalesced light as a standard action. At any time over the course of its duration, you may direct the sphere to explode in the face of a single creature within 30 feet as a swift action. That creature is dazed for 1 round with a Fortitude save to negate. Creatures that do not have a sense of sight are immune to this ability.



Eventide (Dark)

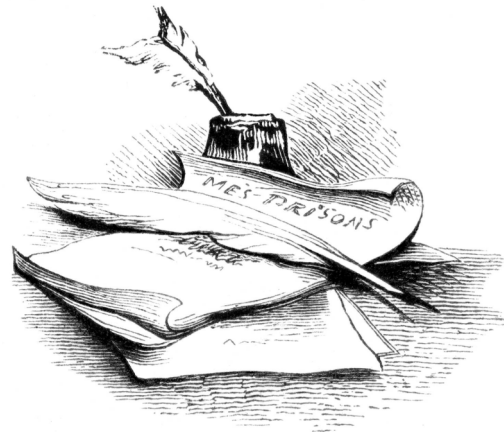
Range: 30 feet
Target: one fatigued, exhausted, or Con damaged/drained creature
Duration: instantaneous
Cost: 1 Shadow Point
Compatible Classes: Edgewalker

Sundown is when the tired should rest. As a standard action, you cause a creature within 30 feet that is currently fatigued, exhausted, or suffering from Constitution damage or drain to fall asleep. A Fortitude save negates. Once affected by this ability, a creature cannot be affected again for 24 hours or until it gains the fatigued condition, gains the exhausted condition, or takes further Constitution damage or drain.

Extinguish the Spark (Dark)

Range: personal
Target: you
Duration: instantaneous
Cost: 1 Shadow Point
Requires: Philosopher level 8th
Compatible Classes: Edgewalker

The shadows always long to throw themselves over the light, to blot it out, heedless of the fact that, in doing so, they doom themselves. Whenever you successfully hit with an attack that deals sneak attack damage, you may invest a small measure of that longing into your strike as an immediate action. For each '1', '2', or '3' rolled for sneak attack damage, you also deal 1 point of Constitution damage. This waypoint cannot be used at the same time as rogue talents that modify sneak attacks.



Final Glimmers (Ex; Light)

Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

Whenever you expend light residuum, weapons you wield deal an additional point of fire damage for rounds equal to the number of points of residuum expended. The duration of this ability stacks, to a maximum of rounds equal to your maximum light residuum.

Final Phantoms (Ex; Dark)

Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

Whenever the you expend dark residuum, weapons you wield deal an additional point of cold damage for rounds equal to the number of points of residuum expended. The duration of this ability stacks, to a maximum of rounds equal to your maximum dark residuum.

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Flanking Phantasm (Su; Dark)*

Range: see text
Target: you
Duration: Int modifier rounds
Cost: 2 Shadow Points
Requires: Any two teamwork feats
Compatible Classes: Edgeblade, Edgewalker

You bark at your shadow, a standard action, and get it to help you in combat. If you are in melee combat with a creature and the space that would enable flanking were it filled is empty, you can order your shadow to occupy that square as a free action, thus granting you flanking. Your shadow is utterly insubstantial and other creatures may occupy the square it occupies with no ill effects; however, the square must be unoccupied (except for your shadow) in order for you to gain flanking from your shadow. You can only flank one creature in this manner at a time. Each round, you may have your shadow flank a different creature as a free action. If you fail a saving throw against a spell or ability with the light descriptor or a general light motif, your shadow lets out a hideous wail, returns to its proper place at your feet, and the ability ends immediately. Spells and abilities with the light descriptor or a general light motif that do not allow a saving throw allow a Fortitude save to negate ending this ability. The full effect of the spell still affects you if you make this save. You just let to keep your shadow.

From the Shadows (Su; Dark)

Range: 20 feet
Area: 20-ft. radius centered on you
Duration: 1 round + 1 round/2 levels
Cost: 1 Shadow Point
Requires: Philosopher level 4th
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you begin to emanate a plume of shadows, as the *darkness* spell. You may see through this plume of shadows unhindered. The area of effect of this waypoint moves as you do.



Gliding Shadow (Su; Dark)

Range: personal
Target: you
Duration: Int modifier rounds
Cost: 1 Shadow Point
Compatible Classes: Edgeblade, Edgewalker

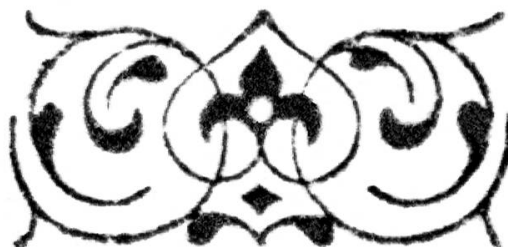
As a swift action, you can make your body move as effortlessly as a shadow. You ignore the movement speed penalty for difficult terrain. At 11th level, you can also effortlessly scale acute inclines, that is, walls, cliff faces, and other inclines that are less than 90 degrees. Buildings in good repair, such as the exterior wall of a house and castle walls, are assumed to be exactly 90 degrees if not explicitly stated otherwise and, therefore, cannot be scaled in this manner.

Gloom's Embrace (Su; Dark) [mind-affecting]

Range: touch
Target: one creature
Duration: 1 round or until discharged; see text
Cost: 1 Shadow Point
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade, Edgewalker

As a move action, you manipulate the senses of a creature, causing its perception to become hazy. That creature takes a penalty equal to your philosopher level to its next attack roll. A Will save negates.

Note: Bear in mind that this ability has a range of touch (aka squares you threaten), but is not a touch ability.



Guided Blade (Su; Finisher)

Range: personal
Target: you
Duration: 1 round + 1 round/8 levels
Cost: 1 Light Residuum OR 1 Dark Residuum
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a swift action, you momentarily submerge your ego in the crashing waves of your philosophy, gaining a +2 morale bonus to attack rolls. In addition, if you expend light residuum on this finisher, you add your Wisdom modifier to your first weapon damage roll made each round, while if you expended dark residuum, you add your Intelligence modifier in the same manner instead.

If you choose to spend from your dark residuum pool, this is a dark waypoint. Similarly, if you choose to spend from your light residuum pool, this is a light waypoint.

Hide in Darkness (Su; Dark)

Range: personal
Target: you
Duration: 1 round/2 levels
Cost: 1 Shadow Point
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade, Edgewalker

As a move action, you wreath yourself in shadows, granting yourself concealment (20% miss chance).

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Ichor of the Firefly (Su; Light)

Range: personal
Target: a wielded weapon
Duration: Wis modifier minutes or until consumed;
see text
Cost: 2 Radiance Points
Compatible Classes: Edgewalker

As a standard action, you cause a single weapon you are currently wielding to become coated in a slightly luminescent slime. Though this slime is not a poison, it denatures any poisons already in place on your weapons. If another poison is added after the ichor is conjured, then it immediately denatures that poison, too. A denatured poison is rendered useless at the chemical level and cannot be used or reclaimed later. The luminescence of the *ichor of the firefly* is fairly short-lived. If not used within minutes equal to your Wisdom modifier, it fades and becomes denatured slime. Once the ichor itself is denatured, it can no longer denature poisons.

When a creature is struck by and takes damage from a weapon coated in this slime, its body is invaded by virulent light, taking 1d3 points of damage per philosopher level. Oozes, vampires, and other creatures with a severe sensitivity to light take 1d6 points of damage per philosopher level instead. Additionally, the creature's body begins to glow violently on a failed Fortitude save. A creature glows for rounds equal to half your philosopher level, rounded down. While glowing, its form is so radiant that its outline is clearly visible even if it would otherwise be invisible. Undead creatures must instead make a Will save against the glowing effect.

Ichor of the firefly is only good for one attack. Once a weapon coated with the stuff triggers its effects, the slime is consumed. Incorporeal creatures, which have no body, are completely immune to the slime. Striking an incorporeal creature can neither trigger nor consume the slime.



Table: Ichor of Selective Oblivion



Philosopher Level	Ability Score Damage
1-3	1
4-7	1d3
8-11	1d6
12-15	1d8
16-19	2d4
20	2d6

Ichor of Selective Oblivion (Su; Dark)

Range: personal
Target: a wielded weapon
Duration: Int modifier minutes or until consumed;
see text
Cost: 2 Shadow Points
Compatible Classes: Edgewalker

As a standard action, you cause a single weapon you are currently wielding to become coated in a slime that draws light out of the air around it. This slime counts as a poison and denatures any other poisons already in place on your weapon. If another poison is added after the ichor is conjured, then it immediately denatures that poison, too. A denatured poison is rendered useless at the chemical level and cannot be used or reclaimed later. Since this slime is conjured out of nowhere and not physically applied, you do not risk poisoning yourself when using this ability. The shadowiness of the *ichor of selective oblivion* is fairly short-lived. If not used within minutes equal to your Intelligence modifier, it fades and becomes denatured slime. Once the ichor itself is denatured, it can no longer denature poisons.

