# Utimate Ethermagie



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# 🛸 (Pthormagus

Making a connection to the ether is something of a revelation. Alien power of an unthinkable magnitude washes over the lucky recipient, all but ensuring a fanatical adherence to understanding this miraculous gift more deeply. For some, this manifests in deep introspection and research, a lifetime of honing this connection to draw more deeply and manifest more intensely than his counterparts. For others, this manifests in the marriage of phenomenal cosmic power with established martial tradition. It's not that these martial practitioners of ethermagic lack the capacity or dedication to become exceptional "cosmic wizards". It's just that they like to stab things.

Author: Jason Linker.

**Role:** Ethermagi combine martial competence with mastery over voidmeld ethermagic, ethermagi can create custom weaponry made of compressed ether at will, then channel the power of the ether through them.

**Alignment:** Any. The ether chooses its wielders, and those who are chosen rarely shun it.

Hit Die: d8.

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

# **Class Skills**

The ethermagus's class skills are Bluff (Cha), Craft (Int), Climb (Str), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

÷	Table: The P	hermagu	s 🦃		Skill Ranks per I	<b>.evel:</b> 4 + Int mod	ifier.
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Manifestation Level	Ether Point Regeneration Rate
1st	+0	+2	+0	+2	Ethermagic, void blade, voidmeld etherheart	1	1
2nd	+1	+3	+0	+3	Etherstrike, lesser blast etherheart	1	1
3rd	+2	+3	+1	+3	Ethersurge	1	1
4th	+3	+4	+1	+4	+1 void blade	1	2
5th	+3	+4	+1	+4	Alteration etherheart, ether combat	2	2
6th	+4	+5	+2	+5	Bonus feat	2	2
7th	+5	+5	+2	+5	Void shield	2	3
8th	+6/+1	+6	+2	+6	+2 void blade, improved ether combat	2	3
9th	+6/+1	+6	+3	+6	The pressing void	3	3
10th	+7/+2	+7	+3	+7	Lesser blast mastery	3	4
11th	+8/+3	+7	+3	+7	Improved ether surge	3	4
12th	+9/+4	+8	+4	+8	+3 void blade, bonus feat	3	4
13th	+9/+4	+8	+4	+8	Aberrant musculature	4	5
14th	+10/+5	+9	+4	+9	Greater ether combat	4	5
15th	+11/+6/+1	+9	+5	+9	Weight of the void	4	5
16th	+12/+7/+2	+10	+5	+10	+4 void blade	4	6
17th	+12/+7/+2	+10	+5	+10	Aberrant musculature	5	6
18th	+13/+8/+3	+11	+6	+11	Bonus feat	5	6
19th	+14/+9/+4	+11	+6	+11	Void collapse	5	7
20th	+15/+10/+5	+12	+6	+12	+5 void blade, void bringer	5	7







# **Class Features**

All of the following are class features of the ethermagus.

**Weapon Proficiency:** Ethermagi are proficient with all simple weapons and void blades.

**Armor Proficiency:** Ethermagi are proficient with light armor, but not with shields. An ethermagus can cast etherspells while wearing light armor without incurring a spell failure chance. Like an arcane spellcaster, an ethermagus wearing medium or heavy armor incurs a chance of arcane spell failure if the etherspell in question has a somatic component (they all do). A multiclass ethermagus still incurs the normal arcane spell failure chance for arcane spells and etherspells received from other classes.



# Ethermagic

The gift of the ethermagus can be thought of as a knife that extends through the whole of the universe and penetrates into the void beyond. Spilling ether like blood, he draws upon it, fueling wild evocations and protections with the power of the restless gyrations of the multiverse itself. This is the ethermagic of some truly deadly individuals.

An ethermagus's access to the ether is measured in ether points, or EP. His maximum EP is equal to his level plus his Charisma modifier. At the beginning of the ethermagus's turn, he gains EP equal to 1/3 his class level, rounded up. This represents energy from elsewhere in the ether diffusing back into the vicinity of the vicious laceration inflicted upon the fabric of reality.

Ethermagic is made up of two components: the etherheart and its manifestations. Etherheart selection dictates how the ethermagus can shape an etherspell with manifestations. Ethermagi can manipulate three varieties of etherheart that encompass the various practical applications of the ether: protection, enhancement, and destruction.

*Voidmeld* - Ethermagi are uniquely able to produce short-lived weaponry from condensed extrauniversal energy. Known as void blades, these weapons can be further customized by an enterprising individual in order to overcome most any challenge.

*Lesser Blast* - The easiest etherheart to control, blast etherspells are simply the application of raw ether toward a destructive end. Given their simple nature, an ethermagus can apply a larger number manifestations to blasts.

*Alteration* - The alteration etherheart is the use of raw ether to produce shifts in the state of the universe directly around the ethermancer himself. This allows the ethermancer to change the way he interacts with the world for short periods of time. Manifestations are the various ways an ethermagus can shape the raw energy of the ether. Though any aficionado of blast etherspells will attest to raw ether's ability to melt faces particularly well on its own, there comes a need for a little finesse every now and then. Depending on the etherheart, anywhere from zero to three manifestations can be added to it. An ethermagus's repertoire of manifestations is rather explicitly segregated among the various etherhearts he knows. For example, an ethermagus's voidbladecompatible manifestations are totally distinct from his alteration-compatible manifestations. Only manifestations that are compatible with a particular etherheart may be used in an etherspell built around that etherheart.

To use a manifestation, an ethermagus must have a Charisma score equal to at least 10 + the manifestation level. The Difficulty Class for a saving throw against an etherspell is 10 + the highest manifestation level used in the etherspell + the ethermagus's Charisma modifier unless stated otherwise in a manifestation's entry.

The ethermagus begins play with two voidmeld manifestations. Each time the ethermagus gains a level, he learns more manifestations in at least one etherheart as detailed by Table: Ethermagus Manifestations Known. This new manifestation must be of a level he is able to cast. Further, whenever the ethermagus gains a new manifestation in a particular etherheart, he may exchange an existing manifestation in that etherheart for another compatible manifestation of a level he is able to cast. Note that for each etherheart an ethermagus knows, he may never have more known manifestations in a particular manifestation level than in the previous manifestation level. In other words, if the ethermagus has two 1st-level alteration manifestations, he cannot have more than two 2nd-level alteration manifestations. This does not stop the ethermagus from having three 2nd-level lesser blast manifestations three 2nd-level voidmeld or manifestations.







# Etherhearts (Sp)

Etherhearts are the core of ethermagic, tangles of emotions and urges that shape raw ether as it is drawn out of the void. Without the power of an etherheart to stabilize the various manifestations woven by the be ethermagus, ethermagic would completely impossible. Specific manifestations are compatible with specific etherhearts, which are listed in the entry for each manifestation. The total ether point, or EP, cost of an etherspell is equal to the EP cost of the etherheart plus the EP cost of each manifestation added to the etherheart. The casting time of an alteration or lesser blast etherspell is a standard action unless modified by a manifestation. The casting time of a voidblade etherspell is a swift action. All etherhearts have both somantic and verbal components. If two or more manifestations alter the casting time of an etherspell, the manifestation with the longer casting time takes precedence. It is impossible to simply dismiss an etherspell. Once cast, they run out their duration unless dispelled or otherwise forced to stop.

An ethermagus' caster level is equal to his class level.

Voidmeld Range personal Target you Duration 1 round/level Saving Throw as manifestation; Spell Resistance no EP Cost 1 + 1/4 class level, rounded down

An etherspell with this etherheart affects the ethermagus' void blade directly and cannot be cast if the void blade is not being actively wielded by the caster. If a void blade is dismissed, all voidmeld etherspells affecting it are also dismissed. Similarly, if the void blade is ever outside the range of this spell, an etherspell with this etherheart ends immediately. Unlike most etherspells, casting an etherspell with the voidmeld etherheart is a swift action.

For the duration of the etherspell, the ethermagus' maximum EP is reduced by the etherspell's EP cost. Any number of manifestations can be added to this etherheart, so long as the sum of their manifestation levels are equal to or less than the highest manifestation level the ethermagus knows. (For example, an ethermagus who knows 4th-level manifestations can add four 1st-level manifestations, a 2nd-level manifestation and two 1st-level manifestations, or a single 4th-level manifestation to a voidmeld etherheart, among other valid combinations.) Only one voidmeld etherspell can be active at a time.

An ethermagus begins play with the voidmeld etherheart.



# Lesser Blast

Range close (25 ft. + 5 ft./2 levels) Target creature touched Duration instantaneous Saving Throw as manifestation; Spell Resistance yes EP Cost 1 + 1/4 class level, rounded down

An etherspell with this etherheart is a ranged touch attack that deals 1d3 + the caster's Charisma modifier points of bludgeoning damage plus an additional 1d3 points of bludgeoning damage for every two caster levels beyond 1st. A maximum of two manifestations can be added to this etherheart, and if two manifestations are added, then one of them must be a shape manifestation. There is no minimum number of manifestations that can be added.

An ethermagus gains the lesser blast etherheart at 2nd level.



Alteration Range personal Target you Duration 1 minute / level Saving Throw as manifestation; Spell Resistance yes EP Cost 1 + 1/4 class level, rounded down

An etherspell with this etherheart affects the ethermagus directly. Exactly one manifestation must be added to this etherheart. Only one alteration etherspell can be active at a time.

An ethermagus gains the alteration etherheart at 5th level.





	M M	Table: Ethermagu anifestations Kno	us wn	
	Level	Number of Voidmeld Manifestations Known	Number of Lesser Blast Manifestations Known	Number of Alteration Manifestations Known
	1	2	-	-
	2	3	4	-
	3	3	5	-
	4	4	5	-
	5	4	6	1
$\mathbf{V}$	6	5	6	2
	7	5	7	2
	8	6	7	3
	9	6	8	3
	10	7	8	4
	11	7	9	4
	12	8	9	5
	13	8	10	5
	14	9	10	6
	15	9	11	6
	16	10	11	7
$\forall$	17	10	12	7
	18	11	12	8
	19	11	13	8
I I I I I I I I I I I I I I I I I I I	20	12	13	9

Void Blade (Su): Starting at 1st level, an ethermagus can reach into the ether as a standard action and pull out a weapon condensed from the vast pressures exerted by the multiverse. When the ethermagus creates a void blade, he selects whether or not the weapon is a light weapon and whether the weapon deals piercing or slashing damage. All void blades are one-handed weapons. A void blade has hardness 10 and 10 hit points, modified by its enhancement bonus in the same manner as a magic weapon. A void blade has a duration of 1 minute per ethermagus level and may be dismissed as a move action. An ethermagus cannot have more than one void blade at any one time.

At 11th and 20th level, the base damage die of a void blade increases by one step. Starting at 4th level, all void blades made by the ethermagus have a +1 enhancement bonus. Every four levels beyond 4th, this enhancement bonus increases by +1, to a maximum of +5 at 20th level.

Etherstrike (Su): At 2nd level, whenever an ethermagus casts a lesser blast etherspell, he can deliver the etherspell through his void blade as part of a melee attack. Instead of the ranged touch attack normally made to deliver the spell, the ethermagus can make one free melee attack with his weapon (at his highest base attack bonus) as part of the etherspell. If successful, this melee attack deals its normal damage as well as the effects of the blast etherspell. If the ethermagus makes this attack in concert with ether combat, this melee attack takes all the penalties accrued by ether combat melee attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the keen weapon property or similar effects), but the etherspell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. An ethermagus may hold the charge after a miss with an etherstrike as though the etherspell were a spell delivered via a melee touch

Tab Tab	le: Ethermag Void Blade	us 🤹		touch.		
Void Blade	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type (chosen when created)
Light	1d4	1 <b>d</b> 6	19-20/x2	-	2 lbs.	P or S
One-handed	1 <b>d</b> 6	1d8	19-20/x2	-	4 lbs.	P or S

(4)-







**Ethersurge (Ex):** At 3rd level, when the ethermagus reduces a creature to 0 or fewer hit points with an etherspell or with an attack with his void blade while in the heat of combat, he regains 1 ether point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the ethermagus's character level to 0 or fewer hit points does not restore any ether points.

Ether Combat (Ex): At 5th level, an ethermagus learns to cast and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is an etherspell that is being cast. To use this ability, the ethermagus must have one hand free (even if the etherspell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a -2 penalty and can also cast any etherspell known with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this etherspell defensively, he can decide to take an additional penalty on his melee and etherspell attack rolls, up to his Charisma bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the etherspell is wasted, but the attacks still take the penalty. An ethermagus can choose to cast the etherspell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

**Bonus Feat:** At 6th level and every six levels thereafter, the ethermagus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat or ethermagic feats. The ethermagus must meet the prerequisites for these feats as normal.

**Void Shield (Su):** Starting at 7th level, the ethermagus's void blades carry some of the malleability of the ether. Void blades created by the ethermagus have the *defending* weapon special ability.

**Improved Ether Combat (Ex):** At 8th level, the ethermagus's ability to cast etherspells and make melee attacks improves. When using the ether combat ability, the ethermagus receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

**The Pressing Void (Su):** At 9th level, whenever the ethermagus hits and deals damage with his void blade, he may spend 3 EP as an immediate action to subject the creature struck to the horrible pressures used to create that void blade in the first place. The target is entangled for 1 round with a DC 10 + 1/2 the ethermagus's level + his Charisma modifier Fortitude save to negate.

**Lesser Blast Mastery (Ex):** Starting at 10th level, an ethermagus deals additional damage equal to half his ethermagus level, rounded down, when casting lesser blast etherspells in conjunction with the ether combat or etherstrike class features.



**Improved Ether Surge (Su):** At 11th level, in addition to regaining 1 EP from ether surge when reducing an opponent to 0 or fewer hit points, the maximum number of non-shape manifestations the ethermagus can add to his next lesser blast etherspell cast within the next 1 minute increases by +1. He must still pay for the manifestation as normal. This ability does not stack.

Aberrant Musculature (Su): The use of ethermagic has altered the ethermagus's muscles in form and function. At 13th level, select Strength, Dexterity, or Constitution. The ethermagus gains a +2 inherent bonus to the chosen ability score. At 17th level, select one of the two ability scores that were not chosen at 13th level. The ethermagus gains a +2 inherent bonus to the chosen ability score.

**Greater Ether Combat (Ex):** At 14th level, the ethermagus gains the ability to seamlessly cast etherspells and make melee attacks. Whenever she uses the ether combat ability, her concentration check bonus equals double the amount of the attack penalty taken.

**Weight of the Void (Su):** At 15th level, whenever the ethermagus hits and deals damage with his void blade, he may spend 4 EP as an immediate action in order to subject the creature struck to extreme gravity. The target is knocked prone and pinned for rounds equal to the ethermagus's Charisma modifier with a DC 10 +  $\frac{1}{2}$  the ethermagus's level + his Charisma modifier Fortitude save to negate. Each round, the target may attempt a new saving throw to end the effect immediately. This ability may be used once per day.



**Void Collapse (Su):** Starting at 19th level, the ethermagus may spend 5 EP as a swift action to dismiss his weight of the void, shocking the target with localized explosive decompression. The target takes 3d6 points of damage for each round it was pinned by the weight of the void class feature, max 20d6. If this damage reduces the target below 0 hp, the ethermagus regains his daily use of the weight of the void class feature.

**Void Bringer (Ex):** At 20th level, the ethermagus may create or dismiss his void blade as a swift action. He may also use the weight of the void class feature one additional time per day. Finally, the pressing void and weight of the void class features can now have a single non-shape manifestation that is compatible with the lesser blast etherheart added to them.







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

Aasimar – Whenever the ethersurge class feature class feature causes the ethermagus to regain an ether point, he is also healed for 1/2 of a point of damage (1 point of damage for every two times this favored class bonus has been taken.)

Drow – Newly-created void blades are coated in a dose of void toxin. This is an injury poison that deals 1 point of Constitution damage with a DC 10 + the number of times this favored class bonus has been selected Fortitude save to negate. Once this favored class bonus has been selected 11 times, void toxin deals 1 point of Strength damage and 1 point of Constitution damage instead.

Dwarf – Whenever the ethersurge class feature class feature causes the ethermagus to regain an ether point, he also gains DR 1/3/- for 1 round. (DR 1/- for every three times this favored class bonus has been taken.)

Elf - Add +1/3 to the number of ether points in the ethermagus's ether pool.

*Gnome* – Every 6 times this favored class bonus is selected, choose a 1st-level voidmeld manifestation. When casting a voidmeld etherspell, the ethermagus may select one of the manifestations chosen for this favored class bonus. The selected manifestation is applied to the etherspell without paying its ether point cost. Further, the manifestation is treated as though it were a oth-level manifestation for the purpose of determining how many manifestations can be added to a single voidmeld etherspell.

Half-elf - Add +1/3 to the number of ether points in the ethermagus's ether pool.

Halfling - Add + 1/4 to initiative rolls made while wielding a void blade.

Half-orc – Add +1/2 of a round to the duration of void blades and voidmeld etherspells.

Hobgoblin - Add + 1/2 of a round to the duration of void blades and voidmeld etherspells.

Human - Add + 1/3 to the number of ether points in the ethermagus's ether pool.

*Kitsune* - Once per day as a full-round action, the kitsune increases her ether point regeneration rate by +1/2 for 1 round.

Kobold – Add a +1/3 bonus to the first attack roll made with a newly-created void blade.

Orc - Add a + 1/2 bonus to the first weapon damage roll made with a newly-created void blade.

*Puddling* – Every 6 times this favored class bonus is selected, choose a 1st-level voidmeld manifestation. When casting a voidmeld etherspell, the ethermagus may select one of the manifestations chosen for this favored class bonus. The selected manifestation is applied to the etherspell without paying its ether point cost. Further, the manifestation is treated as though it were a oth-level manifestation for the purpose of determining how many manifestations can be added to a single voidmeld etherspell.

Tiefling - Add a + 1/2 bonus to the first weapon damage roll made with a newly-created void blade.

*Vanara* - Add +1/4 to initiative rolls made while wielding a void blade.

*Vishkanya* - Newly-created void blades are coated in a dose of void toxin. This is an injury poison that deals 1 point of Constitution damage with a DC 10 + the number of times this favored class bonus has been selected Fortitude save to negate. Once this favored class bonus has been selected 11 times, void toxin deals 1 point of Strength damage and 1 point of Constitution damage instead.









# 🚓 Ethermagus Archetypes

Far moreso than practitioners of ethermagic with a wholly mystical approach to their gift, ethermagi are prone to wild variations in the expression of their talent. Some treat their martial training and ethereal gift as two entirely separate concepts that receive an equal measure of their attention, while others allow one aspect of their training to atrophy or become incredibly specialized in order to focus upon or support the other half. Though this is by no means an exhaustive list of the variations that exist on the concept of being an ethermagus, it is representative of that wide variance as a whole.

# Mad Evangelist (Archetype)

"Cast off your ugly pink skin! Become one with the master and join us in eternal reverence of his glory!" -Terutuk, mad evangelist

# Kickstarter Backer: Mathew Duckwitz. Author: Bradley Crouch.



Mad evangelists have the following class features:

**Metamorphosis Pool (Su):** At 1st level, a mad evangelist gains a pool of metamorphosis points, a measure of the favor vested in him by his horrific patrons that can be used to bring others into the fold. The number of points in a mad evangelist's metamorphosis pool is equal to twice his mad evangelist level + his Charisma modifier.

Whenever a mad evangelist kills a living creature with an etherspell, the *void tentacle* gift from beyond, or his void blade, he may choose to spend metamorphosis points equal to that creature's HD as a free action. If he does so, after a number of rounds equal to the creature's HD, it is raised as a zombie under the mad evangelist's control. Templates may not be applied to zombies raised in this fashion. If a mad evangelist attempts to raise a creature whose HD is greater than his mad evangelist class level, he spends metamorphosis points equal to his mad evangelist class level, but the corpse is not raised.

The metamorphosis pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. Whenever the metamorphosis pool is replenished, for each active zombie raised by this class feature, the mad evangelist must either spend metamorphosis points equal to the number of metamorphosis points it cost to initially raise that zombie or allow that zombie to turn to dust, effectively destroying it.

This ability replaces ether combat, improved ether combat, and greater ether combat.



Aspects of the Master (Su): At 3rd level, the mad evangelist has learned how to make those he brings into the fold look the part, slowly becoming avatars of the beings he venerates. Choose one of the aspects below. Whenever the mad evangelist spends metamorphosis points to raise a creature as a zombie, he may spend additional points to grant the resulting zombie one or more of the aspects of the master he has selected. Unless stated otherwise, an aspect of the master can only be granted once. This additional cost is considered to be part of the cost of initially raising a zombie. The costs of multiple applications of the same aspect stack. At 6th level and every three levels thereafter, choose an additional ability. A zombie can be granted no more than one aspect with the [Variant] descriptor.

*Acidic Hide (Ex)* Cost: 1 Metamorphosis Point

Acid weeps from every pore and chink in the zombie's hide. A zombie with this aspect deals acid damage equal to half its Hit Dice (max 3) to the target whenever it successfully performs a combat maneuver.

**Special:** A mad evangelist can grant this aspect of the master up to four times. Each time, the maximum acid damage dealt increases by +3.

*Craggy Flesh (Ex)* [Variant] Cost: 2 Metamorphosis Points

A zombie with this aspect is not a standard zombie, but rather has hideously craggy flesh, granting it DR 10/slashing and DR 5/- rather than DR 5/slashing. A mad evangelist must be at least 9th level to select this aspect of the master.

*Curse from Beyond (Ex)* [Variant] Cost: 3 Metamorphosis Points

A zombie with this aspect is not a standard zombie, but is rather a variant cursed zombie. A mad evangelist must be at least 12th level to select this aspect of the master.

*Gibbering Vocalizations (Ex)* Cost: 3 Metamorphosis Points

Though mindless, a zombie with this aspect rambles on and on about the glory of the master. As a swift action performed before moving that round, the zombie confuses all other creatures within 5 feet for 1 round with a DC 10 + 1/2 the creature's Hit Dice + the creature's Charisma modifier Will save to negate. This is a mind-affecting ability that relies on audible components. A mad evangelist must be at least 15th level to select this aspect of the master.

*Healthy Corpse (Ex)* Cost: 1 Metamorphosis Point

A zombie with this aspect has a +1 luck bonus to all saving throws.









# *Infused Musculature (Ex)* Cost: 1 Metamorphosis Point

Infusing ether into a living creature nearly always kills it, but it turns out dealing with the dead gets rid of that problem before it even starts. A zombie with this aspect has a +1 enhancement bonus to attack and damage rolls, with an additional +1 to the bonus for every six Hit Dice it possesses (max +2).

**Special:** A mad evangelist can grant this aspect of the master up to four times. Each time, the maximum enhancement bonus granted increases by +1.

Table: The Mad

Evangelist

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Jagged Protrusions (Ex) Cost: 1 Metamorphosis Point

Beauty is in the eye of the master. A zombie with this aspect sports a number of horns, spikes, and other sharp bits of keratin jutting out at odd angles; its natural weapons deal an additional 1d8 points of bleed damage on a successful hit. A mad evangelist must be at least 9th level to select this aspect of the master.

Maniacal Impulse (Ex) Cost: 1 Metamorphosis Point

Once per day as a swift action, a zombie with this aspect gains the benefits of the *haste* spell and loses the staggered condition for 1 round. A mad evangelist must be at least 9th level to select this aspect of the master.

		-						
	Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Manifestation Level	Ether Point Regeneration Rate
	1st	+0	+2	+0	+2	Ethermagic, metamorphosis pool, void blade, voidmeld etherheart	1	1
	2nd	+1	+3	+0	+3	Etherstrike, lesser blast etherheart	1	1
	3rd	+2	+3	+1	+3	Aspects of the master	1	1
	4th	+3	+4	+1	+4	+1 void blade	1	2
	5th	+3	+4	+1	+4	Alteration etherheart, gift from beyond	2	2
	6th	+4	+5	+2	+5	Aspects of the master	2	2
	7th	+5	+5	+2	+5	Void shield	2	3
l	8th	+6/+1	+6	+2	+6	+2 void blade	2	3
	9th	+6/+1	+6	+3	+6	Aspects of the master, gift from beyond	3	3
l	10th	+7/+2	+7	+3	+7	Lesser blast mastery	3	4
l	11th	+8/+3	+7	+3	+7	Vigor of the mad evangelist	3	4
	12th	+9/+4	+8	+4	+8	+3 void blade, aspects of the master	3	4
	13th	+9/+4	+8	+4	+8	Gift from beyond	4	5
l	14th	+10/+5	+9	+4	+9	Aberrant physiology	4	5
	15th	+11/+6/+1	+9	+5	+9	Aspects of the master, weight of the void	4	5
	16th	+12/+7/+2	+10	+5	+10	+4 void blade	4	6
	17th	+12/+7/+2	+10	+5	+10	Gift from beyond	5	6
	18th	+13/+8/+3	+11	+6	+11	Aspects of the master	5	6
	19th	+14/+9/+4	+11	+6	+11	Void collapse	5	7
	20th	+15/+10/+5	+12	+6	+12	+5 void blade, void bringer	5	7

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Negation (Ex) Cost: 1 Metamorphosis Point

Sometimes, the master values a convert quite highly, and wishes to keep it around, for a time. A zombie with this aspect has resistance against positive energy equal to the number of Hit Dice it possesses (max 10).

**Special:** A mad evangelist can grant this aspect of the master up to three times. Each time, the maximum resistance granted increases by +10.

*Plaguebearer (Ex)* [Variant] Cost: 2 Metamorphosis Points

A zombie with this aspect is not a standard zombie, but is rather a variant plague zombie.

*Prehensile Tentacle (Ex)* Cost: 2 Metamorphosis Points

A zombie with this aspect sports a huge, prehensile tentacle growing out of its anatomy at a strange and unnatural angle. Whenever the zombie successfully hits with a natural weapon, it may perform a reposition combat maneuver as a swift action. This manuever does not provoke attacks of opportunity. A mad evangelist must be at least 9th level to select this aspect of the master.

*Sensitive Flesh (Ex)* Cost: 2 Metamorphosis Points

Some creatures touched by a mad evangelist become possessed of an unnaturally heightened external shell. Slight changes in temperature are nearly unbearable, and the slight breeze caused by the buzzing of a fly's wings may as well be a gust. A zombie with this aspect gains the Combat Reflexes feat as a bonus feat. A mad evangelist must be at least 6th level to select this aspect of the master.