When a creature is struck by and takes damage from a weapon coated in this slime, its body is wracked by a host of malevolent toxins, taking damage to an ability score of your choice with a Fortitude save to negate. The ability damage dealt by this poison increases with your philosopher level. See Table: Ichor of Selective Oblivion for the damage progression.

Ichor of selective oblivion is only good for one attack. Once a weapon coated with the stuff triggers its effects, the slime is consumed. Incorporeal creatures, which have no body, are completely immune to the slime. Striking an incorporeal creature can neither trigger nor consume the slime.



Ignite Poison (Su; Light)

Range: 60 feet
Target: one poisoned creature
Duration: instantaneous
Cost: 1 Radiance Point
Compatible Classes: Edgewalker

As a standard action, you impose your will upon a poison and force it to ignite. A single creature within 60 feet that is currently afflicted by a poison bursts into flame from the inside, taking 1d6 points of fire damage per philosopher level with a Fortitude save for half damage. The heat of this flame denatures poisons, thus ending all poison effects currently affecting the creature whose save DC is less than or equal to the amount of fire damage taken by the subject.

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Incredible Residuuum (Su; Finisher)

Range: personal
Target: you
Duration: 1 round per residuum spent
Cost: All Light Residuuum OR All Dark Residuuum
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a swift action, you extract energy from your choice of either your dark residuum pool or your light residuum pool. For the duration of this waypoint, you can neither use finisher waypoints that draw from the chosen pool, nor can that pool gain residuum points; however, for the duration of this waypoint, your residuum abilities treat that pool as though it were completely full, and any residuum points spent on residuum abilities is immediately replenished.

Insubstantial Toxin (Su; Dark, Light)

Range: personal
Effect: conjured vial of toxin
Duration: 1 minute
Cost: 1 Radiance Point, 1 Shadow Point
Requires: Poison use class feature or waypoint
Compatible Classes: Edgewalker

What has no odor, no taste, and no heft, but can kill a man just as easily as would a blade? As a standard action, you pull an empty vial made of pure shadowstuff out of nowhere. It rapidly fills with a shimmering liquid, something the poetically-inclined may call the blood of the sun itself, then is corked with more shadowstuff. Treat this vial of strange liquid as a vial of any injury or contact poison you wish whose base value is less than or equal to 40 gp per philosopher level. (That is to say, a 10th level edgewalker can conjure a vial of poison worth 400 gp or less.) Shopkeepers cannot make heads or tails of what the strange liquid is and will not purchase it. Once conjured, the liquid can be used by anyone, but vanishes into nothingness after 1 minute. Creatures that are already poisoned when the duration of the conjuration expires remain poisoned.

Poisons conjured in this fashion are granted the benefits of the *toxin manufacturer* waypoint, even though the poison was not technically made with the Craft (alchemy) skill.

Lightbringer (Sp; Light)

Range: as spell
Target: as spell
Duration: as spell
Cost: none
Requires: Radiance Pool 2 points
Compatible Classes: Edgeblade, Edgewalker

You can cast the *daze*, *light*, and *flare* spells at will as spell-like abilities with a caster level equal to your philosopher level. At 10th level, your at-will *daze* can affect creatures whose HD is up to half your philosopher level. Additionally, starting at 10th level, you can cast the *flare*, *mass* spell at will.

The maximum size of your Radiance Pool is reduced by -2 points.

Lightfoot (Su; Light)

Range: personal
Target: you
Duration: 1 round
Cost: 1 Radiance Point
Requires: Philosopher level 6th
Compatible Classes: Edgeblade, Edgewalker

As a swift action, you infuse your body with light for a short time. You gain the benefits of the *haste* spell.

Lingering Twilight (Ex; Dark, Light)

Requires: Philosopher level 2nd
Compatible Classes: Edgeblade, Edgewalker

Twice each day, there are a few moments when light and darkness mingle, their age-old battle for dominance forgotten, if only for a moment. At such times, everything seems more real, as if the world is offering a glimpse at two separate beings sharing the same space. Whenever you use a waypoint with the light descriptor, if you have spent 1 or more shadow points in the last minute, the duration of the waypoint is increased by +1 round. Similarly, whenever you use a waypoint with the dark descriptor, if you have spent 1 or more radiance points in the last minute, the duration of the waypoint is increased by +1 round.



Luminous Discharge (Su; Light)

Range: 20 feet
Area: 20-ft. cone
Duration: instantaneous
Cost: 2 Radiance Points
Requires: Philosopher level 8th
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you emit a blinding burst of light from your eyes, open mouth, outstretched hands, or other circumstantially-relevant body part. Creatures caught in the cone take 1d8 points of damage per two philosopher levels, are blinded for 1 round, and are dazzled for 2d4 rounds. A successful Fortitude save halves the damage and negates the blindness effect.

Luminous Legerdemain (Su; Light)

Range: 5 ft./2 philosopher levels
Effect: luminous replica of your hands
Duration: 1 round/level
Cost: 1 Radiance Point
Requires: Disable Device 3 ranks
Compatible Classes: Edgewalker

As a swift action, you can create an exact replica of your hands made out of pure light. These hands mimic the motions that your own hands make and function as the *mage hand* spell, save that you can use them to make Disable Device checks.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Me and My Shadow (Ex; Dark)

Requires: Philosopher level 8th
Compatible Classes: Edgeblade, Edgewalker

Select a teamwork feat whose prerequisites you meet. You gain the benefit of this teamwork feat whenever your shadow is not being used by a waypoint. Further, teamwork feats that are triggered by having allies with the same feat nearby treat your shadow as though it were an ally with that feat. Teamwork feats that actually require that your shadow do something, such as attack or charge, cannot be triggered by your shadow.

The maximum size of your Shadow Pool is reduced by -1 point.



Midnight Creeper (Ex; Dark)

Requires: Spring Attack
Compatible Classes: Edgewalker

You deal an additional 1d3 sneak attack damage to creatures you are flanking.

Near Mist (Su; Dark)

Range: personal
Target: you
Duration: 1 round + 1 round/2 levels
Cost: 1 Shadow Point
Requires: Philosopher level 4th
Compatible Classes: Edgeblade, Edgewalker

As a swift action, you generate a wispy haze that clings to your body and equipment. Whenever you attack a creature with a manufactured weapon and miss, if a +2 bonus to that attack roll would have resulted in a hit, then the frigid mist that clings to your body got close enough to the missed creature to harm it, dealing cold damage equal to the base damage die of the weapon that missed that creature in the first place.

Needles of Light (Light)

Range: personal
Effect: conjured throwing daggers
Duration: Wis mod hours
Cost: 1 Radiance Point
Compatible Classes: Edgeblade, Edgewalker

You conjure a number of shining needles equal to half your philosopher level, rounded down, minimum 1, as a standard action. Each needle sheds light as though it were a candle, but can be thrown as though it were a throwing dagger. Unlike standard throwing daggers, a needle of light deals damage on a successful ranged touch attack, deals untyped damage, and disappears after an attack made with it resolves. Poisons and ichor waypoints can be applied to needles of light.

Noonday Sight (Su; Light)

Range: personal
Target: you
Duration: 1 minute
Cost: 1 Radiance Point
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you fill your eyes with a gentle radiance that pierces shadows and enhances your perception. You gain an insight bonus to Perception checks equal to half your philosopher level, rounded down.

Noon's Glare (Su; Finisher, Light)

Range: 5 feet
Area: 5-ft. burst centered on you
Duration: 1 round + 1 round/3 levels
Cost: 2 Light Residuum
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a standard action, you begin to emit a harsh, burning glare, dealing 4 fire damage to all creatures within 5 feet. A successful Fortitude save negates this damage. Creatures that end their turn within 5 feet of you take 4 fire damage with no saving throw allowed.

Escalation: When activating this finisher, you may expend any amount of additional light residuum. For each additional point of residuum expended, this waypoint deals an additional 2 points of fire damage when first activated, as well as 2 additional points of fire damage to creatures that end their turn within 5 feet of you.



On Wings of Light (Su; Light)

Range: personal
Target: you
Duration: 1 minute + 1 minute/2 levels
Cost: 2 Radiance Points
Requires: Fly 4 ranks
Compatible Classes: Edgeblade, Edgewalker

You sprout a pair of shimmering wings made of local luminescence as a standard action. Given you require light to produce these things, you can only use this ability in an area with a light level of dim or greater. The wings grant you a fly speed of 5 ft. per philosopher level, max 60 ft., with good maneuverability and provide illumination as though they were a torch. If you enter an area of magical darkness, the wings vanish and the ability ends immediately.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Peering Shadows (Su; Dark)*

Range: 60 feet
Target: you
Duration: see text
Cost: 1 Shadow Point
Requires: Stealth 1 rank
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you will your shadow to stretch and shift grotesquely. Your shadow stretches up to 60 feet in any direction from your body. While stretched, you can see through the shadow's "eyes" in addition to your own vision. Your shadow is very difficult, but not impossible, to detect. Take 20 on a Stealth check using your total modifier to the skill. A Perception check that meets or exceeds your Stealth check notices the shadow. If a source of light, such as a thrown torch, or a spell or spell-like with the light descriptor or a light motif, such as *searing light*, strikes a square containing your shadow, the shadow flails about for a moment as if in extreme pain and snaps back to its original state, ending the ability. If not ended early, the shadow returns to its original state at the beginning of your next turn.

You may use this ability even if you are not currently casting a shadow, such as at high noon. When this is done, you temporarily produce a shadow; however, the awkwardness of a shadow in shadow-free surroundings means you only take 10 on your Stealth check rather than 20.

Pillar of Light (Su; Light)

Range: 60 feet
Area: 10-ft. cube
Duration: Wis modifier rounds
Cost: 2 Radiance Points
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you fill a 10-foot cube within 60 feet with warm and subtle illumination. Creatures within this cube have fast healing 1. As a standard action, you may spend 1 radiance point to cause all creatures within the cube to heal an amount of damage equal to your philosopher level. This radiance invigorates all things, healing the living, the undead, and the nonliving alike.

Starting at philosopher level 9th, this ability grants fast healing 2 rather than fast healing 1.

Poison Use (Ex; Dark or Light)

Compatible Classes: Edgewalker

You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a blade.

When selecting this ability, choose your radiance pool or your shadow pool. The maximum size of that pool is reduced by -1 point. If radiance was chosen, then this ability has the light descriptor. If shadow was chosen, then this ability has the Dark descriptor.

Radiant Eruption (Su; Finisher, Light)

Range: 60 feet
Area: 10-ft. burst
Duration: instantaneous
Cost: 2 Light Residuuum
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a standard action, you hurl a glob of activated residuum, which explodes in an overwhelming flash of searing light. Those caught in the blast take 1d6 points of fire damage per three philosopher levels, minimum 1d6, and light on fire for 1d4 rounds as per the rules for alchemist's fire. A successful Reflex save halves the damage and reduces the duration of the burn effect to 1 round.

Escalation: When activating this finisher, you may expend up to two additional light residuum. For each point of light residuum expended in this manner, this finisher deals an additional 1d6 fire damage. This damage is halved on a successful Reflex saving throw. In addition, if two or more additional light residuum are expended, creatures that fail their Reflex save are blinded for 1 round.

Radiant Mote (Sp; Light)

Range: as spell
Target: as spell
Duration: as spell
Cost: 1 Radiance Point
Requires: Philosopher level 6th
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you hurling motes of light, cast the *searing light* spell as a spell-like ability using your philosopher level as your caster level. Starting at philosopher level 13th, motes of light you hurl are as the empowered *searing light* spell.

Radiant Rampage (Su; Finisher, Light)

Range: personal
Target: you
Duration: 1 round + 1 round/5 levels
Cost: 3 Light Residuuum
Requires: Philosopher level 6th
Compatible Classes: Edgeblade

As a swift action, your very mind becomes a sharp, cutting edge. For the duration this finisher, whenever you kill or destroy a creature with weapon damage, a jet of white-hot light shoots from the slain creature, dealing an amount of fire damage to the nearest foe within 10 feet equal to the excess damage dealt to the killed or destroyed creature. If two or more creatures qualify for being the nearest, a target is chosen randomly. For example, if you deal 17 points of damage (after damage reduction, of course) to a flesh golem that has 4 hit points remaining, you really only needed to deal 4 damage to destroy that golem, making 13 the excess. A jet of light shoots from the slain golem's body, dealing 13 fire damage to a nearby unfortunate who decided that backing up a flesh golem was a good tactical decision.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Radiant Touch (Su; Finisher, Light)

Range: touch
Target: creature touched
Duration: instantaneous
Cost: 1 Light Residuum
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a standard action, you focus the energy of your light residuum into a single touch, dealing 1d6 points of fire damage per two philosopher levels on a successful melee touch attack.

Escalation: When activating this finisher, you may expend any amount of additional light residuum. For each point of light residuum expended in this manner, this finisher deals an additional 2d6 fire damage.

Recycle Residuum (Su; Dark, Light)

Range: personal
Target: you
Duration: instantaneous
Cost: 3 Dark Residuum OR 3 Light Residuum
Requires: Philosopher level 6th
Compatible Classes: Edgeblade

As a full-round action, you repurpose your residuum, gaining 1 shadow point if you expended dark residuum on this waypoint or 1 radiant point if you expended light residuum on this waypoint.

Reflecting Plates (Su; Light)

Range: personal
Target: you
Duration: 1 round + 1 round/2 levels
Cost: 1 Shadow Point
Requires: Philosopher level 4th
Compatible Classes: Edgeblade, Edgewalker

As a swift action, you produce a number of plates of solid light designed to reflect failed attacks back at their source. Whenever a creature attacks you in melee and misses, if a +2 bonus to that attack roll would have resulted in a hit, then that creature's attack rebounds upon itself, dealing fire damage equal to the base damage die of the weapon used in that attack to the creature that made the attack.



Reflection (Su; Light)

Range: personal
Target: you
Duration 1 round/level, max 5 rounds
Cost: 1 Radiance Point
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you bend light around yourself and *vanish*, as the spell.

Refraction (Su; Light)

Range: personal
Target: you
Duration: Wis modifier rounds
Cost: 1 Radiance Point
Compatible Classes: Edgeblade, Edgewalker

You surround yourself with a shell of light as a standard action, gaining a +2 deflection bonus to AC against ranged attacks. At philosopher level 6th and every six philosopher levels thereafter, this bonus increases by +1, to a maximum of +5 at philosopher level 18th.

Residual Surge (Ex; Dark, Light)

Requires: Philosopher level 6th
Compatible Classes: Edgeblade

Whenever you gain a point of residuum, you gain 2 temporary hit points that last for 1 round.



Residuum (Ex; Dark or Light)

Requires: Philosopher level 8th,
toxin manufacturer waypoint
Compatible Classes: Edgewalker

Poisons that you personally produce with the Craft (alchemy) skill are useful for longer in combat. Once the primary dose of poison is delivered, if that poison deals ability score damage or drain to a single ability score, then a residuum is left behind on the blade for 1d4 rounds. All successful hits made by a weapon with residuum deal an additional 1 point of damage to the ability score the primary poison targeted. A successful Fortitude save with a DC equal to the primary dose's DC - 2 negates.

When selecting this ability, choose your radiance pool or your shadow pool. The maximum size of that pool is reduced by -2 points. If radiance was chosen, then this ability has the light descriptor. If shadow was chosen, then this ability has the dark descriptor.

Rock the Cradle (Su; Dark)

Range: personal
Target: you
Duration: see text
Cost: 1 Shadow Point
Requires: Philosopher level 6th
Compatible Classes: Edgeblade

As a swift action, you momentarily attune yourself to the sandmen, a race of quasi-real beings that feed off of the emotions released in the uninhibited mindscape of dreams. The first successful weapon attack you make this round fatigues the creature struck for 1 minute with a Fortitude save to negate. If that creature was already fatigued, it immediately loses the fatigued condition, then falls asleep for 1 minute with a Fortitude save to negate. If a creature makes a successful Fortitude saving throw against either of these effects, it is immune to this waypoint for 24 hours.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Shadow Dance (Su; Dark)

Range: personal
Target: you
Duration: Int modifier rounds
Cost: 2 Shadow Points
Requires: Dodge
Compatible Classes: Edgewalker

You dance with the shadows as a standard action, granting you a +2 dodge bonus to AC. Starting at 11th level, this ability may be used as a swift action.