*Stimulated Locomotion (Ex)* [Variant] Cost: 2 Metamorphosis Points

A zombie with this aspect is not a standard zombie, but is rather a variant fast zombie.

*Telepathic Reflex (Ex)* Cost: 1 Metamorphosis Point

If a zombie with this aspect is within 30 feet of its master, then the master gets a +1 enhancement bonus on his initiative rolls. This bonus stacks with other sources of the same name, to a maximum of +4. A mad evangelist must be at least 6th level to select this aspect of the master.

Unstable Infusion (Ex) Cost: 1 Metamorphosis Point

Sometimes, the master does not see a new member of his congregation as worthy, and, accordingly, finds a way to be rid of it. When a zombie with this aspect is reduced to 0 or fewer hit points, it explodes, dealing 1d4 points of fire damage for every two Hit Dice it possesses (max 5d4) to all creatures in a 10-foot radius. A DC 10 + 1/2 the creature's Hit Dice + the creature's Charisma modifier Reflex save halves the damage.

**Special:** A mad evangelist can grant this aspect of the master up to four times. Each time, the maximum damage dealt by this aspect increases by +5d4.

*Visage of the Master (Ex)* Cost: 2 Metamorphosis Points

Grotesque, bloodshot eyeballs dot the surface of the zombie's body, weeping ichor and rot as they stare endlessly forward. A zombie with this aspect cannot be flanked unless all allies with this aspect within 30 feet are flanked. Given its similarity of expression, if the master has the *multitude of eyes* gift from beyond, he counts as an ally with this aspect of the master. The mad evangelist must be at least 9th level to select this aspect of the master.

*Void Hunger (Ex)* [Variant] Cost: 3 Metamorphosis Points

A zombie with this aspect is not a standard zombie, but is rather a variant void zombie. A mad evangelist must be at least 9th level to select this aspect of the master.

*Void Vitality (Ex)* Cost: 1 Metamorphosis Point

The emptiness of the great beyond carries a power all its own. A zombie with this aspect has an additional +1 hit point for each Hit Die it possesses (max +10).

**Special:** A mad evangelist can grant this aspect of the master up to four times. Each time, the maximum number of hit points granted increases by +10.

*Wriggling Tendrils (Ex)* Cost: 1 Metamorphosis Point

A zombie with this aspect is little more than a bag of flesh covered in thousands of cilia-like tentacles, which grab, push, flick at, and pull at anything that gets close, granting a +1 enhancement bonus to CMB, with an additional +1 to the bonus for every six Hit Dice it possesses (max +2).

**Special:** A mad evangelist can grant this aspect of the master up to four times. Each time, the maximum enhancement bonus granted increases by +1.

This ability replaces ethersurge and improved ether surge.









**Gift from Beyond:** At 5th level, the mad evangelist has formally entered into a pact with the great beings dwelling beyond the ether itself. Choose one of the abilities below, which symbolizes the agreement between man and eldritch abomination. At 9th level and every four levels thereafter, choose an additional ability.

Alien Wings (Ex) - A pair of strange wings, not entirely unlike those of a bat, or a bird, or even the skinflaps of a flying squirrel, grow out of the mad evangelist'ss back. He gains a fly speed of 30 feet with a maneuverability of clumsy. This gift from beyond can be taken multiple times. Each time, increase the fly speed by +10 feet and increase maneuverability by one step, to a maximum of good. A mad evangelist must be at least 9th level to take this gift from beyond.

*Bizarre Physiology (Ex)* - Symmetry has simply given up on the mad evangelist. On the upside, if his face looks like that, it should be fairly difficult for a rogue to be able to find a kidney! The mad evangelist gains light fortification. This gift from beyond can be taken twice. The second time, the mad evangelist gains moderate fortification instead.

Ether-Sensitive Ears (Su) - The mad evangelist's ears are extremely sensitive in an effort to enhance his ability to commune with his masters. Once per day, whenever the mad evangelist fails any d20 roll, he may call upon his masters for advice as an immediate action. This allows the mad evangelist to retroactively reroll that d20 roll. If the new roll would make the failure a success, the roll succeeds. A reroll cannot be rerolled. After resolving the effects of the roll, the mad evangelist is confused for 1 round. The eldritch abominations patronizing the mad evangelist brush aside any puny attempts on the mad evangelist'ss part to render himself immune to the confusion component of this ability. As a result, the confusion cannot be avoided by any means. It's simply part of speaking with the masters. This gift from beyond can be taken multiple times. Each time, it may be used an additional time per day.

*Maddening Gaze (Su)* - As a swift action, the mad evangelist may spend 4 EP to direct his *multitude of eyes* to stare down a single creature within 30 feet. That creature is confused for 1 round with a DC 10 + the 1/2 mad evangelist's class level + the mad evangelist's Charisma modifier Will save to negate. A mad evangelist must have the *multitude of eyes* gift from beyond in order to take this ability. This is a mind-affecting ability.

*Multitude of Eyes (Ex)* - Eyeballs dot the mad evangelist's skin like a child with chickenpox. They are not merely extra eyes, but span the range of bloodshot, feline, and globes of milky fluid on the end of tiny tentacles, their colors and sizes seemingly chosen at random. The mad evangelist gains a +4 circumstance bonus to Perception checks when not wearing armor. In addition, when not wearing armor, he cannot be flanked unless he is immobilized, dazzled, blinded, or has his line of sight blocked, such as being tarred and feathered or shoved in a burlap sack. A mad evangelist must be at least 9th level in order to take this gift from beyond.

Regenerative Assembly (Su) - The mad evangelist's flesh becomes spongy and porous, much like a sea sponge or a starfish. Once per day as a standard action, the mad evangelist gains fast healing equal to half his mad evangelist class level for 1 minute. If he is restored to maximum hit points, whether by this ability alone or in tandem with other sources of healing, before this fast healing ends, any missing body parts, from eyes and tentacles to entire limbs, are instantly regrown.

If the mad evangelist's head is cut off, such as by a weapon with the vorpal weapon special ability, he may expend two uses of this ability as an immediate action to avoid dying instantly and stay alive as a severed head with 1 hit point. If restored to maximum hit points within 1 minute, he instantly regrows his body. If not, he dies.

This gift from beyond can be taken multiple times. Each time, it may be used an additional time per day. The mad evangelist must be at least 13th level in order to take this gift from beyond.

*Scaly Hide (Ex)* - Tough scales grow from the mad evangelist's skin, granting him a +1 profane bonus to natural armor. This gift from beyond can be taken multiple times. Each time, the profane bonus to natural armor increases by +1.

*Void Attunement (Ex)* - A strong connection to the void allows the mad evangelist to use the weight of the void class feature an additional time per day. The mad evangelist must be at least 17th level in order to take this gift from beyond.

*Void Tentacle (Ex)* - A long slit runs down the side of the mad evangelist's body just under the armpit. Hidden away inside and constantly slick with a gelatinous substance is a thin, whippy tentacle. As a standard action, the mad evangelist may attack a single creature within 30 feet, dealing 1d4 points of bludgeoning damage on a successful melee touch attack. Any voidmeld etherspell currently affecting the mad evangelist's void blade also affects his *void tentacle*. This gift from beyond can be taken up to three times. Each time, the *void tentacle*'s base damage increases by +1d4.

This ability replaces aberrant musculature and the bonus feats gained at 6th, 12th, and 18th level.

**Vigor of the Mad Evangelist (Ex):** At 11th level, whenever the mad evangelist raises a zombie with the metamorphosis pool class feature, he is healed for points of damage equal to that zombie's HD.

This ability replaces the pressing void.

**Aberrant Physiology (Ex):** At 14th level, the mad evangelist's body has been sufficiently altered to make him immune to his choice of disease, fear, or poison. He becomes vulnerable to the two selections he did not choose, taking a -2 penalty to saving throws against spells and effects involving them.









# Void Stalker (Archetype)

Once a void stalker learns to create his void blade, all pretense of learning more ethermagic is dropped. A void blade always has a honed cutting edge, and can never be "exhibit A". In short, it made for murder.

Author: Jason Linker.

Void stalkers have the following class features:

**Class Skills:** A void stalker adds Bluff (Cha), Disable Device (Int), and Stealth (Dex) to his list of class skills, in addition to the normal ethermagus class skills.

Skill Ranks per Level: 6 + Int modifier.

Whirling Void Blade (Su): Starting at 1st level, a void stalker can reach into the ether as a standard action and pull out a weapon condensed from the vast pressures exerted by the multiverse. When the void stalker creates a whirling void blade, he selects whether the weapon is a light one-handed weapon, a one-handed weapon, or a double weapon. A whirling void blade has hardness 10 and 10 hit points, modified by its enhancement bonus in the same manner as a magic weapon. Voidmeld etherspells modify both ends of a double weapon. A whirling void blade has a duration of 1 minute per void stalker level and may be dismissed as a move action. A void stalker cannot have more than one whirling void blade at a time.

At 11th and 20th level, the base damage die of a whirling void blade increases by one step. Starting at 4th level, a whirling void blades has a +1 enhancement bonus. Every four levels beyond 4th, this enhancement bonus increases by +1, to a maximum of +5 at 20th level.

This ability replaces void blade.

**Sneak Attack (Ex):** If a void stalker 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 void stalker's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the void stalker flanks his target. This extra damage is 1d6 at 2nd level, and increases by 1d6 every three void stalker levels thereafter. Should the void stalker score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks if the target is within 30 feet. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a void stalker 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 void stalker 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 void stalker cannot sneak attack while striking a creature with concealment.

This ability replaces etherstrike, ether combat, and the lesser blast etherheart.

**Low Albedo (Su):** At 3rd level, the void stalker can change the physics of the space around himself as a standard action. This effectively transforms him into a mote of darkness, granting him a +5 circumstance bonus to Stealth checks in areas of dim or no illumination. This ability may be dismissed as a swift action. At 9th level, the circumstance bonus to Stealth checks increases to +10 and attacks against him have a 20% miss chance. This ability costs 1 EP per round to maintain and the void stalker's EP regeneration rate is set to 0 while this ability is active. If the EP cost cannot be paid, the ability ends immediately.

This ability replaces ethersurge.

**Void Stalker Talent (Ex):** As a void stalker gains experience, he learns a number of talents that aid him and confound his foes. Starting at 4th level, a void stalker gains one rogue talent, treating his void stalker level as his effective rogue level. He gains an additional rogue talent for every 3 levels of void stalker attained after 4th level. A void stalker cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a void stalker's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

A void stalker cannot choose a ninja trick with the same name as a rogue talent.

This ability replaces the alteration etherheart.

Table: Whirling Void g	
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Whirling Void Blade	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type (chosen when created)	Special
Light	1d4	1d6	19-20/x2	-	2 lbs.	P or S	-
One-handed	1d6	1d8	19-20/x2	-	4 lbs.	P or S	-
Double	1d6/1d4	1d8/1d6	19-20/x2	-	6 lbs.	P or S	double







崎 Table: The Void Stalker 🆃



**Uncanny Dodge (Ex):** Starting at 7th level, a void stalker can react to danger before his senses would normally allow him to do so. He cannot be caught flatfooted, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A void stalker with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a void stalker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

This ability replaces void shield.



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Manifestation Level	Ether Point Regeneration Rate
1st	+0	+2	+0	+2	Ethermagic, void blade, voidmeld etherheart	1	1
2nd	+1	+3	+0	+3	Sneak attack +1d6	1	1
3rd	+2	+3	+1	+3	Low albedo	1	1
4th	+3	+4	+1	+4	+1 void blade, void stalker talent	1	2
5th	+3	+4	+1	+4	Sneak attack +2d6	2	2
6th	+4	+5	+2	+5	Bonus feat	2	2
7th	+5	+5	+2	+5	Uncanny dodge, void stalker talent	2	3
8th	+6/+1	+6	+2	+6	+2 void blade, evasion, sneak attack +3d6	2	3
9th	+6/+1	+6	+3	+6	Low albedo—miss chance	3	3
10th	+7/+2	+7	+3	+7	Gravitic lensing, void stalker talent	3	4
11th	+8/+3	+7	+3	+7	Improved uncanny dodge, sneak attack +4d6	3	4
12th	+9/+4	+8	+4	+8	+3 void blade, bonus feat	3	4
13th	+9/+4	+8	+4	+8	Aberrant musculature, advanced talents, void stalker talent	4	5
14th	+10/+5	+9	+4	+9	Sneak attack +5d6	4	5
15th	+11/+6/+1	+9	+5	+9	Pass through the void	4	5
16th	+12/+7/+2	+10	+5	+10	+4 void blade, void stalker talent	4	6
17th	+12/+7/+2	+10	+5	+10	Aberrant musculature, sneak attack +6d6	5	6
18th	+13/+8/+3	+11	+6	+11	Bonus feat	5	6
19th	+14/+9/+4	+11	+6	+11	Void stalker talent	5	7
20th	+15/+10/+5	+12	+6	+12	+5 void blade, killing edge, sneak attack +7d6	5	7

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**Evasion (Ex):** At 8th level and higher, a void stalker 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 void stalker is wearing light armor or no armor. A helpless void stalker does not gain the benefit of evasion.

This ability replaces improved ether combat.

**Gravitic Lensing (Sp):** At 10th level, the void stalker can create a zero-point gravitic field as a standard action, effectively rendering himself invisible. This functions as an alteration etherspell with the *ultraviolet shift* manifestation, except that the ability costs 1 EP per round to maintain, the void stalker's EP regeneration rate is set to 0 while this ability is active, he may dismiss the ability as a swift action, and he may make a move action without ending the effects of the ability immediately. If the EP cost cannot be paid, the ability ends immediately.

This ability replaces lesser blast mastery.

**Improved Uncanny Dodge (Ex):** A void stalker of 11th level or higher can no longer be flanked.

This defense denies another character's ability to sneak attack the character by flanking him, unless the attacker has at least four rogue or void stalker levels more 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 rogue level required to flank the character.

This ability replaces improved ethersurge.

Advanced Talents (Ex): At 13th level, a void stalker may select an advanced rogue talent whenever he could select a void stalker talent.

This ability replaces greater ether combat.



**Path Through the Void (Sp):** Starting at 15th level, the void stalker may cast the *ethereal jaunt* spell as a spell-like ability once per day. At 19th level, he may cast this spell an additional time per day.

This ability replaces the pressing void, weight of the void and void collapse.

**Killing Edge (Ex):** At 20th level, whirling void blades the void stalker creates have the vorpal weapon special ability.

This ability replaces void bringer.



# Voidstar (Archetype)

"A sword? What a horrible waste of a perfectly good talent." -Every halfling ever

Livery numing ever

Author: Bradley Crouch.

Voidstars have the following class features:

**Class Skills:** A voidstar adds Acrobatics (Dex) and Sleight of Hand (Dex) to his list of class skills, in addition to the normal ethermagus class skills.

**Weapon Proficiency:** A voidstar is proficient with shuriken in addition to the normal ethermagus weapon proficiencies.

**Shooting Stars (Su):** Starting at 1st level, a voidstar can reach into the ether as a standard action and pull out a number of shooting stars condensed from the vast pressures exerted by the multiverse. The number of shooting stars produced in this fashion is equal to 3 + 1/2 the voidstar's class level. Treat a shooting star as a shuriken with hardness 10 and 2 hit points, modified by enhancement bonus in the same manner as a magic weapon. When thrown, a shooting star evaporates into a fine mist on impact. Voidmeld etherspells modify all shooting stars on the voidstar's person. Shooting stars have a duration of 1 minute per voidstar level, and a voidstar may dismiss all of his shooting stars as a move action. A voidstar cannot create more shooting stars while at least one shooting star he created is extant.

Treat a shooting star as though it were a void blade for the purpose of the weight of the void and the pressing void class features.

This ability replaces void blade.

**Death Stars (Ex):** Starting at 2nd level, the voidstar treats the highest manifestation level he can cast as though it were +1 higher for the purpose of determining the number of manifestation levels worth of manifestations he can add to a single voidmeld etherspell. This increases by an additional +1 at 8th and 14th level.

This ability replaces ether combat, improved ether combat, and greater ether combat.

**Versatile Stars (Ex):** Starting at 5th level, the voidstar selects silver, cold iron, or adamantine whenever he produces shooting stars. Those shooting stars bypass damage reduction, but not hardness, as though they were made of the chosen metal.

This ability replaces etherstrike.

**Keen Stars (Ex):** Starting at 7th level, all shooting stars the voidstar produces have the *keen* weapon special ability and ignore 10 points of damage reduction on a critical hit.

This ability replaces void shield.







The universe is big. Really big. Planets stack upon planets and galaxies stack upon galaxies until the resulting teetering tower of creation forces even the most obtuse little organic creature to feel rather small and alone in some great cosmic heap. If it were to end there, then perhaps organic life could suck it up and go about its daily business without worrying about it too much. The problem, as it is for so many people, is the neighbors. Our shortstack of creation is but one pancake in the multiverse, an infinite number of universes that bumble to and fro. For some, the realization can be utterly maddening. What's more, these universes need not behave anything like each other! For one universe, up is up and down is down. For its neighbor, up is left and down is purple. These differences vary wildly, but are generally great enough to rend apart both universes should they ever collide, insignificant specks of dust, organics with an inferiority complex, and gods included.

The only thing stopping the multiverse from becoming one enormous explosion is a fluid known as the ether. Weightless and almost completely elastic, the ether wraps itself around each and every universe in the multiverse, effectively making the multiverse some variety of cosmic tapioca pudding. As the various universes squirm back and forth like unruly children, the ether itself becomes charged with enough power to blast the multiverse itself should it ever feel like it.

There are some puny and insignificant organic creatures who find themselves attuned to this infinite source of energy that suffuses the void beyond the edge of everything. Finding they have the ability to communicate with the interuniversal fluid and to draw from its raw, shapeless energy to do as they will, these ethermancers tend to fall into two camps. Some believe that the multiuniverse chose them to carry its greatest gift and use it to protect this tiny speck of creation. Others feel it is a perfect excuse to lord it over everyone. Given humanoid nature, the latter tends to common. be far more

# Author: Bradley Crouch.

Role: The ethermancer fills the role of an arcane spellcaster and brings to bear both more flexibility than a wizard and less variety than a sorcerer. Specializing in energy blasts, short-term conjuration and transmutation, and the creation of objects from the shapeless ether, a smart ethermancer always has a tool for the job, but always does best when everything looks like a nail.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d4 x 10 gp (average 50 gp). In addition, each character begins play with an outfit worth 10 gp or less.

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# **Class Skills**

The ethermancer's class skills are Bluff (Cha), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier

# **Class Features**

All of the following are class features of the ethermancer.

Weapon Proficiency: Ethermancers are proficient with simple weapons and the starknife.

Armor and Shield Proficiency: Ethermancers are proficient with light armor. Armor interferes with an ethermancer's gestures, which can cause his etherspells with somantic components (all of them) to fail.









# Ethermagic

The gift of the ethermancer can be thought of as a thin syringe that extends through the whole of the universe and penetrates into the void beyond. Thus tapped into the ether, an ethermancer can draw upon it, fueling wild evocations and protections with the power of the restless gyrations of the multiverse itself. This is known as ethermagic.

An ethermancer's access to the ether is measured in ether points, or EP. His maximum EP is equal to twice his level plus his Charisma modifier. At the beginning of the ethermancer's turn, he gains EP equal to half his class level, rounded up. This represents energy from elsewhere in the ether diffusing back into the vicinity of the tiny pinhole that the ethermancer can access.

Ethermagic is made up of two components: the etherheart and its manifestations. Ethermancers learn five etherhearts that encompass the various philosophies to which a spell of any sort can be aligned. Etherheart selection dictates how the ethermancer can shape an etherspell with manifestations.



*Lesser and Greater Blast* - The easiest etherhearts to control, blast ethespells are simply the application of raw ether toward a destructive end. Given their simple nature, an ethermancer can apply a larger number manifestations to blasts.

*Alteration* - The alteration etherheart is the use of raw ether to produce shifts in the state of the universe directly around the ethermancer himself. This allows the ethermancer to change the way he interacts with the world for short periods of time.

*Bestow* - The bestow etherheart is, in effect, an alteration etherheart cast upon a creature other than the ethermancer. Given this target moves in relation to the ethermancer, the various manifestations used with this etherheart generally aren't as impressive as those used with the alteration etherheart. Further, ethermancers will find their powers diminished by the energy necessary to maintain a remote connection to the ether.

*Genesis* - Easily the most difficult etherheart for an ethermancer to manage, genesis actually creates something. From swords and shields composed of the stuff of the void itself to platforms and ethereal staircases that hover in the air, the genesis etherheart can create it.



Manifestations are the various ways an ethermancer can shape the raw energy of the ether. Though any aficionado of blast etherspells will attest to raw ether's ability to melt faces particularly well on its own, there comes a need for a little finesse every now and then. Depending on the etherheart, anywhere from zero to three manifestations can be added to it. An ethermancer's repertoire of manifestations is rather explicitly segregated among the various etherhearts he For example, an ethermancer's genesisknows. compatible manifestations are totally distinct from his lesser and greater blast-compatible manifestations. Only manifestations that are compatible with a particular etherheart may be used in an etherspell built around that etherheart.



To use a manifestation, an ethermancer must have a Charisma score equal to at least 10 + the manifestation level. The Difficulty Class for a saving throw against an etherspell is 10 + the highest manifestation level used in the etherspell + the ethermancer's Charisma modifier unless stated otherwise in a manifestation's entry.

The ethermancer begins play with five lesser blast manifestations, as well as two alteration manifestations. Each time the ethermancer gains a level, he learns more manifestations in at least one etherheart as detailed by Table: Ethermancer Manifestations Known. This new manifestation must be of a level he is able to cast. Further, whenever the ethermancer gains a new manifestation in a particular etherheart, he may exchange an existing manifestation compatible with that etherheart for another compatible manifestation of a level he is able to cast. Note that for each etherheart an ethermancer knows, he may never have more known manifestations in a particular manifestation level than in the previous manifestation level. In other words, if ethermancer has two level 1 alteration the manifestations, he cannot have more than two level 2 alteration manifestations. This does not stop the ethermancer from having three level 2 blast manifestations or three level 2 bestow manifestations.





# Etherhearts (Sp)

Etherhearts are the core of ethermagic, tangles of emotions and urges that shape raw ether as it is drawn out of the void. Without the power of an etherheart to stabilize the various manifestations woven by the ethermancer, ethermagic would be completely impossible. As stated earlier, specific manifestations are compatible with specific etherhearts, which are listed in the entry for each manifestation. The total ether point, or EP, cost of an etherspell is equal to the EP cost of the etherheart plus the EP cost of each manifestation added to the etherheart. The casting time of an etherspell is a standard action unless modified by a manifestation. All etherhearts have both somantic and verbal components. If two or more manifestations alter the casting time of an etherspell, the manifestation with the longer casting time takes precedence. With the exception of genesis etherhearts, it is impossible to simply dismiss an etherspell. Once cast, they run out their durations unless dispelled or otherwise forced to stop.

An ethermancer's caster level is equal to his ethermancer class level.

Alteration Range personal Target you Duration 1 minute/level Saving Throw as manifestation; Spell Resistance yes EP Cost 1 + 1/4 level, rounded down

An etherspell with this etherheart affects the ethermancer directly. Exactly one manifestation must be added to this etherheart. Only one alteration etherspell can be active at a time.

An ethermancer begins play with the alteration etherheart.





### Lesser Blast Range close (25 ft. + 5 ft./2 levels) Target creature touched Duration instantaneous Saving Throw as manifestation; Spell Resistance yes

**EP Cost** 1 + 1/4 level, rounded down An etherspell with this etherheart is a ranged touch attack that deals 1d3 + the caster's Charisma modifier points of bludgeoning damage, plus an additional 1d3 points of bludgeoning damage for every caster level

points of bludgeoning damage for every caster level beyond 1st. A maximum of three manifestations can be added to this etherheart. There is no minimum number of manifestations that can be added.

An ethermancer begins play with the lesser blast etherheart.

# Bestow

Range touch Target creature touched Duration 1 round / level Saving Throw as manifestation; Spell Resistance yes EP Cost 1/4 level, rounded down

An etherspell with the bestow etherheart is delivered as a melee touch. The ethermancer may not touch himself. If the ethermancer fails to touch a creature upon casting a bestow etherspell, the charge is not lost; however, the duration of the etherspell begins as soon as it is cast and will begin to count down accordingly. For the duration of the etherspell, the ethermancer's maximum EP is reduced by an amount equal to the etherspell's EP cost. Exactly one manifestation must be added to this etherheart.

An ethermancer learns the bestow etherheart at 4th level.

### **Greater Blast**

Range close (25 ft. + 5 ft./2 levels) Target creature touched Duration instantaneous Saving Throw as manifestation; Spell Resistance yes EP Cost 1 + 1/2 level, rounded down

An etherspell with this etherheart is a ranged touch attack that deals 1d10 + the caster's Charisma modifier points of bludgeoning damage, plus an additional 1d10 points of bludgeoning damage for every 2 caster levels beyond 1st. A maximum of three manifestations can be added to this etherheart. There is no minimum number of manifestations that can be added.

An ethermancer learns the greater blast etherheart at 7th level.

### Genesis

Range see individual manifestations Target/Area see individual manifestations Duration permanent until dismissed Saving Throw as manifestation; Spell Resistance yes EP Cost 1/2 level, rounded down

An etherspell with this etherheart creates an object out of pure ether energy. The lifespan of such an object is permanent until dismissed by the ethermancer, until dispelled, or until the object itself is no longer within range of the caster. For as long as this object persists and for one minute thereafter, the caster's maximum EP is reduced by an amount equal to the EP cost of the etherspell that created it. An object created with the genesis etherheart can be dismissed as a move action. Exactly one manifestation must be added to this etherheart.

An ethermancer learns the genesis etherheart at 8th level.





**Multiuniversal Philosophy:** The way an ethermancer looks at his great gift dictates how it is he intends to use it. At 2nd level and every four levels thereafter, the ethermancer selects one of the philosophies detailed below. An ethermancer need not dip exclusively into a single philosophy and may select a different philosophy each time he is eligible to do so.