Shadow Snare (Dark)*

Range: 60 feet
Target: an unoccupied space in range
Duration: 1 round/level
Cost: 1 Shadow Point
Compatible Classes: Edgewalker

As a standard action, you will your shadow to stretch to an empty space within 60 feet of you. There, it waits, hands outstretched, its fingers long and needlelike. This ability lasts for rounds equal to your philosopher level. Whenever a creature steps into the square occupied by your shadow, you can will your shadow to lash out as an immediate action. Make a melee attack with an attack modifier of your base attack bonus plus your Intelligence modifier. If the attack is successful, the creature takes damage equal to your Intelligence modifier and is held immobile by shadowy fingers that clamp down like a bear trap. The creature can escape with a DC 10 + 1/2 your philosopher level + your Intelligence modifier Disable Device check, Escape Artist check, or Strength check. You can will your shadow to let a creature go as a free action. If a creature breaks free (or if you let go voluntarily), you can reset your shadow as a standard action.

Your shadow is very difficult, but not impossible, to detect. Take 20 on a Stealth check using your total modifier for the skill. A Perception check that meets or exceeds your Stealth check notices the shadow. If a source of light, such as a thrown torch, or a spell or spell-like with the light descriptor or a light motif, such as searing light, strikes a square containing your shadow, the shadow flails about for a moment as if in extreme pain and snaps back to its original state, ending the ability. You may use this ability even if you are not currently casting a shadow, such as at high noon. When this is done, you temporarily produce a shadow; however, the awkwardness of a shadow in shadow-free surroundings means you only take 10 on your Stealth check rather than 20.



Shadow's Reach (Su; Dark, Finisher)

Range: touch
Target: creature touched
Duration: instantaneous
Cost: 1 Dark Residuum
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a standard action, you focus the energy of your dark residuum into a single touch, dealing 1d6 points of cold damage per two philosopher levels on a successful melee touch attack.

Escalation: When activating this finisher, you may expend any amount of additional dark residuum. For each point of dark residuum expended in this manner, this finisher deals an additional 2d6 cold damage.

Shadowy Illumination (Su; Dark, Light)

Range: 30 feet
Area: 30-ft. radius centered on you
Duration: 1 minute
Cost: 1 Radiance Point OR 1 Shadow Point
Requires: Any one dark waypoint, any one light waypoint
Compatible Classes: Edgeblade, Edgewalker

You fill the area around you with shadowy illumination as a standard action. Eerie, purplish light that throws golden shadows lights a 30-foot-radius centered on you. This light provides bright illumination, but only for you. All other creatures treat this source of light as though it does not exist.

Shifting Shadows (Ex; Dark, Greater)

Compatible Classes: Edgeblade, Edgewalker

Whenever your shadow is not in use by a waypoint or locus, it shifts sizes at an incredibly rapid pace, making you difficult to size up in combat. You are treated as though you were one size category larger for the purpose of combat maneuvers and weapon base damage die size, as well as one size category smaller for the purpose of armor class, attack rolls, and Escape Artist skill checks.

Stoke the Coals (Ex; Light)

Requires: Philosopher level 4th
Compatible Classes: Edgeblade, Edgewalker

Whenever you roll for initiative, you may choose to take a penalty of up to -2 to that initiative roll. You must choose whether or not to take this penalty before rolling. If you take the penalty, all physical attacks and damaging waypoints you perform in the first round of combat deal additional fire damage equal in magnitude to the penalty taken to initiative. For example, if you take a -2 penalty to your initiative roll, you deal 2 additional fire damage. At philosopher level 8th and every four philosopher levels thereafter, the maximum penalty you can take in this manner increases by +1, to a maximum of a -5 penalty to initiative at 20th level.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Strand of Darkness (Su; Dark)

Range: personal
Effect: conjured shadow whip
Duration: Int modifier rounds
Cost: 2 Shadow Points
Requires: Weapon Finesse, philosopher level 2nd
Compatible Classes: Edgeblade, Edgewalker

As a swift action, you pull a long strand of shadowy material out of a balled first. Treat this strand as a whip; however, you are considered proficient with this particular whip even if you are not normally proficient with the weapon type. Starting at philosopher level 5th, damage dealt by this whip is lethal. Starting at philosopher level 7th, the whip is considered a +1 weapon. At philosopher level 13th and every six philosopher levels thereafter, the enhancement bonus increases by +1, to a maximum of +3 at philosopher level 19th.

Study the Illuminant (Ex; Light)

Compatible Classes: Edgeblade, Edgewalker

The size of your radiance pool is increased by +2.

Special: You can select this waypoint multiple times. Its effects stack.



Study the Illusive (Ex; Dark)

Compatible Classes: Edgeblade, Edgewalker

The size of your shadow pool is increased by +2.

Special: You can select this waypoint multiple times. Its effects stack.

Tenebrous Implements (Su; Dark)

Range: personal
Effect: conjured tools and implements
Duration: 1 minute/level
Cost: 1 Shadow Point
Compatible Classes: Edgewalker

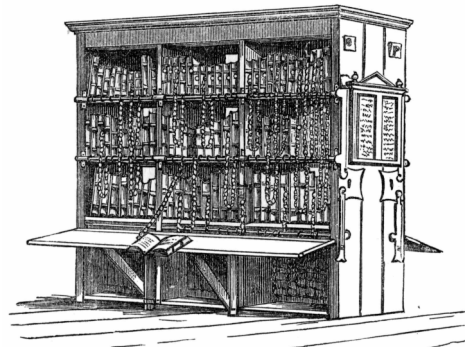
As a standard action, you will shadows to become solid around your hands. When they are otherwise empty, your hands find themselves filled with shadowy apparitions that resemble multiple tools of the trade at once: lockpicks, a crowbar, a whetstone, a glass-cutting tool, and so on. These shifting, shadowy tools simultaneously count as thieves' tools and artisan's tools. Starting at philosopher level 5th, they are treated at masterwork. Every three philosopher levels thereafter, the competence bonus granted by these tools increases by +1, to a maximum of +7 at philosopher level 20th.

Tenebrous Tango (Su; Dark)*

Range: personal
Target: you
Duration: 1 round/2 levels
Cost: 2 Shadow Points
Requires: Philosopher level 8th
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you will your shadow to rise up alongside you as your own body becomes insubstantial, much like a shadow itself. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets your shadow instead. If the attack is a hit, roll randomly to see whether the selected target is you or your shadow. If your shadow is hit, the attack passes right through it. Area spells affect you normally. Spells and effects that do not require an attack roll affect you normally. Spells that require a touch attack are harmlessly discharged if they strike your shadow. If you fail a saving throw against a spell or ability with the light descriptor or a light motif, your shadow lets out a hideous wail, returns to its proper place at your feet, and the ability ends immediately. Spells and abilities with the light descriptor that do not allow a saving throw allow a Fortitude save to negate ending this ability. The full effect of the spell still affects you if you make this save.

An attacker must be able to see your shadow to be fooled. If you are invisible or the attacker is blind, then this ability has no effect (although the normal miss chances still apply).



Thousand Points of Light (Su; Light)

Range: 30 feet
Effect: globes of orbiting light
Duration: Wis modifier rounds or until discharged;
see text
Cost: 2 Radiance Points
Requires: Dodge, philosopher level 2nd

As a standard action, you conjure a small globe of light, plus an additional globe of light for every two philosopher levels. These globes orbit about your head, each imposing a cumulative -2 penalty to the Stealth skill, but illuminating the surrounding area as would a torch. You can hurl a globe at a creature within 30 feet as a move action, dealing damage equal to your philosopher level on a successful ranged touch attack. This consumes the orb. Once all orbs have been consumed, this ability ends immediately.

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Tipped with Midnight (Su; Dark)

Range: personal
Target: you
Duration: Int modifier rounds
Cost: 2 Shadow Points
Requires: Any two dark waypoints
Compatible Classes: Edgeblade, Edgewalker

As a move action, you cause shadows to wrap about your body, particularly about the hands. Weapons you wield deal an additional 1d4 points of negative energy damage on a successful hit. Starting at philosopher level 11th, weapons you wield deal an additional 1d6 points of negative energy damage on a critical hit. If the weapon's critical multiplier is x3, add an extra 2d6 points of negative energy damage instead, and if the multiplier is x4 or greater, add an extra 3d6 points of negative energy damage.

Tipped with Noon (Su; Light)

Range: personal
Target: you
Duration: Wis modifier rounds
Cost: 2 Radiance Points
Requires: Any two light waypoints
Compatible Classes: Edgeblade, Edgewalker

As a move action, you cause brilliant pinpoints of light to shine from the tips of your weapons. Weapons you wield deal an additional 1d3 points of damage on a successful hit. At 11th level, weapons you wield deal an additional 1d4 points of damage on a critical hit. If the weapon's critical multiplier is x3, add an extra 2d4 points of damage instead, and if the multiplier is x4, add an extra 3d4 points of damage. Oozes, vampires, and other creatures with a severe sensitivity to light take double damage from this ability.



Toxin Manufacturer (Ex; Dark or Light)

Requires: Poison use class feature or poison use waypoint, Craft (alchemy) 5 ranks
Compatible Classes: Edgewalker

Your focused training in the manufacture of poisons has made you capable of producing them at a purity and efficiency that makes rival assassins green with envy, shortly before collapsing to the ground. Poisons that you personally produce with the Craft (alchemy) skill get a +1 bonus to the Difficulty Class of any saving throws they call for. Further, you get a +2 bonus to the Craft (alchemy) skill when producing poisons or antitoxin.

When selecting this ability, choose your Radiance Pool or your Shadow Pool. The maximum size of that pool is reduced by -1 point. If Radiance was chosen, then this ability has the Light descriptor. If Shadow was chosen, then this ability has the Dark descriptor.

Umbral Arc (Su; Dark, Finisher)*

Range: personal
Target: you
Duration: 1 round + 1 round/3 levels
Cost: 1 Dark Residuum
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a swift action, you weaponize your shadow, increasing your reach by +5 feet.

Escalation: When activating this finisher, you may expend any amount of additional dark residuum. For each point of dark residuum expended in this manner, this waypoint increases your reach by an additional +5 feet.

Umbral Eruption (Su; Dark, Finisher)

Range: 60 feet
Area: 10-ft. burst
Duration: instantaneous
Cost: 2 Dark Residuum
Requires: Philosopher level 2nd
Compatible Classes: Edgeblade

As a standard action, you hurl a glob of activated residuum, which explodes and gets what can only be described as opaque ectoplasm all over everything. Those coated in the goo take 1d6 points of cold damage per three philosopher levels, minimum 1d6, and are entangled for 1d4 rounds with a Reflex save to halve the damage and reduce the duration of the entangled effect by 1 round.

Escalation: When activating this finisher, you may expend up to two additional dark residuum. For each point of dark residuum expended in this manner, this finisher deals an additional 1d6 cold damage. This damage is halved on a successful Reflex saving throw. In addition, if two additional dark residuum are expended, creatures that fail their Reflex save are shaken for 1 round.

Ward Against the Glow (Su; Dark)

Range: personal
Target: you
Duration: Int modifier rounds
Cost: 1 Shadow Point
Compatible Classes: Edgeblade, Edgewalker

Shadows prefer to creep and slink about in the cold, their victims numbed and unresponsive, making it easy to get the drop on them. As a standard action, you gain resistance equal to your philosopher level against fire, spells with the light descriptor, and abilities with a general light motif.

Ward Against the Shadow (Light)

Range: personal
Target: you
Duration: Wis modifier rounds
Cost: 1 Radiance Point
Compatible Classes: Edgeblade, Edgewalker

The light prefers to pierce the darkness and to warm the chilled heart. As a standard action, you gain resistance equal to your philosopher level against cold and negative energy.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Greater Waypoint List

A New Tomorrow (Sp; Light, Greater)

Range: touch
Target: creature touched
Duration: instantaneous
Cost: 6 Radiance Points
Requires: Philosopher level 20th,
any two light greater waypoints
Compatible Classes: Edgewalker

Death is not the end. It is merely an opportunity for a new beginning. As a standard action, you can raise a creature that has been dead for less than 1 day from the dead as the *raise dead* spell. No material components are necessary.

All is One (Su; Dark, Light, Greater)

Range: personal
Target: you
Duration: 1 round/4 levels
Cost: 4 Radiance Points, 4 Shadow Points
Requires: Philosopher level 20th,
any seven dark waypoints, any seven light waypoints
Compatible Classes: Edgewalker

Light is darkness. Life is death. Existence is oblivion. All is one. As a standard action, you attune yourself to the singular nature of the universe. Damage you deal, whether it be physical damage, ability score damage, or energy damage, automatically bypasses all damage reduction, resistance, and immunity effects. This extends to immunity to poisons, diseases, sneak attacks, critical hits, and any other effects that deal damage of any sort that you can bring to bear. If you attack an undead creature with a damaging effect that normally requires a Fortitude save, it must make a Will save instead.



Army of Darkness (Su; Dark, Greater)*

Range: 30 feet
Target: one summoned shadow, plus an additional summoned shadow per four philosopher levels
Duration: Int modifier rounds
Cost: 4 Shadow Points
Requires: philosopher level 15th,
any one dark greater waypoint

As a full-round action, you will your shadow to stretch grotesquely, dividing into a number of shadows, as the creature, equal to 1 + 1 per four philosopher levels you possess. Each shadow comes into being in an unoccupied square in range and act immediately, on your turn. All shadows made in this way come into being with a number of temporary hit points equal to twice your Intelligence modifier and have a +2 insight bonus to attack rolls if within 30 feet of you. The shadows obey you without question, just like summoned creatures.

Attenuated Reflection (Su; Light, Greater)

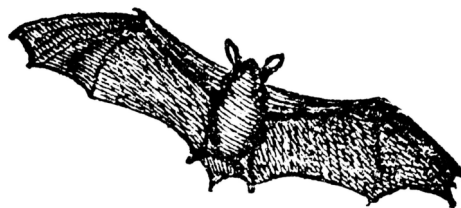
Range: personal
Target: you
Duration: 1 round/level
Cost: 4 Radiance Points
Requires: any two greater light waypoints
Compatible Classes: Edgewalker

As a standard action, you bend light around yourself and turn invisible as the *greater invisibility* spell.

Cry of the Whippoorwill (Ex; Dark, Light, Greater)

Requires: Any one greater waypoint that is both dark and light
Compatible Classes: Edgeblade, Edgewalker

You let out an unearthly wailing sound in time with the last breaths of your victims. Whenever a monk or spellcaster that you have damaged in the last minute dies within 60 feet of you, that creature must make one final DC 10 + 1/2 your philosopher level + your Intelligence modifier or your Wisdom modifier (you pick) Will save as its spirit flees to its eternal resting place. On a failed Will save, you succeed in stealing a small fraction of its soul for your own use, gaining 1 radiance point if you chose Wisdom or 1 shadow point if you chose Intelligence. A dying monk or spellcaster must have Hit Dice greater than or equal to half your character level to trigger this ability.



Cumulative Exposure (Ex; Dark, Light, Greater)

Compatible Classes: Edgeblade, Edgewalker

A philosopher of the edge is a conduit for ideas given form, and his waypoints are manifestations of the purest of these ideas. Strictly speaking, prolonged exposure to such ideas is particularly hazardous to one's health - not to the edgewalker, of course, but to those around him. Whenever you use a waypoint, if you used a waypoint in the last round, you deal 1d3 points of damage to all creatures in squares you threaten. If the qualifying waypoint is a greater waypoint, you deal 1d6 points of damage instead.

Deepening Darkness (Ex; Dark, Greater)

Requires: Any one dark greater waypoint
Compatible Classes: Edgeblade, Edgewalker

Each shadow makes the next darker. Whenever you use a waypoint with the dark descriptor, if you used a waypoint with the dark descriptor in the last round, its shadow point cost is reduced by -1, minimum 1. Similarly, whenever you use a waypoint with the light descriptor, if you used a waypoint with the dark descriptor in the last round, its radiance point cost is increased by +1.

Ultimate Antipodism - Drawn from Light and Darkness Interjection Games

Drag to Oblivion (Su; Dark, Greater)*

Range: 30 feet
Target: one creature
Duration: instantaneous
Cost: 5 Shadow Points
Requires: Philosopher level 20th,
any two dark greater waypoints
Compatible Classes: Edgewalker

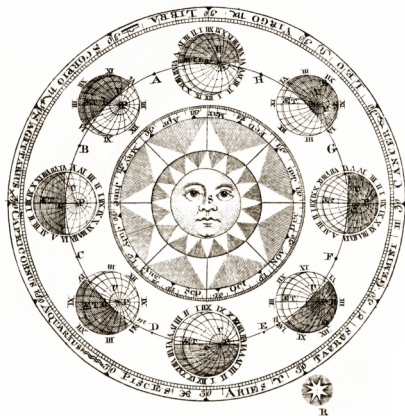
As a standard action, you will your shadow to stretch toward a creature within 30 feet and grab ahold of its ankles. Make a melee touch attack. If successful, your shadow grabs the creature and drags it down with it into the void between potentialities, erasing it from existence with a Fortitude save to negate. Only the *wish* and *miracle* spells can return a creature that has been destroyed in this manner.

Effulgence (Su; Light, Greater)

Range: 60 feet
Target: Wis modifier sources of light
Duration: see text
Cost: 3 Radiance Points
Requires: Any three light waypoints
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you cause sources of light to grow to blinding intensity, then die suddenly. This ability affects a number of mundane sources of light, or objects glowing as a result of the *light* spell.