Multiuniversal Conservator (Su): Some ethermancers believe that the energy within the ether may not be infinite, even though it is an infinite realm encompassing infinite universes that are themselves infinite in size. Sure, it's a long shot, but you never know. As a move action, an ethermancer with this philosophy can enter a trance of sorts. The next etherspell with the bestow etherheart cast this round reduces the caster's maximum EP by an amount equal to the EP cost of the etherspell - the ethermancer's Charisma modifier. For example, a bestow etherspell that costs 9 EP cast by an ethermancer with 20 Charisma reduces that ethermancer's maximum EP by 4 instead of by 9. This ability may be used once per day for each time the multiuniversal conservator philosophy has been selected. An ethermancer must know the bestow etherheart to select this philosophy.

*Multiuniversal Demolisher (Ex):* The ether is fed by the universes in its grasp, and those universes are each infinite. What difference does a city, a planet, or even a plane make when compared to the whole? Etherspells with the greater blast etherheart deal an additional +1 damage if one manifestation slot is unfilled, +2 damage if two manifestation slots are unfilled, or +3 damage if all three manifestation slots are unfilled. These bonuses increase by +1 for each time the multiuniversal demolisher philosophy has been selected beyond the first. (For example, taken twice, etherspells with the greater blast etherheart deal an additional +2 damage if 🔘 one manifestation slot is unfilled, +3 damage if two manifestation slots are unfilled, or +4 damage if all three manifestation slots are unfilled.) An ethermancer must know the greater blast etherheart in order to select this philosophy.

🔹 Table: The Pthermancer 🌰

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Manifestation Level	Ether Point Regeneration Rate
1st	+0	+0	+0	+2	Ethermagic, alteration etherheart, lesser blast etherheart	1	1
2nd	+1	+0	+0	+3	Multiuniversal philosophy	1	1
3rd	+1	+1	+1	+3	-	1	2
4th	+2	+1	+1	+4	Bestow etherheart	2	2
5th	+2	+1	+1	+4	Aberrant form	2	3
6th	+3	+2	+2	+5	Multiuniversal philosophy	2	3
7th	+3	+2	+2	+5	Greater blast etherheart	3	4
8th	+4	+2	+2	+6	Genesis etherheart	3	4
9th	+4	+3	+3	+6	Aberrant form	3	5
10th	+5	+3	+3	+7	Multiuniversal philosophy	4	5
11th	+5	+3	+3	+7	-	4	6
12th	+6/+1	+4	+4	+8	Aberrant physiology	4	6
13th	+6/+1	+4	+4	+8	Aberrant form	5	7
14th	+7/+2	+4	+4	+9	Multiuniversal philosophy	5	7
15th	+7/+2	+5	+5	+9	-	5	8
16th	+8/+3	+5	+5	+10	-	6	8
17th	+8/+3	+5	+5	+10	Aberrant form	6	9
18th	+9/+4	+6	+6	+11	Multiuniversal philosophy	6	9
19th	+9/+4	+6	+6	+11	-	6	10
20th	+10/+5	+6	+6	+12	Multiuniversal apotheosis	6	10





Ultimate Ethermagic

*Multiuniversal Equalizer (Ex):* Many ethermancers believe that everything in the universe is made of the same materials in different configurations. Some seek to discover the essential one-ness in all things. Others force that one-ness on others. Whenever a creature takes damage from a blast etherspell cast by an ethermancer with this philosophy, all of its resistances are reduced by -3 for 1 round for each time the multiuniversal equalizer philosophy has been selected.

*Multiuniversal Hedonist (Ex):* Some ethermancers relish the warmth of the ether flowing over themselves, that tactile sensation of being touched by that which engulfs infinity, far more than they care about what infinity actually is. It simply feels good! Whenever the ethermancer is currently benefiting from an etherspell with the alteration etherheart, he receives +1 insight bonus to Fortitude saves. Further, weapons he wield enjoy a +1 enhancement bonus to hit. These bonuses increase by +1 for each time the multiuniversal hedonist philosophy has been selected beyond the first, to a maximum of +5.

Multiuniversal Illuminator (Su): Many ethermancers seek to share the blessings of the multiverse with others, but tend to be rebuffed or, worse, killed, when they try. Some few are persistent enough to make this sharing their primary directive. As a move action, an ethermancer with this philosophy can enter a trance of sorts. The next etherspell with the bestow etherheart cast this round has a range of short (25 ft. + 5 ft./2 levels) instead of its normal range, and is now delivered via a ranged touch attack. This ability may be used once per day for each time the multiuniversal illuminator philosophy has been selected. An ethermancer must know the bestow etherheart in order to select this philosophy.

*Multiuniversal Megalomaniac (Su):* Some ethermancers come to think of the ether as a focus for their own vast power and nothing more. The ethermancer's maximum EP is increased by 3 for each time the multiuniversal megalomaniac philosophy has been selected.



*Multiuniversal Nomad (Su):* Believing the ether to be an impossibly vast and wondrous thing, some ethermancers are overcome with the desire to experience as much of it as possible. As a move action, an ethermancer with this philosophy can almost imperceptibly move the location of his pinpoint access to the ether, thus moving his influence to a location that has not had its energy consumed. The ethermancer immediately gains EP equal to his Charisma modifier. This ability may be used once per day for each time the multiuniversal nomad philosophy has been selected.





*Multiuniversal Parader (Ex):* The best way to describe the behavior of many brand-new ethermancers is to compare them to strutting peacocks. Some individuals never grow out of this phase and openly mock those who don't have the gift of ethermagic for the rest of their natural lives. At least all of this hooting and hollering helps to keep an ethermancer healthy. The ethermancer's maximum hit points is increased by +4 for each time the multiuniversal parader philosophy has been selected.

*Multiuniversal Scholar (Ex):* Despite the fact that ethermancers do not have to work for their power, many approach it with enough scholarly vigor to make a wizard blush. Each time this philosophy is selected, the ethermancer learns a feat with the ethermagic descriptor as a bonus feat. He must meet all of the prerequisites of the chosen feat.

*Multiuniversal Tinker (Su):* Believing the craft of ethermancy to be of supreme importance, some ethermancers neglect to give the void between universes much thought at all and instead focus on what can be done with the energy. As a move action, an ethermancer with this philosophy can enter a trance of sorts. The next etherspell with either the lesser blast or the greater blast etherheart can include an additional manifestation with an EP cost equal to 1/3 the ethermancer's Charisma modifier or less, minimum 1, without paying for it. This bonus manifestation is in addition to the 3 that can normally be added, for a maximum of 4 manifestations allowed. This ability may be used once per day for each time the multiuniversal tinker philosophy has been selected.

Aberrant Form (Su): Oddly enough, being exposed to the energetic leavings of an infinite number of universes with vastly different laws of physics tends to ... alter those so exposed after a long enough period of time. The changes are initially quite subtle, perhaps a yellowing of the fingernails or a rash on the right leg that simply won't go away, but the slight aberrations accumulate until the merest of glances is enough to be quite sure that something isn't right. At 5th level, the slight shifting of the ethermancer's form as compared to that of standard creatures of his race grants him a 10% chance to ignore sneak attack and other precision damage. At 9th level and every four levels thereafter. this chance increases by an additional 10%, to a maximum of 40% at 17th level. Unlike other abilities that negate precision damage, aberrant form does absolutely nothing to hinder critical hits. Weird still bisects.

**Aberrant Physiology (Su):** At 12th level, the ethermancer's body has been sufficiently altered to make him immune to his choice of disease, fear, or poison. He becomes vulnerable to the two selections he did not choose, taking a -2 penalty to saving throws against spells and abilities involving them.



See Ta Mar	ble: Ethermancer nifestations Known	n 🧐		
Level	Number of Lesser / Greater Blast Manifestations Known	Number of Alteration Manifestations Known	Number of Bestow Manifestations Known	Number of Genesis Manifestations Known
1st	5	2	-	-
2nd	5	3	-	-
3rd	6	3	-	-
4th	6	4	2	-
5th	7	4	2	-
6th	7	5	2	-
7th	8	5	3	-
8th	8	6	3	1
9th	9	6	3	1
10th	9	7	4	2
11th	10	7	4	2
12th	10	8	4	2
13th	11	8	5	3
14th	11	9	5	3
15th	12	9	5	3
16th	12	10	6	4
17th	13	10	6	4
18th	13	11	6	4
19th	14	11	7	5
20th	14	12	7	5



**Multiuniversal Apotheosis:** At 20th level, the ethermancer becomes one with his dominant multiuniversal philosophy. The multiuniversal philosophy that has been taken the greatest number of times is modified as detailed below. If the ethermancer has two philosophies that tie for dominance, he chooses which one is dominant. This decision cannot be changed.

*Multiuniversal Conservator* – This philosophy's ability may be used as a swift action instead of as a move action. It can be used an additional time per day.

*Multiuniversal Demolisher* - Whenever the ethermancer critically hits with a greater blast etherspell, he deals an additional 1d4 damage for each time the ethermancer has taken this philosophy.

*Multiuniversal Equalizer* - The target's resistances are now reduced after being hit by a blast etherspell, but before damage is rolled for that blast.

*Multiuniversal Hedonist* – Whenever the ethermancer is currently benefiting from an etherspell with the alteration etherheart, weapons he wields receive an enhancement bonus to damage equal to the number of times the ethermancer has taken this philosophy.

*Multiuniversal Illuminator* - This philosophy's ability may be used as a swift action instead of as a move action. It can be used an additional time per day.

*Multiuniversal Megalomaniac* – The ethermancer's maximum EP is increased by 1 for each time the ethermancer has taken this philosophy.









*Multiuniversal Nomad* – This philosophy's ability may be used as a swift action instead of as a move action. It can be used an additional time per day.

*Multiuniversal Parader* - The ethermancer's maximum hit points is increased by +2 for each time the ethermancer has taken this philosophy.

*Multiuniversal Scholar* - Once per day, the ethermancer may meditate on the concept of the ether for 1 minute. At the termination of this meditation, the ethermancer temporarily learns any one feat with the ethermagic descriptor. If the chosen feat has other feats as prerequisites, he must have at least one of those prerequisite feats. In all other respects, he does not need to meet any of the prerequisites of the chosen feat. After minutes equal to the number of times the multiuniversal scholar philosophy has been taken, he loses the feat learned in this manner.

*Multiuniversal Tinker* – This philosophy's ability may be used as a swift action instead of as a move action. It can be used an additional time per day.

# Sidebar: The Prestigious Ethermancer

Although the ethermancer has a particularly odd magic system, he is, in essence, an arcane caster. As such, for the purpose of qualifying for prestige classes, the ethermancer's manifestations count as spells of the same spell level. For example, an ethermancer who can cast 2nd-level manifestations qualifies for a prestige class that requires the ability to cast 2nd-level arcane spells. By extension, as all magic the ethermancer performs equates to evocation, the Etherheart Focus (any) and Greater Etherheart Focus (any) feats correspond to the Spell Focus (evocation) and Greater Spell Focus (evocation) feats for the purpose of qualifying for a prestige class. An ethermancer may not qualify for anything other than prestige classes in this manner, ethermancers (not ethermagi or and only etherslingers) may qualify for prestige classes in this manner.

As the ethermancer has no actual spell slots, any prestige class features that grant or consume spell slots are totally useless and the class feature grants no benefit. To that end, even though an ethermancer may qualify, he may not receive much benefit from his life decision.

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





Aasimar - The duration of bestow etherspells that must be cast on an ally is increased as though the caster's caster level were +1/3 higher.

Drow – Add +1/6 to the Difficulty Class of bestow ether spells.

Dwarf – Reduce the EP cost of the genesis etherheart by -1/4.

 $Elf\,$  - Add +1/2 to the Spellcraft DC needed to identify ether spells being cast.

Fetchling - Add 1/6 of an alteration manifestation.

Gnome - Add + 1/4 to caster level checks made to overcome spell resistance when casting a blast etherspell.

*Goblin* - Add +1/6 to the caster level of blast etherspells.

*Half-elf* – Add 1/6 of an alteration manifestation.

Halfling – Add 1/6 of a bestow manifestation.

*Half-orc* – Reduce the arcane spell failure chance incurred by wearing light armor by -1%.

*Hobgoblin* - Reduce the arcane spell failure chance incurred by wearing light armor by -1%.

Human – Add 1/5 of a blast manifestation.

*Kitsune* - The duration of non-damage-dealing bestow etherspells cast on foes is increased as though the caster's caster level were +1/2 higher.

Kobold - Add + 1/6 to the Difficulty Class of lesser blast etherspells.

Orc - Add + 1/3 to damage rolls made with a weapon created by a genesis etherspell.

*Puddling* – The duration of alteration etherspells is increased as though the caster's caster level were +1/3 higher.

Sylph - Add 1/5 of a blast manifestation.

Tengu - Add 1/6 of a genesis manifestation. This does not grant earlier access to the genesis etherheart.

*Tiefling* - The duration of bestow etherspells that allow a saving throw is increased as though the caster's caster level were +1/3 higher.

*Vanara* - Add +1 foot to base land speed until the end of the vanar's turn whenever a blast etherspell is cast (+5 feet to base land speed for every five times this bonus is taken.)

Vishkanya - Whenever an ether spell deals ability score damage, deal an additional +1/8 damage to that ability score.





# 🚓 Ethermancer Archetypes

If one compares ethermancers to wizards, then one begins to wonder where all the specialist ethermancers are hiding. Just as wizards have schools, ethermancers have their etherhearts, and it stands to reason that individuals with a predilection for a particular etherheart would indeed exist. In one of the very few instances of logic being right about ethermagic, they do.

# **Etherfuser (Archetype)**

Though effectively limitless in its quantity, the ether's raw and unshaped nature limits its practical uses in the heat of the moment. In other words, though its magnitude is infinite, its scope is not. Given its superlative malleability, however, those with the will and the patience can eventually find the means to force the ether to conform to a state that makes otherwise dangerous or impossible applications, such as healing, fairly routine. By forcing some of the raw possibility out of a quantity of ethereal energy, etherfusers produce a sort of "ether jelly". When used to power an etherfusion, the resulting spike of energy is less likely to spontaneously generate horrible eldritch mutations or other such side effects that exposure to raw ether tends to produce over time.

Kickstarter Backer: Alexander W. Corrin. Author: Bradley Crouch.

Etherfusers have the following class features:

**Convert Ether (Su):** Etherfusers never seem to have enough ether jelly, so they tend to make more as needed. As a full-round action that provokes attacks of opportunity, an etherfuser reduces her maximum EP by 1 to add 1 point to her fusion pool. Reductions to maximum EP imposed by this ability remain in place until the next time the etherfuser replenishes her fusion pool.

Table: The Etherfuser

								- /	
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Manifestation Level	Ether Point Regeneration Rate		
1st	+0	+0	+0	+2	Alteration etherheart, convert ether, etherfusion, ethermagic, fusion pool	1	1		
2nd	+1	+0	+0	+3	Etherfusion, prone to philosophize	1	1		
3rd	+1	+1	+1	+3	Lay on hands	1	2		
4th	+2	+1	+1	+4	Bestow etherheart	2	2		
5th	+2	+1	+1	+4	Ethereal mercy, mercy	2	3		
6th	+3	+2	+2	+5	Etherfusion				
7th	+3	+2	+2	+5	-	3 4			
8th	+4	+2	+2	+6	Genesis etherheart	3	4		
9th	+4	+3	+3	+6	Mercy	3	5	6	
10th	+5	+3	+3	+7	Etherfusion	4	5		
11th	+5	+3	+3	+7	-	4	6		
12th	+6/+1	+4	+4	+8	-	4	6		
13th	+6/+1	+4	+4	+8	Mercy	5	7		
14th	+7/+2	+4	+4	+9	Etherfusion	5	7	90	
15th	+7/+2	+5	+5	+9	-	5	8		
16th	+8/+3	+5	+5	+10	-	6	8		
17th	+8/+3	+5	+5	+10	fercy 6 9				
18th	+9/+4	+6	+6	+11	Ctherfusion 6 9				
19th	+9/+4	+6	+6	+11	-	6	10		
20th	+10/+5	+6	+6	+12	Infusing Touch	6	10	V V	







**Etherfusion (Sp):** Given ether jelly follows a completely different set of physics than that of raw ether, etherfusers must treat it as an entirely different resource. At 1st level, 2nd level, and every four levels thereafter, an etherfuser selects an etherfusion from the list below.

All etherfusions have a range of 30 feet, have verbal and somantic components, are treated as etherspells containing the highest level manifestation the etherfuser knows for the purpose of counterspelling, and have a duration of instantaneous unless otherwise noted. Most etherfusions also have a number of modifiers that become available as the etherfuser increases in level. When using an etherfusion, an etherfuser may choose to apply up to one of that etherfusion's modifiers to it. Most modifiers increase the fusion point (FP) cost of that etherfusion.

If an etherfusion has two or more modifiers, the etherfuser may select that etherfusion twice. An etherfusion that has been taken twice may have two of its modifiers applied to it. When two modifiers are applied to the same etherfusion at once, modifiers with an FP cost of 0 are treated as though they have an FP cost of 1 instead.



### **Buffering Infusion** Cost: 1 FP Target: one creature Duration: 1 minute

Rather than repair a body in a reactive fashion, ether can also be proactive. Each round at the beginning of its turn, the subject gains 1 temporary hit point, plus an additional temporary hit point for every five etherfuser levels. These temporary hit points last for 1 round.

# Modifiers

Enhanced Buffer Cost: +1 FP Requires: Etherfuser 11

The number of temporary hit points granted by this etherfusion each round is increased by +3.

*Shielding Buffer* Cost: +1 FP Requires: Etherfuser 7

The subject of this etherfusion has DR 3/- so long as he has temporary hit points.





# **Ether Restoration** Cost: 2 FP Target: one creature

Target: one creature Requires: Etherfuser 6

Ethereal energy washes away that which hinders optimal physical and mental performance, curing 1d4 points of temporary ability damage divided up however the etherfuser chooses among the subject's ability scores.

For example, on a roll of a '3', an etherfuser can choose to cure 2 points of Strength damage and 1 point of Dexterity damage or 1 point each of Intelligence, Wisdom, and Charisma damage, among other possible combinations.



# Modifiers

Delete the Deleterious Cost: +2 FP Requires: Etherfuser 12

This etherfusion removes 1 temporary negative level in addition to its other effects. A creature can only have 1 temporary negative level removed by this etherfusion per week.

Focused Restoration Cost: +1 FP Requires: Etherfuser 9

Rather than cure 1d4 points of temporary ability damage divided up however the etherfuser chooses, this etherfusion cures all damage to a single ability score of the etherfuser's choice instead.

Powerful Restoration Cost: +0 FP Requires: Etherfuser 11

This etherfusion can now cure ability drain, but requires 50 gp worth of powdered silver as a material component.







# Ethergel Aegis

Cost: 1 FP Target: one creature Duration: 1 round/level

The subject is warded by a bouncy shield of gelatinous ether, granting a +2 deflection bonus to AC and a +2 resistance bonus on saves.

# Modifiers

*Improved Aegis* Cost: +1 FP Requires: Etherfuser 7

The subject's deflection bonus to AC and resistance bonus on saves is increased by +1 for every six etherfuser levels the etherfuser possesses, to a maximum of +5 at 18th level.

*Lucky Aegis* Cost: +1 FP Requires: Etherfuser 11

Once over the course of the duration of this etherfusion, the subject can choose to draw upon a small packet of entropy the etherfuser placed in his ethergel aegis, allowing him to roll any saving throw twice and take the better result. He must decide to use this ability before the first roll is made.

Warding Aegis Cost: +1 FP Requires: Etherfuser 9

The subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by the etherfuser. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, do not trigger any response from the ethergel aegis. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the etherfuser because it is not hit point damage. When the etherfusion ends, subsequent damage is no longer divided between the subject and the etherfuser, but damage already split is not reassigned to the subject.

If the etherfuser and the subject of this etherfusion move out of range of each other, the effects of this modifier ends, but the rest of the etherfusion continues.

### Immaterial Mercy

Cost: 1 FP Target: one creature Requires: Mercy class feature

When using this etherfusion, select one mercy that the etherfuser knows. The subject has the benefits of that mercy applied to him. The FP cost of this etherfusion includes the cost of the mercy.





Cost: 3 FP Target: one creature Requires: Lay on hands class feature

The subject is treated as though it were touched by the etherfuser's lay on hands ability. The FP cost of this etherfusion includes the cost of the lay on hands, but not the cost of any mercy she chooses to include.

# Modifiers

Enhanced Touch Cost: +0 FP Requires: Etherfuser 7

The etherfuser's lay on hands heals an additional 1d6+1 points of damage for every six etherfuser levels she possesses.

*Relativistic Healing* Cost: +1 FP Requires: Etherfuser 11

The etherfuser throws her ether jelly into the void, only for it to return at the instant harm befalls the subject. Rather than heal the subject, the etherfuser's lay on hands ability grants 1d6+1 temporary hit points for every two etherfuser levels she possesses. These temporary hit points last for 1 minute. Mercies cannot be applied to a lay on hands delivered via an etherfusion with this modifier.

Split Healing Cost: +1 FP Requires: Etherfuser 11

The etherfuser's lay on hands affects two target creatures within range, healing each of them for half the amount rolled, rounded down. Mercies are applied to each creature separately.





Internal Combustion

Cost: 2 FP Target: one creature Duration: 4 rounds

Ignoring all of the warnings about entropy in ether, the etherfuser adds a sharp dose of formless energy to a quantity of ether jelly and infuses the subject with it. Each round at the beginning of its turn, the subject takes fire damage equal to the etherfuser's class level with a DC 10 + 1/2 the etherfuser's class level + the etherfuser's Wisdom modifier Fortitude save to negate the damage for that turn.

# Modifiers

*Everything Burns* Cost: +0 FP Requires: Etherfuser 7

If the subject fails its first saving throw against this etherfusion, it lights on fire. This fire follows the rules for alchemist's fire, save that the flames are purple and deal 1d4 points of force damage on the subject's next turn.

*Focus Fire* Cost: +0 FP Require: Etherfuser 7

The Difficulty Class for all saving throws called for by this etherfusion is increased by +1.

*Instant Combustion* Cost: +0 FP Requires: Etherfuser 9

This etherfusion now has a duration of instantaneous and deals 1d4 points of fire damage per class level with a Fortitude save to negate.



**Lacerating Touch** Cost: 3 FP Target: one creature Requires: Lay on hands

The etherfuser adds a little entropy to a batch of ether jelly, then unleashes it, dealing bleed damage equal to her class level to the subject. A successful DC 10 + 1/2 the etherfuser's class level + the etherfuser's Wisdom modifier Fortitude save halves this damage.





# Modifiers

*Cruel Touch* Cost: +1 FP Requires: Mercy class feature

An etherfuser can deliver an entropically-charged variant of a mercy she knows as part of the lacerating touch etherfusion, effectively making that mercy perform in an antithetical fashion. These entropicallycharged mercies, true to their nature, are known as cruelties. Select a cruelty from the list below whose name is the same as a mercy that the etherfuser knows. The selected cruelty is applied to the lacerating touch etherfusion, affecting the subject with the additional effect detailed therein. If the subject makes his Fortitude saving throw against the bleeding damage dealt by the lacerating touch etherfusion, then the effects of the chosen cruelty are negated. If the subject is immune to bleed damage, then a DC 10 + 1/2 the etherfuser's class level + the etherfuser's Wisdom modifier Fortitude save negates the cruelty instead.

The following cruelties can be applied to the lacerating touch etherfusion at no additional cost.

*Dazed:* The target is dazed for 1 round.

*Deafened:* The target is deafened for 1 round per level of the etherfuser.

*Diseased:* The target contracts a disease, as if the etherfuser had cast *contagion*, using her etherfuser level as her caster level.

*Fatigued:* The target is fatigued.

*Shaken:* The target is shaken for 1 round per level of the etherfuser.

*Sickened:* The target is sickened for 1 round per level of the etherfuser.

*Staggered:* The target is staggered for 1 round per two levels of the etherfuser.

The following cruelties cost an additional +1 FP to apply to the lacerating touch etherfusion.

*Blinded:* The target is blinded for 1 round per level of the etherfuser.

*Cursed:* The target is cursed, as if the etherfuser had cast bestow curse, using her etherfuser level as her caster level.

*Exhausted:* The target is exhausted.

*Frightened:* The target is frightened for 1 round per two levels of the etherfuser.

*Nauseated:* The target is nauseated for 1 round per three levels of the etherfuser.

*Paralyzed:* The target is paralyzed for 1 round.

*Poisoned:* The target is poisoned, as if the etherfuser had cast poison, using the etherfuser's level as the caster level.

*Stunned:* The target is stunned for 1 round per four levels of the etherfuser.







# Prayer to the Void

Cost: 1 FP Target: one creature Duration: 2 rounds + 1 round/level

Though merely an amalgamation of energy, if prayed to in the appropriate fashion, the ether somehow answers. The subject gains a +1 luck bonus to attack rolls, damage rolls, and saving throws.

# Modifiers

Doom of the Void Cost: +1 FP Requires: Etherfuser 7

Creatures in a square threatened by the target of this etherfusion take a -1 penalty to attack rolls, damage rolls, and saving throws. If a creature is threatened by multiple creatures with this etherfusion, the penalty does not stack. There is no saving throw.

*Mass Prayer* Cost: +2 FP Requires: Etherfuser 9

This etherfusion now targets one creature for every three etherfuser levels.

*Powerful Prayer* Cost: +0 FP Requires: Etherfuser 12

This luck bonuses granted by this etherfusion increase by +1.

# **Regenerative** Assembly

Cost: 2 FP Target: one creature Duration: 1 round/level

A burst of energy stimulates the knitting of sinew, healing the subject for points of damage equal to the etherfuser's class level, as well as granting fast healing 1. Choose disease, fear, or poison. For the duration of this etherfusion, the subject also has a +2 insight bonus to saving throws against effects of the chosen type.

# Modifiers

Blanket Resistance Cost: +1 FP Requires: Etherfuser 9

The etherfuser no longer needs to choose disease, fear, or poison. Instead, the subject has a +2 insight bonus to saving throws against disease, fear, and poison effects.

Rapid Regeneration Cost: +0 FP Requires: Etherfuser 11

This etherfusion now grants fast healing 2.

This ability replaces multiuniversal philosophy.