Immediately upon using this ability, the sources affected shed bright light to a radius of 60 feet. At the beginning of your next turn, the sources of light erupt in bright sparkles, blinding all creatures within 30 feet for 1d4 rounds with a Fortitude save to negate. At the beginning of your following turn, the sources of light explode in effulgence, dazing all creatures within 20 feet for 1 round with a. Creatures that do not have a sense of sight are immune to the blinding and dazing effects. Creatures that are standing within the radii of multiple sources of light do not have to make multiple saving throws against the daze effect, but take a -1 penalty to saving throws against this ability for each light source affecting them beyond the first. After blinding creatures, all sources of light are extinguished. This effectively dispels any *light* spells used as a source.



Greater Insubstantial Toxin (Su; Dark, Light, Greater)

Range: personal
Effect: conjured vial of poison
Duration: 1 minute
Cost: 2 Radiance Points, 2 Shadow Points
Requires: *Insubstantial toxin* waypoint,
toxin manufacturer waypoint, any one of:
ichor of indiscriminate oblivion greater waypoint,
ichor of the sun's heart greater waypoint
Compatible Classes: Edgewalker

As a standard action, you pull an empty vial made of pure shadowstuff out of nowhere. It rapidly fills with a shimmering liquid, something the poetically-inclined may call the blood of the sun itself, then is corked with more shadowstuff. Treat this vial of strange liquid as a vial of any poison you wish whose base value is less than or equal to 100 gp per philosopher level. (That is to say, a 10th level edgewalker can conjure a vial of poison worth 1,000 gp or less.) Shopkeepers cannot make heads or tails of what the strange liquid is and will not purchase it. Once conjured, the liquid can be used by anyone, but vanishes into nothingness after 1 minute. Creatures that are already poisoned when the duration of the conjuration expires remain poisoned.

Poisons conjured in this fashion are granted the benefits of the *toxin manufacturer* waypoint, even though the poison was not technically made with the Craft (alchemy) skill.



Growing Brilliance (Ex; Light, Greater)

Requires: Any one light greater waypoint
Compatible Classes: Edgeblade, Edgewalker

Each light adds to the glory of the whole. Whenever you use a waypoint with the light descriptor, if you used a waypoint with the light descriptor in the last round, its radiance point cost is reduced by -1, minimum 1. Similarly, whenever you use a waypoint with the dark descriptor, if you used a waypoint with the light descriptor in the last round, its shadow point cost is increased by +1.

Harmony in Motion (Ex; Dark, Light, Greater)

Compatible Classes: Edgeblade, Edgewalker

Shadows seem their darkest when the sun is at its brightest, and the sun is never more welcome than when breaking the regime of the shade. Whenever you use a waypoint with the light descriptor, if you have spent 2 or more shadow points in the last minute, you get a +1 insight bonus to the Difficulty Class of that waypoint. Similarly, whenever you use a waypoint with the dark descriptor, if you have spent 2 or more radiance points in the last minute, you get a +1 insight bonus to the Difficulty Class of that waypoint. Waypoints with both the dark and light descriptors cannot receive this bonus.

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Ichor of the Sun's Heart (Su; Light, Greater)

Range: personal
 Target: a wielded weapon
 Duration: Wis modifier minutes or until consumed;
 see text
 Cost: 3 Shadow Points
 Compatible Classes: Edgewalker

As a standard action, you cause a single weapon you are currently wielding to become coated in a brightly luminescent slime. Though this slime is not a poison, it denatures any poisons already in place on your weapon. If another poison is added after the ichor is conjured, then it immediately denatures that poison, too. A denatured poison is rendered useless at the chemical level and cannot be used or reclaimed later. The luminescence of the *ichor of the sun's heart* is very short-lived. If not used within rounds equal to your Wisdom modifier, it fades and becomes denatured slime. Once the ichor itself is denatured, it can no longer denature poisons.

When a creature is struck by and takes damage from a weapon coated in this slime, its body explodes with virulent light, dealing 1d4 points of damage per philosopher level to all creatures in a 10-foot radius with a Reflex save for half. You are immune to this damage. As the explosion of light begins from inside the primary target, the primary target is not allowed a Reflex save for half damage. Oozes, vampires, and other creatures with a severe sensitivity to light take 1d8 points of damage per philosopher level instead.

Ichor of the sun's heart is only good for one attack. Once a weapon coated with the stuff triggers its effects, the slime is consumed. Incorporeal creatures, which have no body, are completely immune to the slime. Striking an incorporeal creature can neither trigger nor consume the slime.



Table: Ichor of Indiscriminate Oblivion



Philosopher Level	Ability Score Damage
1-3	1
4-7	1d3
8-11	1d6
12-15	1d8
16-19	2d4
20	2d6

Ichor of Indiscriminate Oblivion (Su; Dark, Greater)

Range: personal
 Target: a wielded weapon
 Duration: Int modifier minutes or until consumed;
 see text
 Cost: 3 Shadow Points
 Compatible Classes: Edgewalker

As a standard action, you cause a single weapon you are currently wielding to become coated in a slime that draws light out of the air around it. This slime counts as a poison and denatures any other poisons already in place on your weapon. If another poison is added after the ichor is conjured, then it immediately denatures that poison, too. A denatured poison is rendered useless at the chemical level and cannot be used or reclaimed later. Since this slime is conjured out of nowhere and not physically applied, you do not risk poisoning yourself when using this ability. The shadowiness of the *ichor of indiscriminate oblivion* is fairly short-lived. If not used within minutes equal to your Intelligence modifier, it fades and becomes denatured slime. Once the ichor itself is denatured, it can no longer denature poisons.

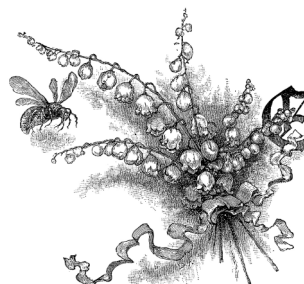
When a creature is struck by and takes damage from a weapon coated in this slime, its body is wracked by a host of malevolent toxins, taking damage to each of its ability score with a Fortitude save to negate. The ability damage dealt by this poison increases with your philosopher level. See Table: Ichor of Indiscriminate Oblivion for the damage progression.

Ichor of indiscriminate oblivion is only good for one attack. Once a weapon coated with the stuff triggers its effects, the slime is consumed. Incorporeal creatures, which have no body, are completely immune to the slime. Striking an incorporeal creature can neither trigger nor consume the slime.

Lights in the Darkness (Ex; Light, Greater)

Compatible Classes: Edgeblade, Edgewalker

Even darkness radiates a spectrum all its own. You have darkvision out to a distance of 60 feet. If you already have darkvision, then increase the distance of your existing darkvision by +30 feet, or to 90 feet total, whichever grants the widest radius.



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Mantle of Invulnerability (Su; Finisher, Greater, Light)

Range: personal
Target: you
Duration: 3 rounds
Cost: 3 Light Residuum
Requires: Philosopher level 15th
Compatible Classes: Edgeblade

As a standard action, you surround yourself with sheets of light layered much like an onion. For the duration of this waypoint, you are immune to all spells of 2nd-level or lower that are subject to spell resistance.

Escalation: When activating this finisher, you may expend any amount of additional light residuum. For each point of light residuum expended in this manner, the mantle increases the level of spells against which it provides immunity by +1. For example, expending an additional 2 points of light residuum results in the mantle granting immunity to all spells of 4th-level or lower that are subject to spell resistance.

Momentary Blink (Su; Dark, Finisher, Greater, Light)

Range: 5 feet/level
Target: you
Duration: instantaneous
Cost: 2 Light Residuum, 2 Dark Residuum
Requires: Philosopher level 10th
Compatible Classes: Edgeblade

As a swift action, your body collapses into a duality of light and darkness, then flings itself a short distance as the *dimension door* spell.

Night's Fire (Su; Dark, Greater, Finisher)

Range: 30 feet
Effect: one summoned creature
Duration: 1 round/level
Cost: 2 Dark Residuum
Requires: Philosopher level 5th
Compatible Classes: Edgeblade

As a full-round action, you summon forth a mass of cold flames which slowly coalesces into a vaguely-humanoid form, a darkfire elemental. Treat this mass of cold flames as a small fire elemental, save that it deals cold damage instead of fire damage and has the abilities listed below in place of the burn ability. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the elemental, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Bequeath the Haze (Ex): Creatures a darkfire elemental hits in melee treat all other creatures as though they had concealment for 1 round.

Conduit of Shadows (Su): A Large or larger darkfire elemental produces residuum simply by being. Each round, if its summoner is within 30 feet, the summoner gains 1 temporary dark residuum. This residuum lasts for as long as the elemental remains summoned.

Drown in Shadows (Ex): Whenever a Huge or larger darkfire elemental deals cold damage to a creature, that creature is fatigued for 1 minute with a DC 19 Fortitude save to negate. The save DC is Constitution-based.

Obscuring Flames (Ex): A darkfire elemental constantly produces shadowy smoke, granting it concealment at all times.

Escalation: When activating this finisher, you may expend any amount of additional dark residuum. The type of elemental summoned varies depending on how much additional dark residuum is expended.

Perfect Harmony (Ex; Dark, Light, Greater)

Requires: *Study the illuminant* waypoint,
study the illusive waypoint,
study the edge greater waypoint
Compatible Classes: Edgeblade, Edgewalker

Balance is life. If your Wisdom modifier is the same as your Intelligence modifier, you get a +2 luck bonus to AC. If your Wisdom modifier is one greater than or one less than your Intelligence modifier, you get a +1 luck bonus to AC.

 **Table: Night's Fire Escalation** 

Additional Residuum	Elemental Size
0	Small
1	Medium
2	Large
3	Huge

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Radiant Guardian (Su; Finisher, Greater, Light)

Range: 30 feet
 Effect: one summoned creature
 Duration: 1 round/level
 Cost: 2 Light Residuum
 Requires: Philosopher level 5th
 Compatible Classes: Edgeblade

As a full-round action, you summon forth an enormous number of interlocking sheets of solid light, which build up into a crude, polygonal mimicry of a humanoid, a radiant guardian. Treat this creature as a small earth elemental, save that it has the abilities listed below in place of the earth glide and earth mastery abilities. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the elemental, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Bringer of the Glow (Su): A Huge or larger radiant guardian suppresses all areas of magical darkness that it wholly or partially occupies as though that area of magical darkness were in an antimagic field.

Conduit of Noon (Su): A Large or larger radiant guardian produces residuum simply by being. Each round, the radiant guardian gains 1 temporary light residuum. If its summoner is within 30 feet, it may perform any light waypoint its summoner knows, albeit at a philosopher level equal to its Hit Dice or half the summoner's philosopher level, whichever is lower.

Made of Light (Ex): A radiant guardian can't help but shed excessive amounts of light. Creatures that attack it, whether in melee, at range, or with a single-target spell, are dazzled for 1d4 rounds with no saving throw allowed. This condition is applied before the actual attack roll is made.

Searing Fists (Ex): A radiant guardian deals an additional 1d4 points of fire damage on a successful slam attack.

Escalation: When activating this finisher, you may expend any amount of additional light residuum. The type of elemental summoned varies depending on how much additional light residuum is expended.



Table: Radiant Guardian Escalation



Additional Residuum	Elemental Size
0	Small
1	Medium
2	Large
3	Huge

Rage Against the Light (Su; Dark, Greater)*

Range: personal
 Target: you
 Duration: Int modifier rounds
 Cost: 3 Shadow Points
 Requires: Philosopher level 10th
 Compatible Classes: Edgeblade, Edgewalker

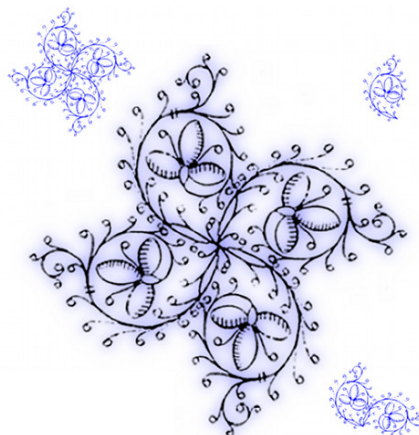
You will your shadow to become solid and vengeful. Whenever you take damage from a creature in a square you threaten, your shadow lashes out, dealing 1d6 + your Intelligence modifier damage to the creature that damaged you. This is a force effect. In addition, for the duration of this ability, you have a +1 deflection bonus to AC that stacks with other sources of deflection bonus to AC. Starting at philosopher level 17th, this deflection bonus increases to +2.

Your shadow becomes undefined in areas of no illumination. To that end, you must be in an area of dim illumination or brighter in order to be able to make a retributive attack in this fashion or to receive your deflection bonus to AC.

Residual Shift (Su; Dark, Finisher, Greater, Light)

Range: personal
 Target: you
 Duration: instantaneous
 Cost: see text
 Requires: Any two dark residuum abilities, any two light residuum abilities
 Compatible Classes: Edgeblade

Whenever your light residuum pool is full, you may expend light residuum equal to half your maximum, rounded up, to lose the benefit of one of your prepared light residuum abilities as a full-round action, then prepare another light residuum ability you know in its place. You gain the benefit of the newly-prepared ability. Similarly, whenever your dark residuum pool is full, you may expend dark residuum equal to half your maximum, rounded up, to lose the benefit of one of your prepared dark residuum abilities as a full-round action, then prepare another dark residuum ability you know in its place. You gain the benefit of the newly-prepared ability.



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Scattered Dust (Su; Finisher, Greater)

Range: 30 feet
Area: all allies in a 30-foot burst centered on you
Duration: 1 round/2 levels
Cost: All Light Residuuum OR All Dark Residuuum
Requires: Philosopher level 10th
Compatible Classes: Edgeblade

As a swift action, you scatter your choice of dark residuum or light residuum, granting its power to nearby allies. Those affected gain a temporary residuum pool of the chosen type containing residuum points equal to the amount of residuum you spent. In addition, those affected gain the benefits of your choice of one of your prepared residuum abilities whose descriptor corresponds to the type of residuum scattered. Unlike a typical residuum pool, the granted temporary residuum pool cannot be used to pay for finisher waypoints, nor does it interact with any residuum abilities other than those specifically granted by this waypoint. Similarly, the residuum ability granted by this waypoint only interacts with its corresponding temporary residuum pool and not with any residuum pool the recipient may have natively.

If you grant a creature both a temporary light residuum pool and a temporary dark residuum pool through multiple uses of this finisher, then the recipient also gains your choice of one of your prepared twilight residuum abilities. When the recipient loses either of the temporary residuum pools, it also loses this twilight residuum ability.

If you choose to spend from your dark residuum pool, this is a dark waypoint. Similarly, if you choose to spend from your light residuum pool, this is a light waypoint.



Shadowstep (Su; Dark, Greater)

Range: 60 feet
Target: you
Duration: instantaneous
Cost: 3 Shadow Points
Requires: Improved Feint
Compatible Classes: Edgewalker

As a move action, you vanish from sight and teleport adjacent to a creature within 60 feet. When you reappear, you may attempt a feint against the now-adjacent creature as a free action.

Shadow Swipe (Su; Dark, Greater)*

Range: 60 feet
Target: one sapient creature
Duration: instantaneous
Cost: 1 Shadow Point
Requires: Any two waypoints that use your shadow
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you will your shadow to creep along toward another sapient (Int 3+) creature with a shadow within 60 feet. Your shadow lunges, grabbing the other creature's shadow by the throat and yanking violently. Make a combat maneuver check, ignoring both your size modifier to CMB and the target's size modifier to CMD, if applicable. If this check is successful, your shadow successfully wrenches the other creature's shadow clean away from its physical form and returns to you with its prize, cackling maniacally.

This captive shadow can be used to fuel waypoints that require the use of a shadow. In other words, you can use your shadow with one waypoint and the captive shadow with another, effectively allowing you to use two waypoints that require a shadow at once.

When using a captive shadow, the shadow point cost of the waypoint is reduced by -1, to a minimum of 1. A captive shadow is held captive for 1 hour or until it is used as the requisite shadow for a single waypoint, at which point your shadow recognizes its service to you and rewards it with its freedom.

Allies cannot be the target of shadow swipe, as shadows, unlike physical creatures, always have a strong sense of camaraderie. To that end, your shadow is simply unwilling to inflict pain upon its friends.



Shield of Noon (Light, Greater)

Range: 30 feet
Area: 30-ft. radius centered on you
Duration: Wis modifier rounds
Cost: 3 Radiance Points
Requires: Any one light greater waypoint
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you cause the space around you to slowly fill with a palpable radiance. Creatures that begin their turn within 30 feet of you gain temporary hit points equal to $2 + \frac{1}{3}$ your philosopher level. These temporary hit points last for 1 round. When this effect ends, creatures within 30 feet of you are healed for 1d3 points of damage per two philosopher levels.