**Fusion Pool (Su):** At 1st level, an etherfuser gains a pool of fusion points (FP), effectively a quantity of pre-shaped ether jelly that can be safely used on a living creature. The number of points in an etherfuser's fusion pool is equal to her etherfuser level + her Wisdom modifier. The fusion pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

This ability replaces the lesser blast and greater blast etherhearts.

**Prone to Philosophize (Ex):** At 2nd level, an etherfuser is treated as though she has the multiuniversal philosophy class feature for the purpose of meeting the prerequisites of the Philosophical Dilettante feat.

Whenever an etherfuser takes the Philosophical Dilettante feat, she may choose from the following multiuniversal philosophy in addition to the choices granted to standard ethermancers.

*Multiuniversal Fuser (Ex):* Etherfusers are among the most proficient transmuters of the ether in this or any other universe, and tend to carry around large quantities of the transmuted product to ensure it seldom runs out. Each time this philosophy is selected, the etherfuser's fusion pool increases by +3.



Lay on Hands (Su): Beginning at 3rd level, an etherfuser can heal wounds (her own or those of others) by touch. Each use of this ability costs 2 FP. With one use of this ability, an etherfuser can heal 1d6+1 hit points of damage for every two etherfuser levels she possesses. Using this ability is a standard action, unless the etherfuser targets herself, in which case it is a swift action. Despite the name of this ability, an etherfuser only needs one free hand to use this ability. As an etherfuser's lay on hands is fueled by the ether and the ether does not subscribe to such silly concepts as the laws of physics, all creatures, be they living, undead, construct, or otherwise, are healed by an etherfuser's lay on hands.

This ability replaces aberrant physiology.

**Ethereal Mercy:** At 5th level, given an etherfuser's lay on hands applies a limited number of mercies rather than all known mercies at once, the Extra Mercy feat is treated as though it has the following **Benefit:** text rather than what is listed in its entry.

"Select one additional mercy for which you qualify. You can also use your lay on hands ability one additional time per day."





**Mercy (Su):** At 5th level, and every four levels thereafter, an etherfuser can learn one mercy. Each mercy adds an effect to the etherfuser's lay on hands ability. Whenever the etherfuser uses lay on hands to heal damage to one target, the etherfuser may choose to apply the benefits of a single mercy she possesses to that target. Mercies cost FP to add to lay on hands and can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

At 5th level, the etherfuser can learn from the following initial mercies. These mercies cost o FP to apply.

*Fatigued:* The target is no longer fatigued. *Shaken:* The target is no longer shaken. *Sickened:* The target is no longer sickened.

At 9th level, an etherfuser adds the following mercies to the list of those that can be learned. These mercies cost o FP to apply.

Dazed: The target is no longer dazed.

*Diseased:* The etherfuser's lay on hands ability also acts as *remove disease*, using the etherfuser's level as the caster level.

*Staggered:* The target is no longer staggered, unless the target is at exactly 0 hit points.

At 13th level, an etherfuser adds the following mercies to the list of those that can be learned. These mercies  $\cot 1$  FP to apply.

*Cursed:* The etherfuser's lay on hands ability also acts as *remove curse*, using the etherfuser's level as the caster level.

*Exhausted:* The target is no longer exhausted. The etherfuser must have the fatigue mercy before selecting this mercy.

*Frightened:* The target is no longer frightened. The etherfuser must have the shaken mercy before selecting this mercy.

*Nauseated:* The target is no longer nauseated. The etherfuser must have the sickened mercy before selecting this mercy.

*Poisoned:* The etherfuser's lay on hands ability also acts as *neutralize poison*, using the etherfuser's level as the caster level.

At 17th level, an etherfuser adds the following mercies to the list of those that can be learned. These mercies  $\cot 1$  FP to apply.

*Blinded:* The target is no longer blinded. *Deafened:* The target is no longer deafened. *Paralyzed:* The target is no longer paralyzed. *Stunned:* The target is no longer stunned.

This ability replaces aberrant form.





**Infusing Touch (Su):** At 20th level, the etherfuser's lay on hands ability can now be used as a swift action regardless of whom it targets, grants 20 temporary hit points in addition to its other effects, and costs 1 fewer FP to use. By extension, the FP cost of the *immaterial touch* and *lacerating touch* etherfusions is reduced by -1. These temporary hit points last for 1 hour.

This ability replaces multiuniversal apotheosis.

# Sidebar: Lay on Hands, Daily Uses, and Etherfusers

According to a Paizo FAQ regarding the Extra Channel feat, taking that feat grants two "floating' uses of channel energy per day. If a character is multiclassed in such a way that he gets the channel energy class feature from multiple classes, he gets two additional uses total, not two additional uses per instance of the channel energy class feature. The same ruling is true of additional uses of lay on hands granted by the Extra Lay on Hands feat or the Extra Mercy feat. In addition, whenever an etherfuser uses one of these additional uses of lay on hands, she does not have to pay FP for that use of lay on hands, though she must pay for any applied mercy as normal. Finally, an etherfuser may expend one feat-granted additional use of the lay on hands class ability to reduce the FP cost of the immaterial touch or lacerating touch etherfusions by -2. This cannot be done multiple times to the same etherfusion.





# Herald of Creation (Archetype)

"What is the ether if not a protector of that which is? It is nothing on its own, and only gains an identity when described as the shepherd of a chaotic flock of universes. Even the power that flows through it and into me comes not from the ether itself, but from what which it cradles like a doting mother. Just as the ether is nothing without its wards, neither am I." - Moira Smith, herald of creation

Author: Bradley Crouch.

Heralds of creation have the following class features:

# **Multiuniversal Philosophy**

Whenever a herald of creation gains a multiuniversal philosophy, she may select from the following list in addition to the choices granted to standard ethermancers.

*Multiuniversal Creator (Ex):* Heralds of creation believe that universes within the ether's protective embrace are important in their own right. The ether point cost of all etherspells with the genesis etherheart is reduced by -1 for each time the multiuniversal creator philosophy has been selected. A herald of creation must know the genesis etherheart to select this philosophy.

Multiuniversal Philanthropist (Su): Many heralds of creation give back in an effort to maintain the good health of their own little slice of the multiverse. As a move action, a herald of creation with this philosophy can enter a trance of sorts. The ether point cost of the next etherspell with the alteration etherheart cast this round is doubled; however, all creatures within 5 feet of the herald of creation are also affected by the etherspell. Creatures that leave the area of effect immediately lose the effects of the etherspell, while creatures that later move into the area of effect gain the effects of the etherspell. Alteration etherspells that alter the ether point regeneration rate of the herald cannot be affected by this philosophy. The herald of creation is responsible for all ether point payments made on an etherspell that requires periodic payments. If any creature receiving benefit from the alteration etherspell triggers an effect that ends the etherspell immediately, the entire etherspell is ended, not just for that individual. This ability may be used once per day for each time the multiuniversal philanthropist philosophy has been selected.

This ability modifies multiuniversal philosophy.

**Effusive Ether (Su):** Starting at 5th level, if the herald of creation is under the effects of an etherspell with the alteration etherheart at the start of her turn, she gains 1 temporary hit point. This temporary hit point lasts for 1 minute. At 9th level and every four levels thereafter, the number of temporary hit points gained in this fashion increases by +2, to a maximum of 7 at 17th level.

This ability replaces aberrant form.



**Awash in Alteration (Ex):** Starting at 12th level, the herald of creation's EP regeneration rate is increased by +1 if she is under the effects of a alteration etherspell.

This ability replaces aberrant physiology.

**Multiuniversal Apotheosis**: A herald of creation may gain one of the following multiuniversal apothesoses should she invest heavily enough in her exclusive multiuniversal philosophies.

*Multiuniversal Creator* - The EP cost of etherspells with the genesis etherheart is reduced by a further -1 for every two times the herald has taken this philosophy.

*Multiuniversal Philanthropist* - This philosophy's ability may be used as a swift action instead of as a move action. It can be used an additional time per day.

This ability modifies multiuniversal apotheosis.





# Herald of Madness (Archetype)

"We once asked what lies beyond, found the ether, and promptly stopped asking questions. I ask you, friend, what lies beyond the ether? The cosmos are a vast ocean of sharks, and the ether is a cage containing one lone diver. A succulent morsel. The last morsel. My gift is not some oversight or grand charge to protect you. It is a promise, a mere taste of what is to come. You see, something wants in, and the rewards for being the man behind the door are simply too great to ignore." -Brother "Topper" Underhill, herald of madness

# Author: Bradley Crouch.

Heralds of madness have the following class features:

**Class Skills:** A herald of madness adds Climb (Str), Fly (Dex), and Swim (Str) to his list of class skills, in addition to the normal ethermancer class skills.

# **Multiuniversal Philosophy**

Whenever a herald of madness gains a multiuniversal philosophy, he may select the following philosophy in addition to the choices granted to standard ethermancers.

*Multiuniversal Madman:* Heralds of madness tend to be too fixated on fulfilling their masters' objectives to do much philosophizing. Each time this philosophy is selected, select a new gift from beyond. A herald of madness must have the gift from beyond class feature in order to take this philosophy.

This ability modifies multiuniversal philosophy.

**Gift from Beyond:** At 5th level, the herald of madness has formally entered into a pact with one or more of the great, eldritch beings dwelling beyond the ether itself. Choose one of the abilities below, which symbolizes the agreement between man and eldritch abomination. At 9th level and every four levels thereafter, choose an additional ability.

Alien Wings (Ex) - A pair of strange wings, not entirely unlike those of a bat, or a bird, or even the skinflaps of a flying squirrel, grow out of the herald's back. He gains a fly speed of 30 feet with a maneuverability of clumsy. This gift from beyond can be taken multiple times. Each time, increase the fly speed by +10 feet and increase maneuverability by one step, to a maximum of good. A herald of madness must be at least 9th level to take this gift from beyond.

*Bizarre Physiology (Ex)* - Symmetry has simply given up on the herald. On the upside, if his face looks like that, it should be fairly difficult for a rogue to be able to find a major artery or kidney! The herald gains light fortification. This gift from beyond can be taken twice. The second time, the herald gains medium fortification instead. Ether-Sensitive Ears (Su) - The mad evangelist's ears are extremely sensitive in an effort to enhance his ability to commune with his masters. Once per day, whenever the mad evangelist fails any d20 roll, he may call upon his masters for advice as an immediate action. This allows the mad evangelist to retroactively reroll that d20 roll. If the new roll would make the failure a success, the roll succeeds. A reroll cannot be rerolled. After resolving the effects of the roll, the mad evangelist is confused for 1 round. The eldritch abominations patronizing the mad evangelist brush aside any puny attempts on the mad evangelist'ss part to render himself immune to the confusion component of this ability. As a result, the confusion cannot be avoided by any means. It's simply part of speaking with the masters. This gift from beyond can be taken multiple times. Each time, it may be used an additional time per day.

*Maddening Gaze (Su)* - As a swift action, the herald may spend 4 EP to direct his multitude of eyes to stare down a single creature within 30 feet. That creature is confused for 1 round with a DC 10 + the 1/2 herald of madness' class level + the herald's Charisma modifier Will save to negate. A herald of madness must have the multitude of eyes gift from beyond in order to take this ability. This is a mind-affecting ability.

*Multitude of Eyes (Ex)* - Eyeballs dot the herald's skin like a child with chickenpox. They are not merely extra eyes, but span the range of bloodshot, feline, and globes of milky fluid on the end of tiny tentacles, their colors and sizes seemingly chosen at random. The herald gains a +4 circumstance bonus to Perception checks when not wearing armor. In addition, when not wearing armor, he cannot be flanked unless he is immobilized, dazzled, blinded, or has his line of sight blocked, such as being tarred and feathered or shoved in a burlap sack. A herald of madness must be at least 9th level in order to take this gift from beyond.

Regenerative Assembly (Su) - The herald's flesh becomes spongy and porous, much like a sea sponge or a starfish. Once per day as a standard action, the herald gains fast healing equal to half his herald of madness class level for 1 minute. If he is restored to maximum hit points, whether by this ability or in tandem with other sources of healing, before this fast healing ends, any missing body parts, from eyes and tentacles to entire limbs, are instantly regrown.

If the herald's head is cut off, such as by a weapon with the vorpal weapon special ability, he may expend two uses of this ability as an immediate action to avoid dying instantly and stay alive as a severed head with 1 hit point. If restored to maximum hit points within 1 minute, he instantly regrows his body. If not, he dies.

This gift from beyond can be taken multiple times. Each time, it may be used an additional time per day. The herald of madness must be at least 13th level in order to take this gift from beyond.











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*Scaly Hide (Ex)* - Tough scales grow from the herald's skin, granting him a +2 profane bonus to natural armor. This gift from beyond can be taken multiple times. Each time, the profane bonus to natural armor increases by +1.

Slimy Flesh (Ex) - Slippery, rubbery material sloughs off the herald's body whenever he is grabbed or squeezed. It is not slime or ooze, but the very flesh itself that falls away to evade capture! The herald gains a +4 circumstance bonus to Escape Artist checks, as well as a +4 circumstance bonus to CMD against the grapple and reposition combat maneuvers. A herald of madness must be at least 9th level to take this gift from beyond.

*Torso Tentacle (Ex)* - A long slit runs down the side of the herald's body just under the armpit. Hidden away inside and constantly slick with a gelatinous substance is a thin, whippy tentacle. The herald's reach increases by 10 feet whenever he makes a melee touch attack. This ability does not otherwise increase his threatened area. This gift from beyond can be taken up to three times. Each time, the herald's reach with his torso tentacle increases by another 10 feet.



*Unstable Mutation* (Ex) - The master desires expediency in the spreading of his will, and has granted his herald a measure of his vigor. When rolling for initiative, the herald of madness may choose to give himself a +2d4 bonus to initiative; however, if both dice come up as the same result, he is staggered for 1 round with no saving throws allowed. A herald of madness must be at least 9th level to take this gift from beyond.

*Wall Hugger (Ex)* - The tentacle hidden along the herald's torso becomes sticky, granting him the ability to shoot the tentacle out as a move action and latch onto a surface, thus mimicking the effects of the spider climb spell. Retracting the tentacle is also a move action. When making use of the torso tentacle in this manner, it cannot be used to make melee touch attacks. A herald of madness must have the torso tentacle gift from beyond in order to take this mutation.

This ability replaces aberrant form, the greater blast etherheart, and the multiuniversal philosophy gained at 2nd level.

**Touch the Unthinkable (Sp):** Starting at 12th level, when casting an etherspell with the bestow etherheart, the herald of madness may increase the EP cost of the etherspell by +4. If he does, the etherspell confuses its target in addition to its other effects. When the etherspell ends, so too does the confusion effect. If the etherspell calls for a saving throw to reduce or negate its effects, then a successful saving throw negates the confusion effect, as well. If the etherspell does not call for a saving throw, then a Will save negates the confusion effect. Calculate the DC of this Will save in the same manner as for any other etherspell. The chaotic influence of the herald of madness' masters causes the entirety of an etherspell that has had this ability applied to it to become mind-affecting.

This ability replaces aberrant physiology.

**Relative Perfection (Ex):** At 20th level, the herald of madness has finally achieved physical perfection from the point of view of his masters. He is forevermore treated as an aberration rather than as a humanoid (or whatever the herald's creature type was) for the purpose of spells and magical effects. The herald of madness mutates excessively, gaining immunity to poison, immunity to fear, and immunity to disease. Unlike other aberrations, the herald of madness can still be brought back from the dead as if he were a member of his previous creature type. Finally, any creature beginning its turn in a square occupied by the herald of madness must make a DC 10 +  $\frac{1}{2}$  the herald's class level + the herald's Charisma modifier Will save or be confused for 1 round. This is a mind-affecting ability.

This ability replaces multiuniversal apotheosis.



**Ultimate Ethermagic** 



# Herald of the Void (Archetype)

"The ether is a fat, lazy vampire, sinking its fangs into all of the multiverse and draining each world, each universe, of its motive force in turn. It shows us that power is most readily gotten by taking it from another, by bringing a source of power to its knees and making it subservient to your will. Be thankful that necessitates that I keep you alive, for now." -The Voidwalker, herald of the void

**Note:** The herald of the void uses the optional greater manifestations system, which starts on page 82.

Author: Bradley Crouch.

Heralds of the void have the following class features:

# Void Philosophy

At 6th level and every four levels thereafter, a herald of the void gains the following multiuniversal philosophy.

Multiuniversal Perfectionist: Some ethermancers constantly strive to improve their ethermancy, believing that the very way they wield their power is in some way restrictive. After all, they wield the power of that which lies beyond all of creation. Why shouldn't it be capable of doing everything? Each time the herald of the void selects the multiuniversal perfectionist philosophy, he selects a greater manifestation (see Section: Greater Manifestations) of an etherheart he knows and a manifestation level that he can cast. He now knows this greater manifestation. Each greater manifestation a herald of the void knows can be cast once per day. This daily casting of each greater manifestation that the herald of the void knows is replenished after 8 hours of rest or meditation: the hours need not be consecutive. The herald of the void must be able to cast 2nd-level manifestations to select this philosophy.

This ability replaces multiuniversal philosophy.



**Void Harvest (Su):** Starting at 12th level, whenever the herald of the void casts an etherspell containing a greater manifestation, he gains temporary ether points equal to half his herald of the void class level. These temporary ether points last for 1 minute.

This ability replaces the multiuniversal philosophy gained at 2nd level and aberrant physiology.



# Interstitial Philosopher (Archetype)

"Point to a hole from which the ether flows, and I will show you where all things meet." -Mistress Starsong, interstitial philosopher

Author: Bradley Crouch.

Interstitial philosophers have the following class features:

# **Scholarly Philosophy**

At 2nd level and every four levels thereafter, an interstitial philosopher gains the following multiuniversal philosophy.

*Multiuniversal Scholar (Ex):* Despite the fact that ethermancers do not have to work for their power, many approach it with enough scholarly vigor to make a wizard blush. Each time this philosophy is selected, the interstitial philosopher learns a feat with the ethermagic descriptor as a bonus feat. She must meet all of the prerequisites of the chosen feat.

This ability replaces multiuniversal philosophy.

**Philosophical Dilletante (Ex):** At 5th level and every four levels thereafter, an interstitial philosopher gains the Philosophical Dilletante feat as a bonus feat. She does not need to meet the prerequisites for this feat, though she must meet the prerequisites of the chosen multiuniversal philosophy.

This ability replaces aberrant form, aberrant physiology, and the greater blast etherheart.

Academic Philosopher (Ex): At 20th level, the interstitial philosopher selects five multiuniversal philosophies that she knows. She takes each of the selected multiuniversal philosophies an additional time.

This ability replaces multiuniversal apotheosis.



Harvest (Su): Starting



# & Etherslinger

In the darkness of space, nobody can outsmart bullet.

The ether is vast and shapeless, and it is up to the practitioners of ethermagic to give it form. Some see it as a one would fire, something chaotic and difficult to control that can collapse enemy ranks in an instant if channeled properly. Etherslingers see things differently. To these ether-using, gun-toting individuals, the ether is a multifunctional tool, and is used for everything from opening locks to keeping the cost of ammunition down to a reasonable level.

÷	Table: The Et	horsling	or 🦃					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Manifestation Level	Ether Point Regeneration Rate	Caster Level
1st	+0	+2	+0	+0	Ether charge, ether clear, ethermagic, ether surge, etherslinging, ethersmith, grit, gun obsession, stabilize	1	1	1
2nd	+1	+3	+0	+0	Alteration etherheart, etherslinger talent, gun obsession—1/day	1	1	1
3rd	+2	+3	+1	+1	<i>Etherbullets,</i> lesser blast etherheart	1	1	2
4th	+3	+4	+1	+1	Etherslinger talent	2	2	3
5th	+3	+4	+1	+1	Bestow etherheart, <i>ether capacity</i> —+1	2	2	3
6th	+4	+5	+2	+2	Etherslinger talent,	2	2	4
7th	+5	+5	+2	+2	Shape charge—physical	2	3	5
8th	+6/+1	+6	+2	+2	Etherslinger talent	3	3	6
9th	+6/+1	+6	+3	+3	Genesis etherheart	3	3	6
10th	+7/+2	+7	+3	+3	Etherslinger talent, gun obsession—2/day	3	4	7
11th	+8/+3	+7	+3	+3	Warp reload	3	4	8
12th	+9/+4	+8	+4	+4	Etherslinger talent	4	4	9
13th	+9/+4	+8	+4	+4	Shape charge—energy	4	5	9
14th	+10/+5	+9	+4	+4	Etherslinger talent	4	5	10
15th	+11/+6/+1	+9	+5	+5	Ether capacity-+2	4	5	11
16th	+12/+7/+2	+10	+5	+5	Etherslinger talent	5	6	12
17th	+12/+7/+2	+10	+5	+5	True ether sniper	5	6	12
18th	+13/+8/+3	+11	+6	+6	Etherslinger talent	5	6	13
19th	+14/+9/+4	+11	+6	+6	Startling barrage	5	7	14
20th	+15/+10/+5	+12	+6	+6	Etherslinger talent, gun obsession—3/day	5	7	15











# Author: Thilo "Endzeitgeist" Graf

Role: The etherslinger is a ranged specialist who uses ethermagic and enhanced firearms in a combined arms format to achieve total battleground saturation. The most terrifying place an etherslinger can be is in melee combat, and her relative dearth of useful abilities at close range reflects this.

Alignment: Any. The good, the evil, the by-the-book, and the impulsive can all find a way to love guns.

Hit Die: d8

Parent Classes: Ethermancer and gunslinger.

Starting Wealth: 5d6 x 10 gp (average 175gp). In addition, each character begins play with an outfit worth 10 gp or less.



# Class Skills

The etherslinger's class skills are Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Heal (Wis), Intimidate Knowledge (Cha), (arcana) (Int), Knowledge (Engineering) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Perception (Wis), Ride (Dex), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex) and Swim (Str).

# Skill Ranks per Level: 4 + Int modifier.

# **Class Features**

All of the following are class features of the etherslinger.

Weapon Proficiency: Etherslingers are proficient with simple weapons and firearms.

Armor Proficiency: Etherslingers are proficient with light armor and bucklers, but not with other kinds of shield. An etherslinger can cast etherspells while wearing light armor or using a buckler without incurring a spell failure chance. Like an arcane spellcaster, an etherslinger wearing medium or heavy armor incurs a chance of arcane spell failure if the etherspell in question has a somatic component (they all do). A multiclass etherslinger still incurs the normal arcane spell failure chance for arcane spells and etherspells received from other classes.



# Ethermagic

An etherslinger' unhealthy obsession with guns gets in the way of appreciating the wonders of pure ethermagic. All that time spent clearing guns and marveling at trigger mechanics and the like means less time for the optimizing her ability to act as a conduit for the power that exists between between realities.

An etherslinger's access to the ether is measured in ether points, or EP. Her maximum EP is equal to her etherslinger level plus her Charisma modifier. At the beginning of the etherslinger's turn, she gains EP equal to 1/3 her class level, rounded up. This represents energy from elsewhere in the ether diffusing back into the vicinity of her area of influence.

Ethermagic is made up of two components: the etherheart and its manifestations. Etherheart selection dictates how the etherslinger can shape an etherspell with manifestations. Etherslingers can manipulate most known varieties of etherheart, albeit at a lesser absolute power level than a purist ethermancer. Accordingly, most etherslingers are known to use their firearms for removing threats, while maintaining a battery of manifestations used to slow down or escape from threats that prove to be too much for a gun to handle.



*Alteration* - The alteration etherheart is the use of raw ether to produce shifts in the state of the universe directly around the etherslinger herself.

*Lesser Blast* - The easiest etherhearts to control, blast ethespells are simply the application of raw ether toward a destructive end.

*Bestow* - The bestow etherheart is, in effect, an alteration etherheart cast upon a creature other than the etherslinger. Given this target moves in relation to the etherslinger, constant application of power is required to maintain it.

*Genesis* - Easily the most difficult etherheart for an etherslinger to manage, genesis actually creates something. From swords and shields composed of the stuff of the void itself to platforms and ethereal staircases that hover in the air, the genesis etherheart can create it. Constant application of power is required.

Manifestations are the various ways an etherslinger can shape the raw energy of the ether. Though any aficionado of blast etherspells will attest to raw ether's ability to melt faces particularly well on its own, there comes a need for a little finesse every now and then. Depending on the etherheart, anywhere from zero to three manifestations can be added to it. An etherslinger's repertoire of manifestations is rather explicitly segregated among the various etherhearts she knows. For example, an etherslinger's genesiscompatible manifestations are totally distinct from her alteration-compatible manifestations. Only manifestations that are compatible with a particular etherheart may be used in an etherspell built around that etherheart.

To use a manifestation, an etherslinger must have a Charisma score equal to at least 10 + the manifestation level. The Difficulty Class for a saving throw against an etherspell is 10 + the highest manifestation level used in the etherspell + the etherslinger's Charisma modifier unless stated otherwise in a manifestation's entry.

The etherslinger begins play with two alteration manifestations. Each time the etherslinger gains a level, she learns more manifestations in at least one etherheart as detailed by Table: Etherslinger Manifestations Known. This new manifestation must be of a level she is able to cast. Further, whenever the etherslinger gains a new manifestation in a particular etherheart, she may exchange an existing manifestation in that etherheart for another compatible manifestation of a level she is able to cast. Note that for each etherheart an etherslinger knows, she may never have more known manifestations in a particular manifestation level than in the previous manifestation level. In other words, if the etherslinger has two 1st-level alteration manifestations, she cannot have more than two 2nd-level alteration manifestations. This does not stop the etherslinger from having three 2nd-level lesser blast manifestations or three 2nd-level bestow manifestations.

# Etherhearts (Sp)

Etherhearts are the core of ethermagic, tangles of emotions and urges that shape raw ether as it is drawn out of the void. Without the power of an etherheart to stabilize the various manifestations woven by the be ethermancer, ethermagic would completely impossible. As stated earlier, specific manifestations are compatible with specific etherhearts, which are listed in the entry for each manifestation. The total ether point, or EP, cost of an etherspell is equal to the EP cost of the etherheart plus the EP cost of each manifestation added 🔘 to the etherheart. The casting time of an etherspell is a standard action unless modified by a manifestation. All etherhearts have both somantic and verbal components. If two or more manifestations alter the casting time of an etherspell, the manifestation with the longer casting time takes precedence. With the exception of genesis etherhearts, it is impossible to simply dismiss an etherspell. Once cast, they run out their durations unless dispelled or otherwise forced to stop.

Unlike other practitioners of ethermagic, the etherslinger's caster level is not equal to her class level. Instead, her caster level is equal to 3/4 her etherslinger class level, rounded down.

Alteration Range personal Target you Duration 1 minute/level Saving Throw as manifestation; Spell Resistance yes EP Cost 1 + 1/4 level, rounded down

An etherspell with this etherheart affects the etherslinger directly. Exactly one manifestation must be added to this etherheart. Only one alteration etherspell can be active at a time.

An etherslinger learns the alteration etherheart at 2nd level.

Lesser Blast Range close (25 ft. + 5 ft./2 levels) Target creature touched Duration instantaneous Saving Throw as manifestation; Spell Resistance yes EP Cost 1 + 1/4 level, rounded down

An etherspell with this etherheart is a ranged touch attack that deals 1d<sub>3</sub> + the caster's Charisma modifier points of bludgeoning damage, plus an additional 1d<sub>3</sub> points of bludgeoning damage for every four caster levels beyond 1st. A maximum of three manifestations can be added to this etherheart. There is no minimum number of manifestations that can be added.

An etherslinger learns the lesser blast etherheart at 3rd level.







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Bestow Range touch Target creature touched Duration 1 round / level Saving Throw as manifestation; Spell Resistance yes EP Cost 1/4 level, rounded down

An etherspell with the bestow etherheart is delivered as a melee touch. The etherslinger may not touch herself. If the etherslinger fails to touch a creature upon casting a bestow etherspell, the charge is not lost; however, the duration of the etherspell begins as soon as it is cast and will begin to count down accordingly. For the duration of the etherspell, the etherslinger's maximum EP is reduced by an amount equal to the etherspell's EP cost. Exactly one manifestation must be added to this etherheart.

An etherslinger learns the bestow etherheart at 5th level.

Genesis

**Range** see individual manifestations **Target/Area** see individual manifestations **Duration** permanent until dismissed **Saving Throw** as manifestation; **Spell Resistance** yes **EP Cost** 1/2 level, rounded down

An etherspell with this etherheart creates an object out of pure ether energy. The lifespan of such an object is permanent until dismissed by the etherslinger, until dispelled, or until the object itself is no longer within range of the caster. For as long as this object persists and for one minute thereafter, the caster's maximum EP is reduced by an amount equal to the EP cost of the etherspell that created it. An object created with the genesis etherheart can be dismissed as a move action. Exactly one manifestation must be added to this etherheart.

An etherslinger learns the genesis etherheart at 9th level.

**Etherslinging:** Etherslingers are not typical ethermagicians, and specialize in applying the power of the cosmos to their firearms. Though an etherslinger's selection of talents will inevitably differentiate her from her peers, all etherslingers do have a number of tricks in common.

These universal abilities are synonymous with the profession: *etherslinging*! At the indicated levels, an etherslinger gains the following abilities.

Many etherslinging abilities have an ether point (EP) cost. The maximum amount of EP an etherslinger can spend on etherslinging abilities each round is equal to her Charisma modifier.

*Ether Charge (Su):* At 1st level, an etherslinger may expend 2 EP as a swift action. If she does, she gets a +2 insight bonus to her next firearm attack roll. Starting at 7th level, this ability can be used as a free action.

*Ether Clear (Ex)*: Starting at 1st level, an etherslinger can funnel a tiny amount of ether energy into her weapon, clearing obstructions. As a standard action, an etherslinger with 1 or more grit may expend 1 EP to remove the broken condition from a single firearm she is wielding. The broken condition must have been caused by weapon misfire. If the etherslinger expends 1 grit in addition to the 1 EP, she may use this ability as a move action instead.

*Ether Surge (Su):* At 1st level, an etherslinger may spend 2 EP as a free action. If she does, she gets a +2 competence bonus to a single etherslinger class skill of her choice for 1 round.

*Stabilize (Su):* Starting at 1st level, an etherslinger has learned how to cushion her firearms with ether to prevent pesky misfiring. As a free action, the etherslinger may expend an amount of EP equal to the misfire rate of a firearm she is currently wielding. (For example, a firearm that misfires on a natural '1' or '2' requires 2 EP, while a firearm that misfires on a natural '1' requires only 1 EP.) The next attack made with that firearm this round cannot misfire (though a natural 1 does still miss!).

Etherbullets (Sp): Starting at 3rd level, an etherslinger can make firearm ammunition out of pure ether energy, thus getting around the horrible expense of habitually firing black powder weapons. As a standard action that provokes attacks of opportunity, an etherslinger may expend any amount of EP. For each ether point spent in this fashion, a sphere of pure void energy, or etherbullet, is loaded into a single non-siege weapon firearm she is actively wielding, ready to fire. All etherbullets must be loaded into the same firearm, and etherbullets take up physical space like normal units of ammunition. As such, a firearm can only be loaded up to its capacity in this manner and any extra EP spent is wasted. Etherbullets count as both ammunition and propellant and persist for rounds equal to twice the etherslinger's Charisma modifier. Given their unstable nature, an etherbullet simply winks out of existence if fired beyond the unmodified second range increment of the weapon. If the etherslinger expends 1 grit in addition to the EP, she may use this ability as a move action that provokes attacks of opportunity.

*Ether Capacity (Ex):* At 5th level, an etherslinger treats a firearm's capacity as +1 greater than normal when loading it with etherbullets. This increases to +2 at 15th level.

Shape Charge (Su): At 7th level, an etherslinger learns to change the physics of her etherbullets in surprising ways. As a swift action, the etherslinger may select bludgeoning, piercing, or slashing. Her etherbullets deal damage of the chosen type until the beginning of her next turn.

At 13th level, the etherslinger may expend 2 EP as a swift action. If she does, she selects acid, cold, electricity, or fire. Her etherbullets deal damage of the chosen type until the beginning of her next turn.






*Ether Sniper (Ex):* At 9th level, the etherslinger's etherbullets no longer wink out of existence if fired beyond the firearm's unmodified second range increment and are instead treated as normal ammunition for the purpose of maximum range.

*Warp Reload:* Starting at 11th level, an etherslinger may use the *etherbullets* etherslinging ability as a move action rather than as a standard action. Further, if the etherslinger expends 1 grit and an additional 2 EP on the *etherbullets* etherslinging ability, she may use the ability as a free action that does not provoke attacks of opportunity.

*True Ether Sniper (Ex):* At 17th level, an etherslinger's etherbullets become not only stable, but also incredibly aerodynamic. As a swift action, the etherslinger may expend 2 EP. If she does, the range increment of any firearm firing an etherbullet she created is increased by +20 feet until the beginning of her next turn.

*Startling Barrage (Su):* At 19th level, whenever an etherslinger misses a creature with a firearm attack firing an etherbullet, she may pay 1 grit and 1 EP as a free action. If she does, the creature she missed is startled by a sudden loud snap and is considered flatfooted against the next firearm attack she makes against that creature this round. This is a fear effect.

**Ethersmith:** At 1st level, an etherslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The etherslinger also gains Gunsmithing as a bonus feat, but does not gain the *Restoring a Broken Firearm* ability of the feat.

Grit (Ex): An etherslinger makes her mark upon the world with ether and gun, blending both in unique ways. Some etherslingers claim the ether guides them, but it's more likely that the volatile nature of both firearms and the ether simply has the unlucky and careless implode upon themselves. Whatever the reason, all etherlingers have grit. In game terms, grit is a fluctuating measure of an etherslinger's ability to perform amazing actions in combat. At the start of each day, an etherslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. The etherslinger's special blend of ethermagic and gunslinging proves to be incompatible with the tricks of their more worldly brethren. Unlike Gunslingers, an Etherslinger cannot take feats with the Grit-descriptor. An etherslinger spends grit to accomplish etherslinger talents (see below), and regains grit in the following ways.

*Critical Hit with a Firearm or Blast Etherspell:* Each time the etherslinger confirms a critical hit with a firearm or lesser blast etherspell while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the etherslinger's character level does not restore grit.

*Killing Blow with a Firearm:* When the etherslinger reduces a creature to 0 or fewer hit points with a firearm or blast etherspell while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the etherslinger's character level to 0 or fewer hit points does not restore any grit.

**Optional Rule:** *Daring Act:* Each time an etherslinger performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the etherslinger regains 1 grit point. Before attempting a daring act, the player should ask the DM whether the act qualifies. The DM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

**Gun Obsession (Ex):** An etherslinger's absolute conviction her gun is a reality-warping instrument of awesome cosmic power does have its drawbacks: namely, ethermagic becomes particularly difficult without a gun around. In order to cast an etherspell, an etherslinger must either be holding a firearm in one hand or have one hand free, which can be used to touch a firearm on her person as though it were a material focus for her etherspells. If unable to touch or hold a firearm while casting an etherspell, she must succeed on a DC 20 + the highest manifestation level among manifestations used in the etherspell concentration check, else the etherspell fails to cast and the EP is wasted.

Starting at 2nd level, once per day as an immediate action, the etherslinger may gaze lovingly upon a firearm she is wielding, immediately granting her 1 grit. This ability may be used an additional time per day at 10th and 20th level.

**Etherslinger Talent:** As an etherslinger gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, an etherslinger gains one etherslinger talent, listed below. She gains an additional etherslinger talent for every 2 levels of etherslinger attained after 2nd level. Unless stated otherwise in a talent's entry, an etherslinger cannot select an individual talent more than once.









Ultimate Ethermagic

Alteration Recoil (Sp): As a full-round action that provokes attacks of opportunity, the etherslinger may cast an alteration etherspell and make a single attack with a firearm. Doing so expends 1 grit, as well as the EP cost of the alteration etherspell. If she uses this talent while an alteration etherspell is currently in effect on her, then she must cast an alteration etherspell with the same manifestation. This extends the remaining duration of the alteration etherspell by 1 minute, to a maximum of its starting duration. An etherslinger must be at least 8th level to select this talent.

Amphibious Ammo (Ex): Continuously channeling the raw stuff that keeps universes and planes separate has its benefits. As long as the etherslinger has at least 1 point of grit, all ammunition and propellants she keeps on her body are kept dry and functional by a thin, semipermeable veil of ether, preventing bullets and propellants from becoming wet, and even allowing for the operation of a loaded firearm underwater. A firearm that is loaded underwater does have its propellant remain dry, but does not have oxygen with which to ignite. Popping topside (or exposing the firearm to a giant air bubble) for even an instant will allow a firearm loaded underwater to be fired.

If the etherslinger's grit ever drops below 1, the protective sheet dissipates until she once again has at least 1 grit. She may activate or deactivate this ability at will as a move action. The ether film is too flimsy to keep damaging liquids, such as acid or alchemist's fire, at bay.

As Fleeting as Ether (Ex): As long as the etherslinger has at least 1 grit point and is wielding a firearm, she gains the benefit of the uncanny dodge and improved uncanny dodge class features as though she were a rogue whose level is equal to her etherslinger level. An etherslinger must be at least 14th level and have the *doppler dodge* talent to select this talent.

As Motile As Ether (Ex): So long as the etherslinger has at least 1 point of grit, she gains a +4 circumstance bonus equal to CMD against the trip, bull rush, overrun, reposition, and grapple combat maneuvers. She also gains a +2 circumstance bonus to saves against effects that result in the entangled, grappled or prone conditions. An etherslinger must be at least 7th level to select this talent.

Bestowing Bullet (Sp): As a full-round action that provokes attacks of opportunity, the etherslinger may cast a bestow etherspell and make a single attack with a firearm. Doing so expends 1 grit, as well as 2 EP + the EP cost of the bestow etherspell. Rather than be delivered with a melee touch attack, the bestow etherspell cast in this fashion is delivered as part of the firearm attack. As such, unlike a standard bestow etherspell, if the firearm attack misses, the etherspell effect ends and her maximum EP reduction is immediately refunded. The first creature struck by the firearm attack is treated as the subject of the etherspell. An etherslinger must be at least 14th level and know the bestowing recoil talent to select this talent.

Bestowing Recoil (Sp): As a full-round action that provokes attacks of opportunity, the etherslinger may cast a bestow etherspell and make a single attack with a firearm. Doing so expends 1 grit, as well as the EP cost of the bestow etherspell. The subject of the bestow etherspell must be a willing ally in a square the etherslinger would threaten with a non-reach weapon. An etherslinger must be at least 10th level to select this talent.

Bonus Feat: An etherslinger may select a bonus combat or ethermagic feat instead of a talent. She has to fulfill all prerequisites of the feat. An etherslinger may take this talent multiple times. Each time, the required levels in the etherslinger base class increases by +4. An etherslinger must be at least 2nd level to take this talent.

Cheat Death (Ex): Whenever the etherslinger is reduced to 0 or fewer hit points, if she has at least 1 grit, she can spend all of her grit to instead be reduced to 1 hit point. An etherslinger cannot regain grit for 10 minutes after using this ability. An etherslinger must be at least 20th level to select this talent.

Cushioning Shot (Su): As an immediate action, the etherslinger may point a firearm at the surface she's currently falling towards and expend 2 EP, producing a jet of ether that slows her fall. She gains slow fall (20 ft.). For every two levels beyond 1st, the effective falling distance reduced by cushioning shot increases by +10 ft, to a maximum of 90 ft. at 15th level.

Doppler Dodge (Sp): As an immediate action, the etherslinger may expend 1 grit and 6 EP. If she does, she gains the benefits of the greater doppler effect manifestation until the beginning of her next turn. This is an alteration etherspell. An etherslinger must be at least 12th level, know the greater doppler effect manifestation, and have the etherslinger's dodge talent to select this talent.

Ether Jam (Sp): As an immediate action, an etherslinger generates filaments of ether that force a firearm wielded by another creature to which she has line of sight to misfire as though the creature possessing it had rolled a natural "1" on an attack roll. She cannot affect a creature with this ability whose current grit points exceed her own current grit points, failing automatically if the target's grit exceeds yours. The etherslinger still expends the talent's costs if the target cannot be affected. This talent costs 1 point of grit and 1 EP to activate.

Ether Prime (Su): As a swift action, the etherslinger may expend an amount of EP equal to the unmodified misfire rate of a firearm she is currently wielding. (For example, a firearm that misfires on a natural '1' or '2' requires 2 EP, while a firearm that misfires on a natural '1' requires only 1 EP.) The next attack made with that firearm this round deals additional damage equal to her Charisma modifier on a successful hit. An etherslinger must be at least 4th level to select this talent.







Etherslinger's Dodge (Ex): The etherslinger has an

uncanny knack for getting out of the way of rays and



Table: Etherslinger 

P Manifestations Known			firearms. When a ranged touch attack or ranged firearm attack is made against the		
Level	Number of Alteration Manifestations Known	Number of Lesser Blast Manifestations Known	Number of Bestow Manifestations Known	Number of Genesis Manifestations Known	attack is made against the etherslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the etherslinger a +2 dodge bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the etherslinger can drop to the ground as an immediate action, gaining the prone condition, as well as a +2 circumstance bonus to AC against the triggering attack. If using this ability causes the target of a spell or ability to become an illegal target for any reason, then that spell or ability, as well as the resources normally consumed in its activation, are lost. This applies to both the etherslinger and individuals firing upon the etherslinger. The etherslinger can only perform this talent while wearing light or no armor, and while carrying no more than a light load. Arrows, bolts and other projectiles cannot be avoided via <i>etherslinger's dodge</i> - an etherslinger simply cannot get the timing right for it.
1	-	-	-	-	
2	2	-	-	-	
3	2	3	-	-	
4	3	4	-	-	
5	3	4	1	-	
6	4	4	2	-	
7	4	5	2	-	
8	5	5	3	-	
9	5	5	3	1	
10	6	6	3	2	
11	6	6	4	2	
12	7	6	4	2	
13	7	7	4	3	
14	8	7	5	3	
15	8	7	5	3	
16	9	8	5	4	
17	9	8	6	4	
18	10	8	6	4	
19	10	9	6	5	
20	11	9	7	5	

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Ether Surge (Ex): An improved connection to the ether grants the etherslinger a +3 bonus to her ether point regeneration rate. An etherslinger must be 20th level to select this talent.

Etherslinger's Agility (Ex): As long as the etherslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single, unconcealed firearm as part of the initiative check.

Ether-kissed Dimensions: When creating a pocket dimension, choose cold or fire. Pocket dimensions produced by the potentiality etherbullets talent eject either exceptionally hot or exceptionally cold etherbullets, dealing an additional 1d6 points of damage of the chosen type on a successful hit. An etherslinger must know the potentiality etherbullets talent to select this talent.



Extended Etherbullet Capacity (Ex): The etherslinger treats a firearm's capacity as +1 greater than normal when loading it with etherbullets. This stacks with the *ether capacity* etherslinging ability. An etherslinger must be at least 6th level to select this talent.

Extra Grit (Ex): An etherslinger gains 2 extra grit points at the start of each day, and her maximum grit increases by 2. She may take this etherslinger talent up to three times. Its effects stack.

Extra Potential (Ex): An unoccupied square can now support an additional pocket dimension produced by the *potentiality etherbullets* talent, for a new maximum of two pocket dimensions per square. An etherslinger must be at least 10th level and know the potentiality etherbullets talent to select this talent.





Fire at the Speed of Ether (Ex): Whenever the etherslinger is at the top of initiative order in the first round of combat, she may spend 2 grit points. If she does, she gets an additional standard action in the first round of combat. This additional standard action must be used to cast a lesser blast etherspell. An etherslinger must be at least 12th level to select this talent.

Fire-Proof (Ex): Not all etherslingers are suicidal daredevils. In fact, many of the more successful etherslingers are a careful lot, as walking around with the ability to hurl flaming death tends to end the careers of the careless in short order. An etherslinger with this talent cannot be set on fire, and flammable objects on her person never burn or detonate. This talent does not grant any fire resistance to either the etherslinger or her belongings - fire still hurts - but it does guarantee that carrying around black powder weapons will never result in a secondary explosion.

Focused Blasts (Sp): As a full-round action, the etherslinger casts a lesser blast etherspell and channels the ejection of the blast through a firearm that she is wielding. Make a full-attack action against a single target with the firearm. Note that the etherslinger is literally shooting the etherspell. As such, no ammunition is consumed and the weapon cannot misfire. If at least one attack hits, then the etherspell has hit its target. For each attack that hits beyond the first, the damage of the blast increases by +1d3 points, and the Difficulty Class of any saving throws called for by the blast increases by +1. Usage of this talent costs 1 grit point, in addition to the EP cost of the channeled lesser blast etherspell. An etherslinger must be at least 10th level to select this talent.

Grit-powered Ether (Su): As a swift action, the etherslinger may expend any amount of grit in order to increase her EP regeneration rate by an amount equal to the amount of grit expended for 1 round. This does not stack with itself. An etherslinger must be at least 4th level to select this talent.

Hitman (Ex): The DC of the Perception check required to hear the etherslinger's firearms discharge increases by an amount equal to half her etherslinger level. An etherslinger must have the In the void, you can hear no bullets talent to select this talent.

Improved Volatile Firearms (Ex): The volatile edging manifestation now applies to attacks made with firearms. An etherslinger must know the *volatile* edging manifestation to select this talent.

In the Void, You Can Hear No Bullets (Ex): As long as the etherslinger has at least 1 point of grit, she may suppress most of the sound her firearm makes when firing, increasing the DC of the Perception check to hear a discharging firearm to 15 if using conventional ammunition or to 25 if using etherbullets. The usual modifiers regarding distance and circumstances still apply.

Normal: Hearing the "sound of battle" is a Perception check with a DC of -10, before applying modifiers.

I Was Made For Slaying You, Baby! (Ex): By expending 1 point of grit and 1 EP, an etherslinger may weave trace amounts of ether into mundane lead while performing a one-hour-long ceremony. During this ceremony, she prepares a number of pieces of nonetherbullet ammunition equal to her Wisdom modifier (minimum 1) against a specific type or subtype of creature. When using this ammunition against creatures of the chosen type, the etherslinger gets a +2 circumstance bonus to attack rolls and deals an additional 2 points of damage on a successful hit. At 5th level and every five levels thereafter, the bonus to attack rolls and the additional damage increase by +2, to a maximum of +10 at 20th level. The etherslinger cannot have more than one set of these bullets at a given time. For as long as the bullets persist, the maximum EP of the etherslinger is reduced by 1. Performing the ceremony and paying the cost again immediately ends the effect of the first array of bullets. After successfully hitting a target, the benefits of the ceremony dissipate from that bullet. An etherslinger must be at least 4th level to select this talent.

Leaping Shot (Ex): When selecting this talent, choose the alteration recoil, bestow bullet, bestow recoil, or translational blast talent. When performing the chosen talent, the etherslinger may also make a move action as part of the full-round action. An etherslinger must be 20th level to take this talent.

Potentiality Etherbullets (Su): An etherslinger with this talent can fire etherbullets at unoccupied squares rather than at creatures. If she hits the unoccupied square, the etherbullet vanishes, entering a pocket dimension containing only it inhabits. The next creature to walk through that square disturbs this pocket dimension, releasing the etherbullet. Make a ranged attack roll against that creature, using all modifiers presents at the original time of firing, as if the gunslinger shot at that creature. On a successful hit, the creature takes damage as though it were shot by the firearm that originally shot the then unoccupied square.

Pocket dimensions exist for rounds equal to the etherslinger's Wisdom modifier before winking out of existence, taking the etherbullet with it. An etherslinger can maintain any number of potentiality etherbullets, but her maximum EP is reduced by -1 for each pocket dimension she has created. An unoccupied square can only support a single pocket dimension at a time.

Pocket dimensions can be detected and disarmed as though they were mundane traps with Perception and Disable Device DCs equal to  $10 + \frac{1}{2}$  the etherslinger's class level + the etherslinger's Charisma modifier. Creatures that saw the etherslinger make the pocket dimension in the first place get a +5 bonus to their Perception check to detect it, while creatures that fail their Disable Device check by any amount collapse the pocket dimension immediately and are automatically hit. An etherslinger must be at least 4th level to take this talent.







**PPPT Expert (Su):** Whenever an etherslinger with this talent reduces a haunt to 0 HP with an etherbullet, she may expend 1 point of grit as a free action to potentially destroy the haunt. She makes a etherslinger level check (1d20 + her etherslinger level) against a DC of 11 + the CR of the haunt. If she succeeds, the haunt is destroyed as though the condition of the haunt's destruction line had been met. An etherslinger must have the *PPPT Training* talent to choose this talent.

**PPPT Training (Ex):** Some etherslingers devote their time to learning PPPT - the art of paranormal phantasmic poltergeist termination. The etherslinger's etherbullets (and only their etherbullets) can damage haunts as if they were an appropriate channel energy effect. Additionally, whenever the etherslinger depletes the HP of a haunt with etherbullets, she immediately knows how to put the haunt to rest once and for all and learns the information in the destruction-line of the haunt's statblock. An etherslinger must be at least 4th level to select this talent.

**Quicker Draw (Ex):** The etherslinger gains the ability to draw hidden weapons (as the Sleight of Hand skill) as a free action, as well as put away drawn weapons as a free action. An etherslinger must have the Quick Draw feat in order to select this talent.

Reputation Precedes Me (Sp): The etherslinger's bond with the ether and the legendary reputation her gunslinging exploits have granted her have melded into one and the same. Whenever the etherslinger's name is willingly spoken by a creature with an Intelligence score of 3 or higher, as long as that creature actually means the etherslinger and is on the same plane of existence as her, she immediately becomes aware of the creature's direction and distance from her current location. In addition, she may expend 1 point of grit per 100 miles distance to the target as a full-round action that provokes attacks of opportunity to greater teleport (CL 20) to the nearest unoccupied square to the creature who spoke her name. She does not need to have any prior knowledge of the target area to teleport there via this ability. An etherslinger can suppress this ability as a free action so long as she has at least one point of grit. If she rests with an empty pool of grit, the constant barrage of your legendary exploits may leave her fatigued after resting at the DM's discretion. An etherslinger must be 20th level to select this talent.

**Ricoshot (Ex):** Whenever the etherslinger misses a creature with a firearm, she may pay 1 grit as an free action. If she does, the shot ricochets. Make an attack roll against a different creature within 10 feet of the original target. An etherslinger must be at least 8th level to select this talent.

**Screaming Ricoshot (Su):** Whenever the etherslinger uses the *ricoshot* talent, she applies the *ether-kissed dimensions, tempestuous dimensions,* and *volatile dimensions* talents to the ricocheting bullet as though it were a pocket dimension. An etherslinger must know the *ricoshot* talent and at least one of the aforementioned "dimensions" talents to select this talent.



**Sic Semper Oculus (Su):** Whenever the etherslinger misses with a firearm attack, she may expend 4 EP as an immediate action. If she does, the bullet explodes in a riot of light, causing the creature missed to become blinded for 1 round with a DC 10 + 1/2 the etherslinger's level + the etherslinger's Charisma modifier Fortitude save to negate. An etherslinger must be a least 12th level to select this talent.

**Smoking Guns (Su):** Twice per day as a swift action, an etherslinger wielding two firearms can grant each firearm the weapon special abilities of the other firearm for 1 minute. For example, if she is wielding a +1 *flaming frost pistol* and a +2 *shocking burst pistol*, she treats them as a +1 *flaming frost shocking burst pistol* and a +2 *flaming frost shocking burst pistol*, respectively. An etherslinger must be 20th level to select this talent.

**Speed of the Bullet (Ex):** Whenever the etherslinger fires a firearm, she may cast an alteration etherspell with the *light speed* manifestation as an immediate action. An etherslinger must know the *light speed* manifestation to select this talent.

**Stable Dimensions:** When creating a pocket dimension, the etherslinger may expend 1 grit. If she does, that pocket dimension is stable and has a duration of 1 hour per etherslinger level rather than a duration of Wisdom modifier rounds. An etherslinger cannot have more than three stable pocket dimensions at any one time. An etherslinger must know the *potentiality etherbullets* and *trapper's knack* talents to select this talent.

**Stablizing Ether:** The EP cost of the *stabilize* etherslinging ability is reduced by -1, to a minimum of 1. An etherslinger must be at least 8th level to select this talent.