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Shifting Shadows (Ex; Dark, Greater)

Compatible Classes: Edgeblade, Edgewalker

Whenever your shadow is not in use by a waypoint or locus, it shifts sizes at an incredibly rapid pace, making you difficult to size up in combat. You are treated as though you were one size category larger for the purpose of combat maneuvers and weapon base damage die size, as well as one size category smaller for the purpose of armor class, attack rolls, and Escape Artist skill checks.

Sight of the Overstimulated (Ex; Light, Greater)

Requires: any one light greater waypoint
Compatible Classes: Edgeblade, Edgewalker

If one gazes too long into the sun, one tends to need to learn to get around without sight. You gain blindsense out to a distance of 30 feet, as well as the Blind-Fight feat.

Study the Edge (Ex; Dark, Light, Greater)

Compatible Classes: Edgeblade, Edgewalker

The size of both your radiance pool and your shadow pool increases by +2.

Special: You can select this waypoint multiple times. Its effects stack.

Sunrise and Sunset (Dark, Light, Greater)

Range: 60 feet

Target: one creature

Duration: Int modifier + Wis modifier rounds
or until discharged; see text

Cost: 2 Radiance Points, 1 Shadow Point

Requires: any two dark waypoints,
any two light waypoints

Compatible Classes: Edgeblade, Edgewalker

As a standard action, you link your life force with a creature within 60 feet. Like two opposing celestial bodies, as you rise, it sets, and vice versa. Whenever you receive magical or supernatural healing, if the linked creature is within 60 feet, it takes damage equal to the amount you just healed, to a maximum of twice your philosopher level. A DC 10 + 1/2 your philosopher level + your Intelligence modifier or your Wisdom modifier (you pick) Will save halves the damage and ends this ability immediately. Even if the linked creature is too far away to take damage, it is entitled to a Will save to end the effect early whenever you receive magical or supernatural healing. Similarly, whenever the linked creature receives magical or supernatural healing, if it is within 60 feet, you take damage equal to the amount it just healed, to a maximum of twice your philosopher level. A DC 10 + 1/2 your philosopher level + your Intelligence modifier or your Wisdom modifier (you pick) Will save halves the damage and ends this ability immediately. Even if the linked creature is too far away for you to take damage, you are entitled to a Will save to end the effect early whenever it receives magical or supernatural healing.

Surging Radiance (Sp; Finisher, Greater, Light)

Range: personal

Target: you

Duration: 2 rounds

Cost: 2 Light Residuum

Requires: Philosopher level 5th

Compatible Classes: Edgeblade

As a standard action, you draw upon your light residuum to produce a number of short-lived radiant effects. Select any number of spells from the table below, so long as the sum of their listed cost is less than or equal to your maximum light residuum. You gain the benefit of all of the selected spells, using your philosopher level as your caster level.

Escalation: When activating this finisher, you may expend any amount of additional light residuum. For each point of light residuum expended in this manner, the duration of this finisher increases by +2 rounds.

Surging Shadows (Sp; Dark, Finisher, Greater)

Range: personal

Target: you

Duration: 2 rounds

Cost: 2 Dark Residuum

Requires: Philosopher level 5th

Compatible Classes: Edgeblade

As a standard action, you draw upon your dark residuum to produce a number of short-lived umbral effects. Select any number of spells from the table below, so long as the sum of their listed cost is less than or equal to your maximum dark residuum. You gain the benefit of all of the selected spells, using your philosopher level as your caster level.

Escalation: When activating this finisher, you may expend any amount of additional dark residuum. For each point of dark residuum expended in this manner, the duration of this finisher increases by +2 rounds.



**Table: Surging
Escalation**



Cost	Surging Radiance Spells	Surging Shadows Spells
1	<i>mage armor, sanctuary, shield of faith</i>	<i>expeditious retreat, shield, vanish</i>
2	<i>aid, prayer, resist energy (cold or fire)</i>	<i>blur, invisibility, true strike</i>
3	<i>elemental body I (earth or fire)</i>	<i>death ward, displacement</i>
4	<i>scorching ray*</i>	<i>haste</i>

*The edgeblade gains a charge of the spell as though his body became a wand with a caster level equal to his philosopher level. He may use this charge like any other wand, save that no check is needed to use it and that nobody else may use his body as a wand.

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Tag Team (Su; Dark, Greater)*

Range: personal
Target: you
Duration: 1 round/level
Cost: 3 Shadow Points
Requires: Any one teamwork feat
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you command your shadow to aid you for rounds equal to your philosopher level. Whenever you make an attack of opportunity, your shadow also makes an attack of opportunity. Your shadow has the same attack modifier as you do, including the benefits granted by or penalties imposed by various spells and abilities affecting you. Your shadow deals damage equal to the base damage die of the weapon you made your attack of opportunity with + your Intelligence modifier. Spells, abilities, and class features that modify damage do not modify your shadow's damage. Your shadow's attacks are considered *ghost touch*.

Tipped with Sunset (Su; Dark, Light, Greater)

Range: personal
Target: a wielded weapon
Duration: Int modifier + Wis modifier rounds
Cost: 2 Radiance Points, 2 Shadow Points
Requires: *Tipped with midnight* waypoint,
tipped with noon waypoint
Compatible Classes: Edgeblade, Edgewalker

As a move action, you cause the last feeble rays of sunset to shine from the tips of your weapons. Weapons you wield fatigue the target for 1 minute on a successful critical hit with a DC 10 + 1/2 your philosopher level + your Intelligence modifier or your Wisdom modifier (whichever is greater) Fortitude save to negate.

Twilight Step (Dark, Light, Greater)

Range: 5 feet/level
Target: you
Duration: instantaneous
Cost: 1 Radiance Point, 1 Shadow Point
Requires: Perception 8 ranks, Stealth 8 ranks
Compatible Classes: Edgewalker

As light and darkness really are simply the polar expressions of the same central concept, you can move from one to the other at will. As a move action, you can slip magically between spaces, as if using the spell *dimension door*. Your destination must have a different light level from that of your starting point. For example, you can step from an area with dim illumination to an area with bright illumination, but you cannot step from an area with bright illumination to another area with bright illumination.

Unlike the *dimension door* spell, if the destination is an invalid choice for any reason, (light levels are the same, destination is occupied by a solid body, magical warding, etc.) you not take damage and get shunted to a valid location, but rather stay exactly where you are and the ability fails.

Umbral Swarm (Dark, Greater)*

Range: 30 feet
Effect: swarm of umbral creatures
Duration: Int modifier rounds
Cost: 2 Shadow Points
Compatible Classes: Edgeblade, Edgewalker

As a standard action, you command your shadow to burst apart into a vicious swarm of bloodthirsty vermin, which comes into being occupying a space adjacent to you. Your shadow takes the form of a swarm of bats, rats, or spiders (your choice). Unlike a typical swarm of the chosen type, your umbral swarm is incorporeal and has vulnerability to light. You can command this swarm to move as a swift action, though it must have a move action available to comply and the destination must be a legal square for it to occupy. At philosopher level 6th and every 3 philosopher levels thereafter, the swarm gains 2 additional hit dice, a +1 bonus to all saves, and a +2 bonus to all damage rolls, including swarm damage. In addition, starting at philosopher level 10th, if you are within 30 feet, your swarm channels half of all damage dealt each round back to you as temporary hit points. These temporary hit points last for 1 minute. Starting at philosopher level 15th, whenever your *umbral swarm* deals damage, if the damaged creature is suffering from Constitution damage, you convert 1 point of Constitution damage to Constitution drain with no saving throw allowed.

If the swarm is destroyed while this ability is active, your shadow reforms after 1d4 rounds; you cannot utilize abilities which require your shadow while this ability is active or while it is reforming. At any time, you may will your shadow to return to its original form as a free action, ending this ability early.

Where All Things Intersect (Su; Dark, Light, Greater)

Compatible Classes: Edgeblade, Edgewalker

Focusing light and dark into a single, cohesive whole, you manage to create a weightless pouch made of twilight itself. This twilight pouch has no weight, a hardness of 30, and 5 hit points. In most other respects, it behaves like a *bag of holding* with a contents volume limit of 3 cubic ft. per philosopher level and a contents limit of 25 lbs. per philosopher level. A twilight pouch follows the same rules for item retrieval as does a *bag of holding*, and elicits the same response when turned inside out. Like a *bag of holding*, magic items within a twilight bag grant no benefit to the wearer of the twilight bag. If destroyed, all contents of the pouch spill out onto the floor around you, and, if necessary, on top of you. Placing a twilight pouch into a *portable hole* destroys the pouch and deposits all of its contents into the *portable hole*. If the pouch is lost or destroyed, you can create another one at no cost to you over a period of 7 days.

When selecting this ability, the maximum size of your radiance pool is reduced by -1 and the maximum size of your shadow pool is reduced by -1.

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