**Tempestuous Dimensions:** When creating a pocket dimension, choose acid or electricity. Pocket dimensions produced by the *potentiality etherbullets* talent eject either exceptionally corrosive or exceptionally charged etherbullets, dealing an additional 1d6 points of damage of the chosen type on a successful hit. An etherslinger must know the *potentiality etherbullets* talent to select this talent.

**Too Bright for Comfort (Su):** Whenever the etherslinger misses with a firearm attack, she may expend 1 EP as an immediate action. If she does, the bullet explodes in a riot of light, causing the creature missed to become dazzled for 1 round with a DC 10 + 1/2 the etherslinger's level + the etherslinger's Charisma modifier Fortitude save to negate.

**Too Close for Comfort (Su):** Whenever the etherslinger misses with a firearm attack, she may expend 3 EP as an immediate action. If she does, the bullet explodes in a riot of light and sound, causing the creature missed to become shaken for 1 round with a DC 10 + 1/2 the etherslinger's level + the etherslinger's Charisma modifier Will save to negate. An etherslinger must be at least 8th level to select this talent.





**Translational Blast (Sp):** As a full-round action that provokes attacks of opportunity, the etherslinger may cast a lesser blast etherspell and make a single attack with a firearm. Doing so expends 1 grit, as well as 2 EP + the EP cost of the lesser blast etherspell. The first creature struck by the firearm attack is treated as the subject of the etherspell, and any shape manifestations added to the etherspell treat the creature struck as the point of origination, but are angled such that they point away from the etherslinger. If no creature is struck, the etherspell dissipates harmlessly. An etherslinger must be at least 10th level to select this talent.

**Trapper's Knack (Ex):** The etherslinger gains Disable Device as a class skill. She also adds half her class level to skill checks made to disarm traps.

**Unseen Dimensions (Ex):** The DC of the Perception check required to see and the DC of the Disable Device check required to disarm the etherslinger's pocket dimensions are both increased by +10. An etherslinger must have the *hitman* and *potentiality etherbullets* talents to select this talent.

**Unstable Gambit (Ex):** As a swift action, the etherslinger may expend any amount of grit. If she does, the misfire rate and the critical threat range of all firearms she wields are increased by +1 for each point of grit expended. While under the effects of this talent, critical hits with a firearm do not grant grit and the *stabilize* etherslinging ability cannot be used. This increase to critical threat range stacks with the Improved Critical feat and other similar effects, but is not multiplied by it. This effect lasts until the end of the etherslinger's turn. An etherslinger must be at least 14th level to select this talent.

**Utility Blasts (Ex):** Guns kill people. Ether kills people, and accomplishes much more besides! If the etherslinger has at least 1 grit point, she can apply one of the following utility tricks to a lesser blast etherspell when casting one without any manifestations applied.

Blast Lock: The etherslinger makes an attack roll against a lock within range of her lesser blast etherspell. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Arcane Lock (or its psionic equivalent) grants a +10 bonus to the AC of a lock against this attack and enchanted locks may be subject to bonuses according to the DM. On a successful hit, the lock is destroyed, and the object can be opened as though it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this talent, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though knock can still be employed to bypass the lock, and the creator of an arcane lock can still bypass the wards of that spell. *Blast Unattended Object:* The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range of her lesser blasts. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gunslinger does not damage the object with the ether blast, but can move it up to 15 feet farther away from the etherslinger's origin. On a miss, she damages the object normally.

*Stop Bleeding:* The etherslinger manifests a lesser blast etherspell and then disperses and weaves the residual ether over herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the etherspell ends a single bleed condition affecting the creature. The etherslinger does not have to make an attack roll when performing this talent; she can instead fire her blast harmlessly into the air. This still costs the regular amount of EP of the lesser blast etherspell.

**Void Firearms (Sp):** As a swift action, the etherslinger may expend 1 grit and 5 EP. If she does, a single firearm she is wielding gains the benefits of the *arcing blows* voidmeld manifestation for rounds equal to her Wisdom modifier. She treats the selected firearm as though it were an ethermagus's void blade for the purpose of this talent. An etherslinger must be at least 12th level to select this talent.

**Volatile Dimensions:** When creating a pocket dimension, choose force or sonic. Pocket dimensions produced by the *potentiality etherbullets* talent eject either exceptionally dense or screaming etherbullets, dealing an additional 1d6 points of damage of the chosen type on a successful hit. An etherslinger must be at least 16th level and know the *potentiality etherbullets* talent to select this talent.

**Volatile Firearms (Ex):** The *volatile edging, lesser* manifestation now applies to attacks made with firearms. An etherslinger must know the *volatile edging, lesser* manifestation to select this talent.

**Weapon from the Void (Su):** The etherslinger, even when bereft of her weapon, just can't let go. As a standard action that provokes attacks of opportunity, she may expend 1 grit and reduce her maximum EP by 3. If she does, she pulls forth a fully operational, yet gooey, facsimile of the firearm she chose at 1st level for the ethersmith class feature. This gun is permanent and can be dismissed as a move action; however, for as long as it persists, the etherslinger may not regain grit and her maximum EP remains reduced by -3. The gun made of ether qualifies as a firearm for the purpose of the gun obsession class feature.

**Zero-sum Etherslinging (Ex):** The etherslinger may retroactively apply the *stabilize* etherslinging ability to a firearm to prevent a misfire if it misfires while she is shooting it. In addition, the etherslinger may retroactively apply the *ether charge* etherslinging ability to a failed firearm attack. If this is enough to make the attack a success, it retroactively does so. An etherslinger must be 20th level to select this talent.





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

Aasimar – Choose one etherheart; treat the aasimar's caster level as +1/6 higher when determining the effects of etherspells with that etherheart.

Drow – Add +1 to the Perception DC to notice the drow's gun firing.

*Dwarf* – Add +1 foot to base land speed. (+5 feet every five times this bonus is taken)

*Elf* - Reduce the miss chance due to dim light or darkness by 2%. Miss chances cannot be reduced below 0%.

*Gnome* – Every 6 times this favored class bonus is selected, choose a 1st-level alteration manifestation. When casting a alteration etherspell, the etherslinger may select one of the manifestations chosen for this favored class bonus. The selected manifestation is applied to the etherspell without paying its ether point cost and without counting against the maximum number of manifestations a single alteration etherspell can hold, but only if the etherslinger has at least 1 point of grit.

Half-elf - Add + 1/3 to the number of ether points in the etherslinger's ether pool.

Halfling - Add + 1/2 to initiative rolls made while the etherslinger has at least 1 point of grit.

*Half-orc* – Add +1/2 to the etherslinger's CMD when resisting a bull rush, overrun or drag/push maneuver.

Hobgoblin – Add +1/3 to critical confirmation rolls made with firearms and lesser blasts (maximum bonus of +5). This does not stack with Critical Focus.

Human - Add + 1/4 to the maximum amount of grit the etherslinger can store.

*Kitsune* - Add a +1/4 dodge bonus to AC against attacks of opportunity provoked by firing a firearm.

*Kobold* – Add a +1/2 bonus to the first attack roll made with a firearm in a surprise round.

Orc - Add a + 1/2 bonus to the first weapon damage roll made with a firearm in a surprise round.







*Puddling* – Every 6 times this favored class bonus is selected, choose a 1st-level lesser blast manifestation. When casting a lesser blast etherspell, the etherslinger may select one of the manifestations chosen for this favored class bonus. The selected manifestation is applied to the etherspell without paying its ether point cost, but only if the etherslinger has at least 1 point of grit.

*Tengu* - Add +1/4 to the maximum amount of grit the etherslinger can store.

Tiefling - Add a + 1/2 bonus to the first attack roll made with an etherspell in a surprise round.

*Vanara* - Add a +1/3 bonus to initiative rolls made after acting in a surprise round.

*Vishkanya* - Add +1 to the Perception DC to notice the vishkanya's gun firing.





# hermagic Feats

**Note:** Feats for the optional greater manifestations system are presented on page 82.

# Acquainted with Ethermancy (General)

Your research into this strange branch of magic yields additional information when identifying what is being cast.

### Prerequisite: Spellcraft 5 ranks

**Benefit:** Whenever you successfully identify an etherspell being cast, you learn the names of all of the manifestations in the etherspell in addition to the type of etherheart being cast. You receive a +2 luck bonus to saving throws against etherspells you have identified in this manner.

**Normal:** Whenever you successfully identify an etherspell being cast, you learn its etherheart.

### Altered Arms (Combat, Ethermagic)

Traces of residual ether wick over your weapons whenever you are affected by an etherspell.

**Prerequisite:** Ethermagic class feature, caster level 4th

**Benefit:** While under the effects of an alteration etherspell or a bestow etherspell, weapons you wield are treated as magic for the purpose of bypassing damage reduction. Further, weapons you wield with an enhancement bonus increase their enhancement bonus by +1.

### Alterer (Ethermagic)

You have become particularly adept at wreathing yourself in shaped ether.

Prerequisite: Easily Altered, caster level 10th

**Benefit:** You may be affected by up to two etherspells with the alteration etherheart at once. Each of these etherspells must be at least two levels lower than the highest level manifestation you can cast.

**Normal:** You may be affected by a single etherspell with the alteration etherheart at once.

### **Bestower (Ethermagic)**

Blessings should be shared.

Prerequisite: Gift Giver, caster level 10th

**Benefit:** Whenever you cast an etherspell with the bestow etherheart on a creature, you may also affect a creature adjacent to the target with the same etherspell. This additional target is only affected by the etherspell for 2 rounds.





#### **Blaster (Ethermagic)**

There's something to be said about hurling raw ether as hard as you can.

**Prerequisite:** Etherheart Focus (lesser blast) or Etherheart Focus (greater blast), caster level 6th

**Benefit:** Whenever you cast an etherspell with the lesser blast etherheart or the greater blast etherheart, it is cast at +2 caster level, but only if exactly zero manifestations are applied to the etherspell.

#### **Bombardier (Ethermagic)**

Many ethermancers habitually rely upon their lesser blasts given their greater efficiency. You, on the other hand, embrace the damage that a well-placed greater blast can deal.

Prerequisite: Greater Etherheart Focus (greater blast)

**Benefit:** Whenever you succeed on a ranged touch attack with an etherspell with the greater blast etherheart, the etherspell deals an additional 2d6 damage if the attack roll of that ranged touch attack would also be a successful standard ranged attack.

#### Daredevil's Calm

Few have felt it, that serene calm that descends over the soul in the midst of death-defying acts that seem the work of a deranged madman to outside observers. Even fewer have found a way to truly harness it, to find a center in the midst of insanity. Interestingly, many etherslingers do find this center, if only because they've made a career out of understanding the seemingly-ineffable void itself.

Prerequisites: Etherslinger level 4th, Wis 14

**Benefit:** You gain a ki pool containing o ki points. As a swift action, you may expend 1 grit to grant yourself 1 temporary ki point and you cannot regain grit so long as you have a temporary ki point. This temporary ki point lasts for 1 hour. You may expend grit in this fashion a number of times per day equal to your Wisdom modifier.

If you later gain a ki pool through level progression in a class that grants a ki pool, the maximum size of your ki pool increases by +2 instead.

As a swift action, you may expend 1 point of ki. If you do, you get a +2 dodge bonus to AC for 1 round.

**Special:** You are treated as though you have the ki pool class feature for the purpose of meeting the prerequisites of feats, but not for the purpose of meeting the prerequisites of anything else, such as prestige classes.







#### **Easily Altered (Ethermagic)**

Your anatomy's subtle shifting has somehow caused alteration etherspells to last longer.

**Prerequisite:** Ability to use the alteration etherheart, caster level 6th

**Benefit:** The duration of alteration etherspells cast upon you is increased as though the caster's caster level were +2 higher.

#### **Etherheart Focus (Ethermagic)**

Through practice, you have found ways to exert your will upon a particular etherheart.

Prerequisite: Ability to use the chosen etherheart

**Benefit:** Add +1 to the Difficulty Class for all saving throws against etherspells cast using the etherheart you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new etherheart.

#### **Ethershaping (Ethermagic)**

By roughly shaping ether as it is being prepared for a blast etherspell, it is possible to do far more than simply bludgeon something.

Prerequisite: Ability to use the lesser blast etherheart

**Benefit:** Lesser blast etherspells and greater blast etherspells deal your choice of bludgeoning, slashing, or piercing damage without the need for a manifestation.

**Normal:** Lesser blast etherspells and greater blast etherspells deal bludgeoning damage if a manifestation is not applied.



#### Extra Aspect

The master is too varied and wondrous to be embodied in only a few of his traits. You have learned to express more of them!

Prerequisite: Aspects of the master class feature

**Benefit:** You gain one additional aspect of the master. You must meet all of the prerequisites for this aspect.

Special: You can gain Extra Aspect multiple times.





#### **Extra Etherslinger Talent**

You have spent extra time studying how firearms and the infinite energy of the void go so well together!

**Prerequisite:** Etherslinger talent class feature.

**Benefit:** You gain one additional etherslinger talent. You must meet all of the prerequisites for this etherslinger talent.

**Special:** You can gain Extra Etherslinger Talent an additional time for every five etherslinger levels you possess.

#### **Favored Manifestation (Ethermagic)**

It seems that shaping the leavings of the multiverse is just like everything else. You get better at it with practice.

Prerequisite: Ethermagic class feature

**Benefit:** Reduce the ether point cost of a single selected manifestation by -1, to a minimum of 0.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new manifestation.



#### **Fusion Focus (Ethermagic)**

Having learned how to infuse living tissue with ether without horribly maining the recipient, you have decided to delve deeper into this realm of knowledge.

Prerequisite: Etherfusion class feature

**Benefit:** Select an etherfusion you have taken once, but not twice. The selected etherfusion is now treated as though it had been taken twice.

**Special:** You can gain Fusion Focus multiple times. Each time, select a new etherfusion that has been taken once, but not twice.

#### **Gift Giver (Ethermagic)**

*Your ethermagic tends to linger about those who have been blessed, or cursed, by it.* 

**Prerequisite:** Ability to use the bestow etherheart, caster level 6th

**Benefit:** The duration of bestow etherspells you cast is increased as though your caster level were +2 higher.







## **Greater Etherheart Focus (Ethermagic)**

Shaping extrauniversal entropic energy shouldn't be this easy, but it really is!

Prerequisite: Etherheart Focus

**Benefit:** Add +1 to the Difficulty Class for all saving throws against etherspells cast using the etherheart you select. This bonus stacks with the bonus from Etherheart Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new etherheart to which you have already applied the Etherheart Focus feat.



### Meld Mastery (Ethermagic)

Your familiarity with certain manifestations allows you to pack more into the voidmeld etherheart than others.

**Prerequisite:** Favored Manifestation, ability to use the voidmeld etherheart

**Benefit:** When adding manifestations to a voidmeld etherheart, the maximum number of manifestation levels worth of manifestations that can be added is increased by +1 if one or more of those manifestations has had the Favored Manifestaton feat applied to it.

**Normal:** Any number of manifestations can be added to a voidmeld etherheart, so long as the sum of their manifestation levels are equal to or less than the highest manifestation level the ethermagus knows.

### Multiuniversal Arms Dealer (Ethermagic)

Your ability to create stable objects allows you to share them freely.

**Prerequisite:** Ability to use the genesis etherheart, caster level 8th

**Benefit:** Your genesis manifestations with a range of personal now have a range of close (25 ft. + 5ft./2 levels). This allows you to pass out certain products of your ethermagic without them vanishing into thin air, as well as not totally losing that product if it is dropped or disarmed.





#### **Philosophical Dilettante (Ethermagic)**

With so many big ideas out there, it's natural for you to try out as many of them as possible.

**Prerequisite:** Multiuniversal philosophy class feature

**Benefit:** Select a single multiuniversal philosophy that you have not selected in the past. You gain the benefits of that philosophy. Whenever you are given the opportunity to select another philosophy through the multiuniversal philosophy class feature, you may not select the philosophy selected through this feat.

**Special:** You can gain this feat multiple times. Each time, select a new multiuniversal philosophy.

#### **Reclaim Ether (Ethermagic)**

Though the ether may technically be limitless, you still benefit from a "waste not, want not" approach.

Prerequisite: Shed Alteration or Shed Gifts

**Benefit:** Whenever you dismiss an etherspell, your ether point regeneration rate increases by +2 for rounds equal to the highest manifestation level used in the etherspell.

#### **Revelations of Genesis (Ethermagic)**

You have learned how to regain your potency immediately after dismissing an object created with the genesis etherheart.

**Prerequisite:** Multiuniversal Arms Dealer, caster level 10th

**Benefit:** Whenever a genesis etherspell you cast ends, the reduction to your maximum ether points imposed by the etherspell immediately ends.

**Normal:** Whenever you dismiss an object created with the genesis etherheart, the reduction to your maximum ether points imposed by the etherspell persists for one minute before ending.

#### **Shed Alteration (Ethermagic)**

You have learned how to abort your alteration etherspells early, though at significant cost.

Prerequisite: Easily Altered

**Benefit:** You may dismiss an alteration etherspell as a move action by spending ether points equal to twice the highest manifestation level used in the etherspell.

**Normal:** You cannot dismiss an alteration etherspell and must instead wait for its duration to expire naturally.







#### Shed Gifts (Ethermagic)

You have learned how to abort your bestow etherspells early, though at significant cost.

#### Prerequisite: Gift Giver

**Benefit:** You may dismiss a bestow etherspell as a move action by spending ether points equal to twice the highest manifestation level used in the etherspell.

**Normal:** You cannot dismiss a bestow etherspell and must instead wait for its duration to expire naturally.

#### **Shielded Ethermagic (Ethermagic)**

While it is true that you can outlast a wizard, it is so much more satisfying to overcome his defenses and incinerate him while he thinks he has the upper hand.

**Prerequisite:** Ethermagic class feature, caster level 8th

**Benefit:** Opposing spellcasters must use an evocation spell whose spell level exceeds the highest manifestation level among manifestations in an etherspell you cast in order to counter it.

If your caster level is 14th or greater, opposing spellcasters must use an evocation spell whose spell level is two greater than the highest manifestation level among manifestations in an etherspell you cast in order to counter it.

#### **Temporal Manipulator (Ethermagic)**

**Prerequisite:** Daredevil's Calm, ability to use the genesis etherheart, etherslinger level 12th

**Benefit:** You learn the following manifestation. This manifestation does not count toward the maximum number of manifestations you can learn, nor does it count toward the maximum number of manifestations you can know of a certain level.

#### **Temporal Manipulator**

Ethermagic 3 Etherheart Restriction: Genesis EP Cost: 3 Range: personal Target: you

The caster creates a small device that immediately latches onto her wrist and refuses to let go. Once per round as a free action, the caster can fiddle with the device, expending 1 grit, 2 points of ki, and reducing her maximum EP by 1. If she does, the next etherslinger talent with an activation time of an immediate action used this round is a free action instead. When the etherspell ends, all maximum EP reduction imposed by the activation of this manifestation is ended immediately.

This manifestation is incompatible with the Multiuniversal Arms Dealer feat.



### Void Attunement (Combat, Ethermagic)

As a blade of pure ether, your void blade is perfectly suited to take on the aspect of any blast etherspells delivered with it.

**Prerequisite:** Etherstrike class feature, void blade class feature

**Benefit:** Whenever you deliver a blast etherspell with your void blade through the use of the etherstrike class feature, you may dismiss your void blade as a free action immediately after making your attack roll. If you do, on a successful hit, your void blade deals damage of the same type or types as the etherspell it delivered.



Void's Embrace (Ethermagic)

Your understanding of the ether deepens.

Prerequisite: Voidkissed, Cha 15, character level 9th

**Benefit:** Select a 2nd-level manifestation that is compatible with the alteration etherheart. Twice per day, you can cast an alteration etherspell with the chosen manifestation as a standard action. This is a spell-like ability. For the purpose of this spell-like ability, your caster level is equal to your character level - 3.

#### Void Study (Ethermagic)

Rather than simply accept your newfound abilities, you dig deeper, attempting to learn why you have them. The search bears no answer, but it does enhance your efficiency.

#### Prerequisite: Voidkissed

**Benefit:** You may cast each of the spell-like abilities granted by the Void's Embrace, Voidchild, and Voidkissed feats an additional time per day.

#### Voidchild (Ethermagic)

Though you lack a formal connection to the void, you have become capable of manipulating the ether as well as an experienced ethermage.

**Prerequisite:** Void's Embrace, Cha 17, character level 14th

**Benefit:** Select a 3rd-level manifestation that is compatible with the alteration etherheart. Twice per day, you can cast an alteration etherspell with the chosen manifestation as a standard action. This is a spell-like ability. For the purpose of this spell-like ability, your caster level is equal to your character level - 3.







### Voidkissed (Ethermagic)

Though not a full-blown practitioner of ethermagic, that which lies beyond still whispers in your mind.

**Prerequisite:** Skill Focus (Perception), Cha 13, character level 4th

**Benefit:** Select a 1st-level manifestation that is compatible with the alteration etherheart. Twice per day, you can cast an alteration etherspell with the chosen manifestation as a standard action. This is a spell-like ability. For the purpose of this spell-like ability, your caster level is equal to your character level - 3.





#### Weaponized Shedding (Ethermagic)

Realizing that the need to rapidly shift your etherspells is usually the sign of a tactical error on your part, you have learned how to make fixing your errors an attack in its own right.

#### Prerequisite: Shed Alteration or Shed Gifts

**Benefit:** Whenever you dismiss an alteration etherspell, you dump raw ethereal power into your immediate surroundings, dealing 1d6 points of damage per manifestation level of the highest level manifestation used in the etherspell to all other creatures within 5 feet. A DC 10 + 1/2 your caster level + your Charisma modifier Reflex save negates. This is a force effect.

Whenever you dismiss a bestow etherspell, the target of that etherspell takes 1d6 points of damage per manifestation level of the highest level manifestation used in the etherspell. This is a force effect.





#### Xenovangelist

The master's congregation must be as great as his glory, and you shall see it be so!

Prerequisite: Metamorphosis pool class feature

**Benefit:** The size of your metamorphosis pool increases by +2 points.

**Special:** You can take this feat multiple times. Its effects stack.

#### Zero Master (Ethermagic)

There may be "no suck in science", but you most definitely have found a way to suck the ether out of the void.

#### Prerequisite: Zeroing Out

**Benefit:** Whenever the number of ether points in your ether pool is less than your base ether point regeneration rate, your ether point regeneration rate is increased by +1. This is an enhancement bonus.

#### **Zeroing Out (Ethermagic)**

Substances diffuse at a greater rate when the difference in concentration is more pronounced. Even the ether follows this rule. What, then, could possibly make a more dramatic gradient than a concentration of zero at your ethereal pinprick?

**Prerequisite:** Ethermagic class feature, character level 6th

**Benefit:** Whenever you have o ether points in your ether pool, your ether point regeneration rate is increased by +1. This is an enhancement bonus.



# 🔹 Ethermagic Manifestation Summary

#### **Alteration Manifestations**

Level 1

Charge Atmosphere - 2 EP - Caster gains 1 temporary EP. Cosmic Wards - 1 EP - Protective ether grants a +2 or higher armor bonus to AC. Ethereal Fortitude - 1 EP - Caster has a +1 insight bonus to Fortitude saves. Ethereal Reflexes - 1 EP - Caster has a +1 insight bonus to Reflex saves. Ethereal Willpower - 1 EP - Caster has a +1 insight bonus to Will saves. Infinite Insight - 1 EP - Caster gets a +1 or higher enhancement bonus to a mental ability score. Kinetic Deflection - 2 EP - Whenever damage is taken, the caster instead loses twice that many EP. **Might of the Cosmos** - 1 EP - Caster gets a +1 or higher enhancement bonus to a physical ability score. Primed Blast - 3 EP - The caster's next blast etherspell deals an additional point of damage, plus an additional point of damage for every four caster levels. Spiked Carapace - 2 EP - Melee attackers take 1 piercing damage per four caster levels, minimum 1. Stellar Reflexes - 2 EP - Caster has a +1 dodge bonus to AC. Ultraviolet Shift - 2 EP - Caster turns invisible, but effect ends if a move action or standard action is made. Level 2 A Thousand Eyes - 3 EP - A plethora of disembodied eyeballs grant a bonus to initiative. Ablative Ether - 4 EP - A smear of ether grants resistance 10 or more against one energy type. Attuned Backlash - 3 EP - A burst of ether deals 1d3 damage to sources of damage of a chosen energy type. Doppler Effect - 3 EP - Attacks made against and by the caster have a 10% miss chance. Gravitational Lensing - 4 EP - Caster produces one illusory double. Light Speed - 4 EP - The caster's movement speeds are increased by +20 feet. Stellar Vitality - 4 EP - Caster gains 1d4 + caster level (max +10) temporary hit points. Volatile Edging, Lesser - 3 EP - The caster's melee weapons deal an additional 1d3 points of force damage, but drain the caster's EP when swung. Level 3 Ablative Ether, Flexible - 6 EP - A smear of ether grants resistance 10 or more against two energy types. Bane of the Beyond - 2 EP - Blast bypasses damage reduction as though it were silver and cold iron. Bane of the Built - 3 EP - Blast bypasses damage reduction, but not hardness, as though it were adamantine. Energy Conversion Vortex - 3 EP - Caster can cast a free lesser blast etherspell as an immediate action after taking damage of a chosen energy type three times. Ethereal Fortitude, Greater - 5 EP - Caster has a +2 insight bonus to Fortitude saves. Ethereal Reflexes, Greater - 5 EP - Caster has a +2 insight bonus to Reflex saves. Ethereal Willpower, Greater - 5 EP - Caster has a +2 insight bonus to Will saves. Magnetic Repulsion - 7 EP - Creatures that damage the caster in melee or while nearby are pushed away 10 feet. Primed Blast, Rapid - 6 EP - The caster's next blast etherspell deals an additional point of damage, plus an additional point of damage for every four caster levels. Etherspell ends immediately after granting benefit. Rapid Diffusion - O EP - The caster's maximum EP is reduced, but his EP regeneration rate increases. Spiked Carapace, Greater - 5 EP - Melee attackers take 1d3 piercing damage + 1 per three caster levels. **Stellar Reflexes**, **Greater** - 7 EP - Caster has a +2 dodge bonus to AC. **Whimpering Echoes** - 5 EP - Creatures that attack the caster in melee are shaken for 1 round. **Sidebar: Counterspelling Ethermagic** Though a more standard arcane caster may initially be quite confused by what appears to be an

Though a more standard arcane caster may initially be quite confused by what appears to be an inexhaustible supply of magic from a single source, the savvy wizard or sorcerer quickly learns that everything an ethermagician does is evocation, or at least detects as such by the magic they have accepted as the norm. Some of it may look like transmutation or conjuration, but the manipulation of energy, and, thus, evocation, is paramount to the art of ethermancy in all of its forms. This incredibly linear spell selection, combined with a low spell level ceiling, makes it particularly easy to lock down an ethermagician, at least for a few rounds. An etherspell can be countered by any evocation spell whose spell level is greater than or equal to the highest spell level among manifestations in the etherspell.









**Ablative Ether, Absorbent** - 5 EP - A smear of ether grants resistance 15 or more against one energy type. Whenever a source of damage is absorbed, the caster gains 2 EP.

Alteration Cascade - 5 EP - Caster casts two 1st-level alteration etherspells and gains the benefits of both.

Attuned Backlash, Greater - 6 EP - A burst of ether deals 2d6 damage to sources of damage of a chosen energy type.

Charge Atmosphere, Greater - 4 EP - Caster gains 2 temporary EP.

**Cosmic Wards, Greater** - 8 EP - Protective ether grants a +6 armor bonus to AC and a +2 circumstance bonus to CMD.

Doppler Effect, Greater - 8 EP - Attacks made against and by the caster have a 25% miss chance.

**Ethereal Resistance** - 5 EP - Caster has a +2 insight bonus to all saving throws, but spends 2 EP whenever he makes a saving throw.

**Volatile Edging** - 6 EP - Melee weapons the caster wields deal an additional 1d6 force damage, and additional damage on critical hits, but drain the caster's EP when swung.

**Wandering Star** - 5 EP - Comet grants total concealment against ranged attacks, but drains EP whenever a shot is blocked.

**Zone of Mental Atrophy** - 7 EP - Caster imposes a -2 penalty to a chosen mental ability score in a 10-foot radius.

Zone of Physical Atrophy - 7 EP - Caster imposes a -2 penalty to a chosen physical ability score in a 10-foot radius.

#### Level 5

Attuned Backlash, Flexible - 8 EP - A burst of ether deals 2d6 damage to sources of damage of one of two chosen energy types.

Charge Atmosphere, Superior - 6 EP - Caster gains 3 temporary EP.

**Energy Conversion Vortex, Flexible** - 6 EP - Caster can cast a free lesser blast etherspell as an immediate action after taking damage of one of two chosen energy types three times.

Infinite Insight, Greater - Caster gets a +5 enhancement bonus to a mental ability score.

Might of the Cosmos, Greater - Caster gets a +5 enhancement bonus to a physical ability score.

Rending Energy - 6 EP - Those who attack the caster in melee are subjected to a dispel magic effect.

Stellar Vitality, Greater - 7 EP - Caster gains 1d4 + caster level temporary hit points.

**Ultraviolet Shift, Greater** - 8 EP - Caster turns invisible, and may make move and standard actions without becoming visible. Taking damage ends the effect.

Warp Speed - 8 EP - The caster's movement speeds are increased by +40 feet.

#### Level 6

Ablative Ether, Greater - 10 EP - A smear of ether negates all damage from the first source of a chosen energy type each source.

Alteration Cascade, Greater - 15 EP - Caster casts two 1st-level or 2nd-level alteration etherspells and gains the benefits of both.

**Energy Conversion Vortex, Greater** - 6 EP - Caster can cast a free greater blast etherspell as an immediate action after taking damage of a chosen energy type three times.

Quantum Leap - 10 EP - Caster leaps forward up to 100 feet, dealing 6d6 force damage to all creatures in his path.

**Volatile Edging, Greater** - 10 EP - The next attack the caster makes with a melee weapon drains all remaining EP and deals twice that much additional damage.

**Zone of Mental Atrophy, Greater** - 10 EP - Caster imposes a -2 penalty to each of two chosen mental ability scores in a 10-foot radius.

**Zone of Physical Atrophy, Greater** - 10 EP - Caster imposes a -2 penalty to each of two chosen physical ability scores in a 10-foot radius.







**Bestowed Edge** - 4 EP - Subject's melee weapons deal an additional 1d3 points of force damage, but drain the caster's EP when swung.

**Burning Comet** - 4 EP - Subject gains the ability to hurl a single comet, dealing 3d6 fire damage and dazzling the creature struck.

Celestial Bolstering - 4 EP - Subject gets a +2 insight bonus to its lowest saving throw.

**Ethereal Wrappings** - 5 EP - Ether imposes a -2 penalty to all damage rolls, and forces all physical damage to be bludgeoning, but also grants DR 2/piercing. Damage penalty and damage reduction scale.

Great Red Spotlet - 4 EP - Subject takes 1d3 points of acid damage each round, as well as a -2 penalty to armor bonus to AC.

**Luminescent Spheres** - 4 EP - Subject glows. Each round, the creature nearest the subject is dazzled for 1 round. Penalties for being dazzled are enhanced if attacking the subject.

Taste of the Void - 4 EP - Each round, subject is staggered for 1 round.

White Noise - 2 EP - Each round, subject takes 1 sonic damage and is deafened.

#### Level 3

**Bestowed Ablation** - 5 EP - A bestowed smear of ether grants resistance 15 or more against one energy type. **Bestowed Lensing** - 5 EP - Subject has an illusory double.

Crawling Chaos - 4 EP - Subject takes a -2 or greater penalty to its lowest saving throw.

**Energetic Buffer** - 3 EP - EP regeneration rate becomes temporary hit points instead.

Linear Shaping - 3 EP - Shape. Blast is a 30-foot line.

**Piping of the Spheres** - 8 EP - Subject cannot be attacked unless the attacker makes a Will save.

Scream from Beyond - 6 EP - Touched creature may scream at will, confusing all those in a 20-foot radius, including itself!

**Solar Eruption** - 7 EP - Subject can explode, dealing 1d4 points of fire damage per caster level (max 10d4) in a 10-foot-radius burst.

**Visions of Incomprehensible Distance** - 6 EP - Subject is sickened. Each round, the creature nearest the subject is sickened for 1 round.

#### Level 4

**Bestowed Edge, Volatile** - 6 EP - Subject's melee weapons deal an additional 1d10 points of force damage, and additional damage on critical hits, but drain the caster's EP when swung.

**Binary System** - 6 EP - If either the subject or the caster tries to walk away from the other, then that individual takes damage for trying to do so.

**Ether Feast** - 7 EP - Subject takes 1d8 points of damage each round. Damage is returned to the caster as temporary hit points.

Gamma Radiation - 6 EP - Subject deals half damage with natural weapons, excepting slams.

**Great Red Storm** - 8 EP - Subject takes 2d3 points of acid damage each round, as well as a -4 penalty to armor bonus to AC. Effect can be ended as a standard action, dealing 1d6 points of acid damage per round of duration remaining (max 10d6).

**Hyperspace Beacon** - 9 EP - Subject is hasted, except that all forms of movement are made faster, not just base land speed. Each round, the closest ally is hasted for 1 round.

**Temporal Dilation** - 9 EP - Subject is slowed. Each round, the closest creature is slowed for 1 round.

#### Level 5

**Bestowed Ablation, Flexible** - 8 EP - A bestowed smear of ether grants resistance 20 against two energy types. **Creeping Chaos** - 8 EP - Subject takes a -3 or greater penalty to its two lowest saving throws.

**Gibbering Madness** - 12 EP - Subject is confused. Each round, the creature nearest the subject becomes confused for 1 round.

**Quantum Indeterminacy** - 10 EP - Caster and subject can swap places with each other once as a standard action. **Solar Rays** - 10 EP - Subject gains light charges, which can be consumed to fire rays that deal damage and blind. **White Noise, Greater** - 8 EP - Each round, subject takes 2d4 sonic damage and is deafened. While deafened, subject is always considered flanked.









**Asphyxiate** - 15 EP - Subject is exposed to vacuum, taking Strength damage and becoming staggered each round. **Comet Storm** - 15 EP - Subject can hurl five comets, dealing 3d6 fire damage per hit, and gaining bonus effects based on the number of comets that connect.

**Glimpse the Unthinkable** - 12 EP - Subject is locked in combat with a shadowy apparition and is dazed until it is defeated.

Linear Shaping, Greater - 8 EP - Shape. Blast is now a 60-foot line.

**Quantum Indeterminacy, Greater** - 10 EP - Caster and subject can swap places with each other as a standard action. After swapping, attacks against both creatures have a 50% miss chance for 1 round. Swapping places costs the caster 5 EP.

**Solar Eruption, Greater** - Subject can explode, dealing 1d4 points of fire damage per caster level (max 20d4) in a 10-foot-radius burst.

**Stellar Radiance** - 15 EP - Subject may glow at will, dealing 5d6 points of damage in a 20-foot radius and blinding foes.

Uncertainty Principle - 8 EP - d% of all damage taken by the caster is taken by the subject instead.





**Blast Manifestations** 

#### Level 1

Atrophy the Body - 1 EP - Blast deals 1 point of damage to a physical ability score.

Atrophy the Mind - 1 EP - Blast deals 1 point of damage to a mental ability score.

Conical Shaping - 2 EP - Shape. Blast is a 15-foot cone.

Deep Impact - 3 EP - Blast rattles those it damages, imposing a -2 penalty to attack rolls.

**Energetic Blending** - 2 EP - Blast deals half damage of one type and half of another. Other manifestations must supply the list of available damage types.

Extremes of Infinity - 1 EP - Blast deals fire or cold damage.

**Inorganic Formulation** - 2 EP - Blast ignores the hardness of nonmagical objects.

Lingering Luminescence - 1 EP - Blast leaves behind an area of normal illumination.

Merciful Ether - 1 EP - Blast deals nonlethal damage.

Ocular Overstimulation - 1 EP - Blast dazzles those damaged.

Point-blank Shaping - 2 EP - Shape. Blast is a 5-foot-radius burst centered on the caster.

Raw Ether - 2 EP - Blast entangles those damaged.

**Scale Model of the Galaxy** - 2 EP - Thousands of planet-like spheres cover the ground, tripping those who move over them quickly.

Shards of Creation - 2 EP - Blast deals piercing damage and 1 point of bleed damage.

Vampiric Evocation, Lesser - 1 EP - Blast grants 1 temporary hit point to the caster if a living creature is damaged.

### Level 2

Athermal Extremes - 1 EP - Blast deals acid or electric damage. Boiling Ether - 4 EP - Shape. Blast affects the space occupied by the caster and does not have a somantic component. Celestial Sphere - 3 EP - Shape. Ball of energy follows subsequent blasts, dealing damage to those it runs over. **Cosmic Rays** - 4 EP - Blast illuminates invisible creatures, rendering them visible. Elliptical Orbit - 3 EP - Blast deals slashing damage and imposes a -2 penalty to attack rolls whose subsequent damage roll would add Strength to damage. Empower Ether - 2 EP - Blast deals +2 damage. Energetic Leavings - 2 EP - Lesser blast deals an additional 2d3 points of damage on the following round. Greater blast deals an additional 2d6 points of damage on the following round. Farshaping - 3 EP - Shape. Blast has a range of medium rather than a range of close. Influence of Eternal Chaos - 2 EP - Blast shakens those damaged. Lingering Ether - 4 EP - Shape. Etherheart component of blast deals half damage each round for 3 rounds. Noxious Blast - 3 EP - Blast sickens those damaged. Penetrating Blast - 2 EP - Blast ignores resistance equal to half the caster's caster level, maximum 5. Spiny Model of the Galaxy - 3 EP - Thousands of spiny spheres cover the ground, tripping and dealing bleed damage to those who move over them quickly. Wide Arc - 3 EP - Shape. Blast hits a secondary target between 20 and 30 feet away from the primary target.











Blast Mastery - 2 EP - +1 bonus to caster level for this blast. Breath Stealer - 3 EP - Blast staggers those damaged for 1 round. Burst Shaping - 4 EP - Shape. Blast is a 10-foot burst. **Comet's Tail** - 5 EP - Caster's movement leaves a trail of energy that deals damage to those who cross it. Echoes of the Spheres - 3 EP - Blast deals sonic damage. Focused Blast - 3 EP - +1 insight bonus to Difficulty Class of blast. Selchow's Filaments of Fixation - 4 EP - Blast immobilizes those damaged for 1 round. Vampric Evocation - 3 EP - Blast grants 1 temporary hit point per three caster levels to the caster if a living creature is damaged. Level 4 Atrophy the Body, Greater - 3 EP - Blast deals 1d3 points of damage to a physical ability score. Atrophy the Mind, Greater - 3 EP - Blast deals 1d3 points of damage to a mental ability score. Exploding Burst - 5 EP - Shape. Blast is a 15-foot burst that pushes creatures away from the epicenter. Farshaping, Greater - 6 EP - Shape. Blast has a range of long rather than a range of close. Haze of Infinity - 5 EP - Greater blast only. Duration of manifestations with a duration of greater than instantaneous is increased by +1 round. Imploding Burst - 5 EP - Shape. Blast is a 15-foot burst that pulls creatures into the epicenter. Lurking Blast - 5 EP - Shape. Blast hovers above the caster's head and attacks the next creature to attempt casting. Damage is dealt before the spell is cast, forcing a concentration check lest the spell is lost. Noxious Blast, Greater - 7 EP - Shape. Blast nauseates those damaged. Ocular Overstimulation, Greater - 3 EP - Blast blinds those damaged. Penetrating Blast, Greater - 5 EP - Blast ignores resistance equal to the caster's caster level, maximum 15. Pseudoconjuration - 3 EP - Blast ignores spell resistance, but deals half damage. Level 5 Celestial Sphere, Greater - 6 EP - Shape. Ball of energy follows subsequent blasts, dealing substantial damage to those it runs over. Clockwork Model - 7 EP - Shape. If blast does not penetrate spell resistance, it deflects and attacks somebody else. Conical Shaping, Greater - 8 EP - Shape. Blast is a 30-foot cone. Energetic Leavings, Greater - 6 EP - Lesser blast deals an additional 4d3 points of damage on the following round. Greater blast deals an additional 4d6 points of damage on the following round. Extinction Event - 4 EP - Only selected subtype of creature is affected by blast. Horns of the Space Goat - 4 EP - Blast etherspell performs a bull rush combat maneuver. Creatures successfully pushed are moved the maximum distance as though the bull rusher were following. **Internal Combustion** - 6 EP - Blast with a Reflex save for half damage now has a Fortitude save for half damage instead.

#### Level 6

Annihilating Stroke - 6 EP - Creatures killed by the blast explode, staggering nearby creatures for 3 rounds. Atrophy the Body, Superior - 5 EP - Blast deals 1d6+1 points of damage to a physical ability score. Atrophy the Mind, Superior - 5 EP - Blast deals 1d6+1 points of damage to a mental ability score. Blast Mastery, Greater - 5 EP - +2 bonus to caster level for this blast.

**Empower Ether, Greater** - X EP - Blast deals an additional X damage, where X is the EP spent on this manifestation.

**Focused Blast, Greater** - 6 EP - +2 insight bonus to Difficulty Class of blast. **Vampiric Evocation, Greater** - 7 EP - Blast grants 1 temporary hit point per caster level to the caster if a living creature is damaged.

Interjection Games

**Genesis Manifestations** 

# Level 3

Aegis of Ether - 6 EP - Solidified ether acts as a physical shield. Astral Oculus - 5 EP - Conjured eyeball can be used for scouting. Borrowed Time - 3 EP - Conjured wristwatch grants an additional move action at will, but staggers on the next round. Force Weapon - 4 EP - Solidified ether acts as a weapon. **Instant Handholds** - 6 EP - Nubbins of ether either allow for easy scaling of a wall or act as caltrops. Tome of Infinite Knowledge - 4 EP - Caster's knowledge is bound up in a book. Level 4 Blast Blade - X EP - Conjured weapon contains a lesser blast etherspell and can be unleashed on a successful hit. Bottled Starfire - 6 EP - Flask of starstuff is thrown as a thrown splash weapon and deals 1d6 points of fire damage per caster level to creatures in the square struck. Gravity Well - 6 EP - Little stone well can have buckets of gravity scooped out and tossed at creatures, dealing 3d6 force damage and staggering those splashed. Nail in the Sky - 8 EP - Conjured cylinder acts much like an immovable rod. Pale Imitation - 7 EP - Produce a perfect copy of an object, minus visual and magical characteristics. Stellar Sentry - X EP - Conjured sentry fires a pre-loaded lesser blast etherspell at creatures that wander too close. Level 5 Antigravity Well - 8 EP - Little stone well of antigravity grants nearby creatures a fly speed. Astral Oculus, Greater - 10 EP - Conjured flock of eyeballs can be used for scouting. **Retroactive Continuity** - 4 EP - Conjured wrist-bound device allows for retroactive bonuses to attack rolls and skill checks.

**Sight Beyond Sight** - 3 EP - Opaque material up to 1 foot/caster level in thickness becomes transparent. **Space Elevator** - 8 EP - Hovering disc can be used to carry up to 100 pounds of material per level.

#### Level 6

Blast Blade, Greater - X EP - Conjured weapon contains a greater blast etherspell and can be unleashed on a successful hit.

**Stellar Sentry, Greater** - X EP - Conjured sentry fires a pre-loaded greater blast etherspell at creatures that wander too close.

**Subjective Time** - 10 EP - Conjured sundial doubles attack of opportunity requirements. **Translocation Beacon** - 12 EP - Conjured beacon can be teleported to as a standard action.

#### **Voidmeld Manifestations**

Level 1

Atomic Edge - 1 EP - Void blade deals an additional point of bleed damage.

**Bane of the Earthbound** - 2 EP - Void blade deals an additional 1d3 points of damage to all but aberrations, constructs, fey, and undead.

**Bane of the Starbound** - 2 EP - Void blade deals an additional 1d3 points of damage to all but animals, nonoutsider humanoids, magical beasts, plants, oozes and vermin.

Edge of Infinity - 1 EP - Void blade's enhancement bonus is increased by +1 and can go beyond +5 in this manner.

**Gnawing Hunger** - 1 EP - Critical hits heal the wielder of the void blade for damage equal to the weapon's critical hit multiplier.

**Icy Blackness of Space** - 1 EP - Void blade deals 1 additional cold damage and imposes a penalty to movement speed on a critical hit.

**Solar Wind** - 1 EP - Void blade deals 1 additional fire damage and dazzles on a critical hit.

**Void Magnetism** - 2 EP - Void blade grants a +1 or higher deflection bonus to AC.











Cleaving Ether - 4 EP - Void blade has the mighty cleaving weapon special ability.

Icy Grip of the Outer Spheres - 3 EP - Void blade deals 1d6 additional cold damage, and deals cold damage rather than physical damage.

**Kiss of the Nuclear Fireball** - 3 EP - Void blade deals 1d6 additional fire damage, and deals fire damage rather than physical damage.

Knife Edge of Nowhere - 3 EP - Void blade's critical threat range is doubled.

**Plasma Edge** - 3 EP - Void blade deals 1d6 additional electric damage, and deals electric damage rather than physical damage.

**Screaming Comet** - 3 EP - The caster can make an additional attack of opportunity with the void blade each round. **Weaponized Pulsar** - 4 EP - Burst of energy deals 1d6 points of electric damage in a 5-foot radius each round. **Wide Blade** - 2 EP - Void blade grants a +2 shield bonus to AC.

#### Level 3

Accretion Disk - 5 EP - Caster can cast a free lesser blast etherspell as an immediate action after scoring three critical hits with his void blade.

Arcing Blows - 5 EP - Void blade produces a cone of energy on hit, dealing damage equal to its enhancement bonus. Atomic Edge, Greater - 5 EP - Void blade deals an additional 1d6 points of bleed damage.

**Colliding Bodies** - Void blade deals +5 damage.

**Edge of Infinity, Greater** - 4 EP - Void blade's enhancement bonus is increased by +2 and can go beyond +5 in this manner.

**Knife Edge of Nowhere, Greater** - 6 EP - Void blade's critical threat range is increased by +1. This stacks with Improved Critical and other critical threat range multiplying effects, but is added, not multiplied.

**Space Roar** - 4 EP - Void blade deals 1d6 additional sonic damage, and deals sonic damage rather than physical damage.

Void Magnetism, Greater - 5 EP - Void blade grants a +3 or higher deflection bonus to AC.

#### Level 4

Accretion Disk, Greater - 7 EP - Caster can cast a free lesser blast etherspell with one non-shape manifestation as an immediate action after scoring three critical hits with his void blade.

Antimagic Ether - 5 EP - Void blade reduces the subject's spell resistance by -1 on a successful hit. Stacks.

**Edge of Infinity, Superior** - 6 EP - Void blade's enhancement bonus is increased by +1 per four caster levels and can go beyond +5 in this manner.

Flashing Bolide - 7 EP - Void blade gains the *speed* weapon special ability.

**Gnawing Hunger, Greater** - 5 EP - Void blade deals an additional 1d4 damage on hit and returns half this damage as healing.

**Quantum Entanglement** - 6 EP - The caster gains a +2 insight bonus to combat maneuver checks made to reposition a foe, and teleports foes up to 10 feet on a critical hit.

**Screaming Comet, Greater** - 5 EP - The caster can make two additional attacks of opportunity with the void blade each round. Attacks of opportunity get a +2 bonus to hit.

Weaponized Pulsar, Focused - 7 EP - Burst of energy deals 2d8 points of electric damage in a 5-foot radius each round.

Weaponized Pulsar, Greater - 7 EP - Burst of energy deals 2d4 points of electric damage in a 10-foot radius each round.

#### Level 5

Atomic Edge, Superior - 7 EP - Void blade deals an additional 2d8 points of bleed damage, as well as 2d4 piercing damage on a critical hit.

**Edge of the Event Horizon** - 15 EP - Void blade's critical threat range is doubled and its critical hit multiplier is increased by +1.

**Multiuniversal Prism** - 10 EP - Void blade deals 1d4 points of damage of each of the following types: acid, cold, electric, fire, force, and sonic.

Quantum Form - 10 EP - Void blade attacks are touch attacks.

Singularity - 12 EP - Void blade weapon damage is maximized and attacks stagger the foe.

**Wide Blade**, **Greater** - 6 EP - Void blade grants a shield bonus to AC equal to 2 + the weapon's enhancement bonus, as well as a +1 luck bonus to saves.









# 🛸 Ethermagic Manifestation [ist

Alteration Manifestations

A Thousand Eyes Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 3

A multitude of tiny eyeballs surrounds the caster, granting a +2 bonus to initiative rolls. This bonus increases by +1 for every three levels beyond 3rd, to a maximum of +5 at 12th level.





Ablative Ether Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 4

The caster produces a thick, unsightly smear of foamy ether all over his body that rapidly regenerates when blasted off. Select acid, cold, electricity, fire, or sonic. The foamy ether prevents the first 10 points of damage dealt to the caster by the selected energy type each round. The amount of damage absorbed per round increases to 15 at 7th level and 20 at 10th level.

# Ablative Ether, Absorbent

Ethermagic 4 Etherheart Restriction: Alteration EP Cost: 5

The caster produces a thick, unsightly smear of foamy ether all over his body that rapidly regenerates when blasted off. Select acid, cold, electricity, fire, or sonic. The foamy ether prevents the first 15 points of damage dealt to the caster by the selected energy type each round. Further, whenever it absorbs or partially absorbs a source of damage, the caster gains 2 ether points. The amount of damage absorbed per round increases to 20 at 13th level.

#### Ablative Ether, Flexible Ethermagic 3

Etherheart Restriction: Alteration EP Cost: 6

The caster produces a thick, unsightly smear of foamy ether all over his body that rapidly regenerates when blasted off. Select two of the following: acid, cold, electricity, fire, or sonic. The foamy ether prevents the first 10 points of damage dealt to the caster by either of the selected energy types each round. The amount of damage absorbed per round increases to 15 at 10th level and 20 at 13th level.





#### Ablative Ether, Greater

Ethermagic 6 Etherheart Restriction: Alteration EP Cost: 10

The caster produces a thick, unsightly smear of foamy ether all over his body that rapidly regenerates when blasted off. Select acid, cold, electricity, fire, or sonic. The foamy ether prevents all damage dealt to the caster by the first source of the selected energy type each round.

### Alteration Cascade

Ethermagic 4 Etherheart Restriction: Alteration EP Cost: 5

The caster casts two alteration manifestations of 1st level, paying their ether point cost in addition the ether point cost of this manifestation. All effects count as a single etherspell. Should one manifestation cause the etherspell to end, the entire etherspell ends.

## Alteration Cascade, Greater

Ethermagic 6 Etherheart Restriction: Alteration EP Cost: 15

The caster casts two alteration manifestations of 1st or 2nd level, paying their ether point cost in addition the ether point cost of this manifestation. All effects count as a single etherspell. Should one manifestation cause the etherspell to end, the entire etherspell ends.



Attuned Backlash Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 3

Specially-attuned ether can make attacking the caster very unpleasant indeed. Select acid, cold, electricity, fire, or sonic. Whenever the caster is dealt damage of the chosen type, the source of that damage, if within 100 feet, takes 1d3 points of force damage.

# Attuned Backlash, Flexible

Ethermagic 5 Etherheart Restriction: Alteration EP Cost: 8

Specially-attuned ether can make attacking the caster very unpleasant indeed. Select two of the following: acid, cold, electricity, fire, or sonic. Whenever the caster is dealt damage of one of the chosen types, the source of that damage, if within 100 feet, takes 2d6 points of force damage.





#### **Attuned Backlash, Greater** Ethermagic 4 Etherheart Restriction: Alteration

Specially-attuned ether can make attacking the caster very unpleasant indeed. Select acid, cold, electricity, fire, or sonic. Whenever the caster is dealt damage of the chosen type, the source of that damage, if within 100 feet, takes 2d6 points of force damage.

#### **Charge Atmosphere**

EP Cost: 6

Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 2

The caster dumps raw ether into his immediate surroundings, granting himself 1 temporary EP. Once the temporary EP is spent, the etherspell ends immediately.

#### Charge Atmosphere, Greater

Ethermagic 4 Etherheart Restriction: Alteration EP Cost: 4

The caster dumps raw ether into his immediate surroundings, granting himself 2 temporary EP. Once the temporary EP is spent, the etherspell ends immediately.

#### **Charge Atmosphere, Superior** Ethermagic 6 Etherheart Restriction: Alteration

Etherheart Restriction: Alteration EP Cost: 6

The caster dumps raw ether into his immediate surroundings, granting himself 3 temporary EP. Once the temporary EP is spent, the etherspell ends immediately.



**Cosmic Wards** Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 1

Given the relatively undeveloped musculature of a spellcaster when compared to a martial combatant, ethermancers tend to learn how to make sheets of protective ether very early in their careers. The caster produces a number of faceted plates of ether, granting a +2 armor bonus to AC. This bonus increases by +1 for every two caster levels beyond 2nd, to a maximum of +4 at 6th level.



#### **Cosmic Wards**, Greater

Ethermagic 4 Etherheart Restriction: Alteration EP Cost: 8

Experienced spellcasters tend to be quite surprised by the brutal power behind their martial allies' attacks and develop additional defenses against the inevitable altercation with one much like them. The caster produces a heavily reinforced set of faceted ethereal plates, granting a +6 armor bonus to AC, as well as a +2 circumstance bonus to CMD.



#### **Doppler Effect** Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 3

The caster's body distorts out of phase, granting 10% miss chance to attacks made against the caster and by the caster.

#### **Doppler Effect, Greater** Ethermagic 4

Etherheart Restriction: Alteration EP Cost: 8

The caster's body hideously distorts out of phase, granting 25% miss chance to attacks made against the caster and by the caster.

#### **Energetic Buffer**

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 3

Whenever the caster would gain ether points, he gains that many temporary hit points instead. If the caster's ether points is ever equal to 0, this etherspell ends immediately.

**Energy Conversion Vortex** Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 3

By attuning a wrapping of ether to a specific conventional energy type, the caster can build a blast out of captured energy rather than ether. Select acid, cold, electricity, fire, or sonic. Whenever the caster is dealt damage of the chosen type, he gains a charge. As soon as he receives his third charge, the caster may cast an etherspell with the lesser blast etherheart and zero manifestations as an immediate action without paying its normal ether point cost. Whether or not the caster takes the opportunity to cast the bonus etherspell, this etherspell ends immediately after granting the opportunity to do so.







Energy Conversion Vortex, Flexible

Ethermagic 5 Etherheart Restriction: Alteration EP Cost: 6

By attuning a wrapping of ether to a specific conventional energy type, the caster can build a blast out of captured energy rather than ether. Select two of the following: acid, cold, electricity, fire, or sonic. Whenever the caster is dealt damage of one of the chosen types, he gains a charge. As soon as he receives his third charge, the caster may cast an etherspell with the lesser blast etherheart and zero manifestations as an immediate action without paying its normal ether point cost. Whether or not the caster takes the opportunity to cast the bonus etherspell, this etherspell ends immediately after granting the opportunity to do so.

**Energy Conversion Vortex, Greater** Ethermagic 6 Etherheart Restriction: Alteration EP Cost: 6

By attuning a wrapping of ether to a specific conventional energy type, the caster can build a blast out of captured energy rather than ether. Select acid, cold, electricity, fire, or sonic. Whenever the caster is dealt damage of the chosen type, he gains a charge. As soon as he receives his third charge, the caster may cast an etherspell with the greater blast etherheart and zero manifestations as an immediate action without paying its normal ether point cost. Whether or not the caster takes the opportunity to cast the bonus etherspell, this etherspell ends immediately after granting the opportunity to do so.



**Ethereal Fortitude** Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 1

A thin layer of ether in key locations of the body helps it to annihilate poisons and diseases, as well as to stifle debilitating impulses before they have a chance to harm the caster. The caster receives a +1 insight bonus to Fortitude saves.

#### Ethereal Fortitude, Greater

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 5

A thin layer of ether in key locations of the body helps to filter, then annihilate poisons and diseases, as well as bolster the body in times of distress. The caster receives a + 2 insight bonus to Fortitude saves.







#### **Ethereal Reflexes**

Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 1

Many universes are nearly identical to others. For example, there is a universe out there in which the caster got struck by a fireball instead of stepping two paces to the left six seconds earlier. With access to such whisperings, listening to them can do much to enhance the lifespan of an adventurer. The caster receives a +1 insight bonus to Reflex saves.

#### Ethereal Reflexes, Greater

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 5

Enhanced knowledge of alternate timelines gives the caster an almost sage-like look into his own immediate future, up to and including what flaming spheres of death will be hurtling his way. The caster receives a +2 insight bonus to Reflex saves.



#### Ethereal Resistance

Ethermagic 4 Etherheart Restriction: Alteration EP Cost: 5

Simultaneously listening to the whisperings of the universe while using its energy as a way to interfere with mental manipulation and as a means to bolster one's intestinal fortitude can be very, very tiring. The caster receives a +2 insight bonus to all saving throws, but loses 2 ether points whenever he makes a saving throw.

#### **Ethereal Willpower**

Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 1

Being pure, unaligned energy, unshaped ether can interfere with the workings of magic that relies on a greater level of finesse, the work of enchanters being the best example. The caster receives a +1 insight bonus to Will saves.

#### Ethereal Willpower, Greater

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 5

Enchantments, illusions, and other such schools of more typical magic is very delicate and precise stuff. A buzzing smear of raw extrauniversal energy can do much to shatter such spells before they have a chance of affecting the caster. The caster receives a +2 insight bonus to Will saves.



**Gravitational Lensing** Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 4

An image of the caster is created through the use of incredibly acute gravitic lensing. This image remains in the caster's space and moves with him, mimicking his movements, sounds, and actions exactly. Whenever the caster is attacked or is the target of a spell that requires an attack roll, there is a possibility that the attack targets the image instead. If the attack is a hit, roll randomly to see whether the selected target is real or the image. If it is the image, it is destroyed. Area spells and effects affect the caster normally and do not destroy the image. Spells and effects that do not require an attack roll affect the caster normally and do not destroy its image. Single target spells and effects that require a touch attack are harmlessly discharged if used to destroy an image; however, if that spell or effect is a touch attack that then turns into an area of effect, such as the explosion of an alchemist's bomb, then the explosion happens as normal, with the exception that the space containing the struck image is totally unaffected. Since the image is produced by twisting physical laws and not through the use of illusion magic, spells such as *true seeing* cannot pierce the deception. Once the image is destroyed, the etherspell ends immediately.

# Infinite Insight

Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 1

The whisperings of a thousand universes do much for the mind. Select Intelligence, Wisdom, or Charisma. The caster receives a +1 enhancement bonus to the selected ability score. This bonus increases by +1 for every three levels beyond 3rd, to a maximum of +3 at 9th level.

#### Infinite Insight, Greater

Ethermagic 5 Etherheart Restriction: Alteration EP Cost: 10

The whisperings of a thousand universes do much for the mind. Select Intelligence, Wisdom, or Charisma. The caster receives a +5 enhancement bonus to the selected ability score.

#### Kinetic Deflection Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 2

Pure energy makes a wonderfully lightweight shield. Whenever the caster would take physical damage, he loses twice that many ether points instead. If the caster's ether points is ever equal to **o**, this etherspell ends immediately.



#### Light Speed

Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 4

Raw ether allows for raw speed. The caster's swim, fly, burrow, climb and base land speeds are all increased by +20 feet. It logically follows that an individual who does not know how to swim, fly, etc. well enough to have an individually listed speed for that mode of movement gains no increased speed to that mode of movement when under the effects of this manifestation.

#### **Magnetic Repulsion**

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 7

The caster surrounds his body with a magnetic field that is particularly violent when disturbed. Creatures that deal damage to the caster in melee or while occupying a space the caster threatens are pushed 10 feet directly away from the caster with a Fortitude save to negate. This movement provokes attacks of opportunity. If a creature succeeds on its saving throw against this effect, it is immune to the etherspell for the rest of its duration.

#### Might of the Cosmos

Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 1

As it turns out, layering crystallized strands of ether among bones and muscle does much to enhance their function, though it does tend to lead to cancer thirty years down the road. Select Strength, Dexterity, or Constitution. The caster receives a +1 enhancement bonus to the selected ability score. This bonus increases by +1 for every three levels beyond 3rd, to a maximum of +3 at 9th level.

#### **Might of the Cosmos, Greater** Ethermagic 5

Etherheart Restriction: Alteration EP Cost: 10

As it turns out, layering crystallized strands of ether among bones and muscle does much to enhance their function, though it does tend to lead to cancer thirty years down the road. Select Strength, Dexterity, or Constitution. The caster receives a +5 enhancement bonus to the selected ability score.

**Primed Blast** Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 3

The caster wreathes himself in raw, unshaped ether. The next etherspell cast with the lesser blast or greater blast etherheart deals an additional 1 point of damage plus 1 point of damage for every four caster levels. Once a qualifying etherspell is cast, this etherspell is not ended. Instead, it persists for the total duration of the etherspell whether or not it can still benefit the caster.









**Primed Blast, Rapid** Ethermagic 3

Etherheart Restriction: Alteration EP Cost: 6

The caster wreathes himself in raw, unshaped ether. The next etherspell cast with the lesser blast or greater blast etherheart deals an additional 1 point of damage plus 1 point of damage for every four caster levels. Once a qualifying etherspell is cast, this etherspell ends immediately.

**Quantum Leap** Ethermagic 6 Etherheart Restriction: Alteration EP Cost: 10

The caster creates a perfect copy of his body out of antimatter, annihilates his own body with it, and launches himself with the energy released from the annihilation. This cloud of ether travels up to 100 feet in a straight line, ignoring all non-magical obstructions, including walls, other creatures, and even lead, then transforms back into the flesh-and-blood form of the caster. Any creatures in the line traveled take 6d6 force damage with no saving throws allowed.

Unlike other alteration manifestations, quantum leap has a duration of instantaneous. Further, the strain on the caster's mind causes the caster's maximum ether points to be reduced by an amount equal to the ether point cost of the manifestation for 1 minute.

### **Rapid Diffusion**

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 0

By sacrificing some of the depth of his access to the ether, the caster can broaden his access to incoming energy diffusing into his sphere of influence. The caster's maximum ether points is reduced by an amount equal to the highest manifestation level he can cast, but his ether point regeneration rate is increased by 1. At 13th level, his ether point regeneration rate is increased by 2 instead.

#### **Rending Energy** Ethermagic 5 Etherheart Restriction: Alteration EP Cost: 6

Roiling ether boils about the caster. Whenever the caster is struck in melee, this ether washes over the attacker. If the attacker is currently affected by an ongoing spell, make a dispel check (1d20 + your caster level) against a DC of 11 + the spell's caster level for the spell with the highest caster level currently ongoing on the attacker. If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until the caster has failed to dispel every spell. If the caster successfully dispels a spell in this fashion, the etherspell immediately ends.





#### **Spiked Carapace**

Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 2

Spikes shaped from ether are evenly strewn over the body of the caster. Yes, even there. When the caster is struck in melee, the attacker takes 1 point of piercing damage per four caster levels, minimum 1.

#### Spiked Carapace, Greater

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 5

Spikes shaped from ether are evenly strewn over the body of the caster. Yes, even there. When the caster is struck in melee, the attacker takes 1d3 points of piercing damage, plus an additional point of piercing damage per three caster levels.

#### **Stellar Reflexes**

Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 2

Light is much faster than that which threatens the typical adventurer. The caster draws upon this, granting himself a +1 dodge bonus to AC.

#### Stellar Reflexes, Greater

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 7

Light is much faster than that which threatens the typical adventurer. The caster draws upon this, granting himself a +2 dodge bonus to AC.

#### **Stellar Vitality**

Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 4

Drawing upon the (nearly) infinite timelines upon which universes operate, the caster seeks to prolong his own. The caster gains 1d4 + caster level (max +10) temporary hit points. If these temporary hit points are consumed, this etherspell is not ended. Instead, it persists for the total duration of the etherspell whether or not it can still benefit the caster.

#### Stellar Vitality, Greater

Ethermagic 5 Etherheart Restriction: Alteration EP Cost: 7

Drawing upon the (nearly) infinite timelines upon which universes operate, the caster seeks to prolong his own. The caster gains 1d4 + caster level temporary hit points. If these temporary hit points are consumed, this etherspell ends immediately.







# Ultraviolet Shift

Ethermagic 1 Etherheart Restriction: Alteration EP Cost: 2

The light reflected by the caster's body and attended objects shifts into the ultraviolet, rendering him invisible as the condition. If the caster was carrying a torch or some other source of light, nobody gains any benefit from that source of light any longer. Objects dropped by the caster immediately become visible.

Though still very much a solid mass of flesh and bone, by standing quietly, he gains a +40 bonus to Stealth checks while invisible. If the caster takes any action other than a free action, this etherspell ends immediately.

#### **Ultraviolet Shift, Greater** Ethermagic 5 Etherheart Restriction: Alteration EP Cost: 8

The light reflected by the caster's body shifts into the ultraviolet, rendering him invisible as the condition. If the caster was carrying a torch or some other source of light, nobody gains any benefit from that source of light any longer. Objects dropped by the caster immediately become visible.

Though still very much a solid mass of flesh and bone, by standing quietly, he gains a +40 bonus to Stealth checks while invisible. The caster can manipulate objects, attack creatures, speak, etc. without ending this etherspell. Should the caster take damage, this etherspell ends immediately.

### Volatile Edging

Ethermagic 4 Etherheart Restriction: Alteration EP Cost: 6

Weapons the caster wields are sheathed in a smoking, translucent material. This material, condensed ether, looks and sounds however the caster wishes it to be, though there is this slight humming sound that simply can't be gotten rid of. Whenever the caster attacks in melee, he loses 2 ether points. Melee attacks made by the caster deal an additional 1d6 force damage. In addition, melee attacks deal an extra 1d10 points of force damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of force damage instead, and if the multiplier is ×4, add an extra 3d10 points of force damage. If the caster's ether points is ever equal to o, this etherspell ends immediately.



#### Volatile Edging, Greater

Ethermagic 6 Etherheart Restriction: Alteration EP Cost: 10

Weapons the caster wields are sheathed in a smoking, translucent material. This material, condensed ether, is so energetic that it invariably looks and sounds like a smoking purple film that's just kept from vibrating apart. Whenever the caster attacks in melee, he loses all of his remaining ether points. Melee attacks made by the caster deal an additional 2 points of force damage for each ether point consumed by the attack. If the caster's ether points is ever equal to 0, this etherspell ends immediately.





#### **Volatile Edging, Lesser** Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 3

Weapons the caster wields are sheathed in a smoking, translucent material. This material, condensed ether, looks and sounds however the caster wishes it to be. Whenever the caster attacks in melee, he loses 1 ether point. Melee attacks made by the caster deal an additional 1d3 force damage. If the caster's ether points is ever equal to 0, this etherspell ends immediately.

Warp Speed Ethermagic 5 Etherheart Restriction: Alteration EP Cost: 8

Raw ether allows for raw speed. The caster's swim, fly, burrow, climb, and base land speeds are all increased by +40 feet. It logically follows that an individual who does not know how to swim, fly, etc. well enough to have an individually listed speed for that mode of movement gains no increased speed to that mode of movement when under the effects of this manifestation.







Wandering Star Ethermagic 4 Etherheart Restriction: Alteration

EP Cost: 5

A tiny star-like object orbits about the caster. It seems to be drawn to projectiles, granting total concealment (50% miss chance) against ranged attacks. Whenever the star blocks a shot (whenever the miss chance results in a miss), the caster loses ether points equal to one quarter the damage the ranged attack would have dealt, rounded down. If the caster's ether points is ever equal to 0, this etherspell ends immediately.

Exceptional ranged attacks, such as a thrown boulder, overpower the star and are not affected. As the star detects and moves to intercept missiles, feats that normally negate concealment effects do not negate the miss chance granted by this manifestation.

# Whimpering Echoes

Ethermagic 3 Etherheart Restriction: Alteration EP Cost: 5

Some of those who came before eventually sought to take control of the ether itself. Their screams of agony in their last moments before being ripped into their constituent subatomic components echo throughout the void as a testament to just how hopeless fighting the infinite actually is. The caster wreathes himself in these echoing screams. Creatures that deal damage to the caster in melee or while standing in a square the caster threatens are subjected to them, becoming shaken for 1 round with a Will save to negate. This is a mindaffecting ability.

### Zone of Mental Atrophy

Ethermagic 4 Etherheart Restriction: Alteration EP Cost: 7

The caster lets in the void, crowding out essential gases and making thinking particularly difficult. Select Intelligence, Wisdom, or Charisma. All other creatures within 10 feet of the caster take a -2 penalty to the chosen ability score, minimum 1, so long as they remain within the manifestation's area of effect. There is no saving throw.

#### **Zone of Mental Atrophy, Greater** Ethermagic 6

Etherheart Restriction: Alteration EP Cost: 10

The caster lets in the void, crowding out essential gases and making thinking particularly difficult. Select two of Intelligence, Wisdom, or Charisma. All other creatures within 10 feet of the caster take a -2 penalty to the chosen ability scores, minimum 1, so long as they remain within the manifestation's area of effect. There is no saving throw.

#### Zone of Physical Atrophy Ethermagic 4

Etherheart Restriction: Alteration EP Cost: 7

The caster lets in the void, crowding out essential gases and causing physical distress. Select Strength, Dexterity, or Constitution. All other creatures within 10 feet of the caster take a -2 penalty to the chosen ability score, minimum 1, so long as they remain within the manifestation's area of effect. There is no saving throw.

# Zone of Physical Atrophy, Greater

Ethermagic 6 Etherheart Restriction: Alteration EP Cost: 10

The caster lets in the void, crowding out essential gases and causing physical distress. Select two of Strength, Dexterity, or Constitution. All other creatures within 10 feet of the caster take a -2 penalty to the chosen ability scores, minimum 1, so long as they remain within the manifestation's area of effect. There is no saving throw.







Bestow Manifestations

Asphyxiate Ethermagic 6 Etherheart Restriction: Bestow EP Cost: 15

The caster's touch exposes the subject to the absolute vacuum of the interstitial space between universes, causing the musculature of fleshy creatures to rupture and sapping the strength of living tissue as essential gases are not merely denied, but forcefully ripped from where it was stored. Each round, the subject takes 1d3 points of Strength damage and is staggered for 1 round with a Fortitude save to negate the stagger effect. Upon making a total of 3 successful Fortitude saves, the etherspell ends. Once it ends, the creature struggles to return to some form of normalcy and remains staggered for rounds equal to the number of Fortitude saves it failed over the course of the etherspell. Given its totally biological origin, this final staggered effect takes place even if the etherspell is dispelled or suppressed by an antimagic field. Creatures with an exoskeleton receive a +4 bonus to saving throws made against this manifestation, reflecting their anatomy's ability to deal with extreme conditions, while immaterial creatures and creatures made of inorganic materials, such as ghosts and golems, are totally immune.

#### **Bestowed Ablation**

Ethermagic 3 Etherheart Restriction: Bestow EP Cost: 5

The caster's touch covers the subject in a thick, unsightly smear of foamy ether that rapidly regenerates when blasted off. Select acid, cold, electricity, fire, or sonic. The foamy ether prevents the first 15 points of damage dealt to the subject by the selected energy type each round. The amount of damage absorbed per round increases to 20 at 10th level.



**Bestowed Ablation, Flexible** Ethermagic 5 Etherheart Restriction: Bestow EP Cost: 8

The caster's touch covers the subject in a thick, unsightly smear of foamy ether that rapidly regenerates when blasted off. Select two of the following: acid, cold, electricity, fire, or sonic. The foamy ether prevents the first 20 points of damage dealt to the subject by the selected energy type each round.



**Bestowed Edge** Ethermagic 2 Etherheart Restriction: Bestow EP Cost: 4

The caster's touch invests the subject with a small measure of the ether's power. Weapons the subject wields are sheathed in a smoking, translucent material. This material, condensed ether, looks and sounds however the caster wishes it to be. Whenever the subject attacks in melee, the caster loses 1 ether point. Melee attacks made by the touched creature deal an additional 1d3 force damage. If the caster's ether points is ever equal to 0, this etherspell ends immediately.

**Bestowed Edge, Volatile** Ethermagic 4 Etherheart Restriction: Bestow

EP Cost: 6

The caster's touch invests the subject with a larger measure of the ether's power. Weapons the subject wields are sheathed in a smoking, translucent material. This material, condensed ether, looks and sounds however the caster wishes it to be, though there is this slight humming sound that simply can't be gotten rid of. Whenever the subject attacks in melee, the caster loses 2 ether points. Melee attacks made by the subject deal an additional 1d6 force damage. In addition, melee attacks deal an extra 1d10 points of force damage on a successful critical hit. If the weapon's critical multiplier is  $\times$ 3, add an extra 2d10 points of force damage instead, and if the multiplier is  $\times$ 4, add an extra 3d10 points of force damage. If the caster's ether points is ever equal to 0, this etherspell ends immediately.

#### Bestowed Lensing

Ethermagic 3 Etherheart Restriction: Bestow EP Cost: 5

An image of the touched creature is created through the use of incredibly acute gravitic lensing. This image remains in the creature's space and moves with it, mimicking its movements, sounds, and actions exactly. Whenever the creature is attacked or is the target of a spell that requires an attack roll, there is a possibility that the attack targets the image instead. If the attack is a hit, roll randomly to see whether the selected target is real or the image. If it is the image, it is destroyed. Area spells affect the touched creature normally and do not destroy the image. Spells and effects that do not require an attack roll affect the creature normally and do not destroy its image. Single target spells and effects that require a touch attack are harmlessly discharged if used to destroy an image; however, if that spell or effect is a touch attack that then turns into an area of effect, such as the explosion of an alchemist's bomb, then the explosion happens as normal, with the exception that the space containing the struck image is totally unaffected. Since the image is produced by twisting physical laws and not through the use of illusion magic, spells such as *true seeing* cannot pierce the deception. Once the image is destroyed, the etherspell ends immediately.







**Binary System** Ethermagic 4 Etherheart Restriction: Bestow EP Cost: 6

The caster's touch forms a link with the subject. If the subject or the caster attempts to move further than 30 feet from the other, that individual takes 1d4 points of damage for every two caster levels and is entitled to a Will save to end the etherspell immediately. As a standard action, either individual can struggle against the link without triggering it, entitling it to a Will save to end the etherspell immediately.

# **Burning Comet**

Ethermagic 2 Etherheart Restriction: Bestow EP Cost: 4

The caster's touch infuses a single willing creature's body with the ability to spontaneously generate and hurl a comet. The creature may throw a flaming comet at a single target within 30 feet as a ranged touch attack, dealing 3d6 points of fire damage and dazzling the creature struck for 1d4 rounds on a successful hit. A Fortitude save negates the dazzle effect. Once the comet has been hurled, the etherspell ends immediately.

# Celestial Bolstering

Ethermagic 2 Etherheart Restriction: Bestow EP Cost: 4

The caster's touch imparts a small measure of the corporeal universe's ability to withstand the maddening background echoes of the multiverse as a whole. The subject gets a +2 insight bonus to its lowest saving throw. Should other effects cause a different saving throw to become the new lowest saving throw (before factoring in the benefit of this manifestation so as not to create infinite loops), this manifestation grants a bonus to the new lowest saving throw instead. When the bonus moves in this manner, the etherspell's duration resets to its maximum as if it had just been cast.

**Comet Storm** Ethermagic 6 Etherheart Restriction: Bestow EP Cost: 15

The caster's touch infuses a single willing creature's body with the ability to hurl a great quantity of comets. As a full-round action, the creature may throw all five comets at a single target within 60 feet, making a separate ranged touch attack for each one The comets each deal 3d6 points of fire damage on hit. If one or more comets hit, the subject is dazzled for 1d4 rounds. If two or more comets hit, the subject is lit on fire as per the rules for alchemist's fire. If three or more comets hit, the subject is blinded for 1 round. If four or more comets hit, the subject is staggered for 1 round. If all five comets hit, the subject takes an additional 3d6 force damage. A successful Fortitude save negates the dazzle, light on fire, blind, and stagger effects. Once the comets have been hurled, the etherspell ends immediately.





# **Crawling Chaos**

Ethermagic 3 Etherheart Restriction: Bestow EP Cost: 4

The caster's touch imparts a small measure of the absolute chaos that is said to be present throughout the multiverse. The subject takes a -2 penalty to its lowest saving throw with a Will save to negate and end the etherspell immediately. This penalty increases by +1 at 9th level and every four levels thereafter, to a maximum of -5 at 17th level. Should other effects cause a different saving throw to become the new lowest saving throw, this manifestation penalizes the new lowest saving throw, the touched creature is entitled to another Will saving throw to end the etherspell, but the duration resets to its maximum as if it had just been cast.

#### **Creeping Chaos**

Ethermagic 5 Etherheart Restriction: Bestow EP Cost: 8

The caster's touch imparts a significant measure of the absolute chaos that is said to be present throughout the multiverse. The subject takes a -3 penalty to its two lowest saving throws with a Will save to negate and end the etherspell immediately. This penalty increase to -4 at 17th level. Should other effects cause a different saving throw to become the new lowest or second lowest saving throw, this manifestation penalizes the new lowest or second lowest saving throw instead. When the penalty moves in this manner, the touched creature is entitled to another Will saving throw to end the etherspell, but the duration resets to its maximum as if it had just been cast.

#### Ether Feast

Ethermagic 4 Etherheart Restriction: Bestow EP Cost: 7

The caster's touch causes ether to lash out, systematically tearing apart the subject's body for reintegration into the caster's form. Each round, the subject takes 1d8 points of damage with a Fortitude save to negate. All damage dealt in this manner is returned to the caster as temporary hit points. These temporary hit points last for 1 minute.

#### **Ethereal Wrappings**

Ethermagic 2 Etherheart Restriction: Bestow EP Cost: 5

The caster's touch causes a great deal of squishy ether to coat the body of the subject, imposing a -2 penalty to all damage rolls and causing all weapons to deal bludgeoning damage instead of their usual damage type. This squishy ether also protects the subject, granting DR 2/piercing. At 7th level and every four levels thereafter, the damage penalty and DR increases by +1 to a maximum of -4 and DR4/piercing, respectively, at 15th level.





**Gamma Radiation** Ethermagic 4 Etherheart Restriction: Bestow EP Cost: 6

A blast of intense gamma radiation pelts the touched creature, making hair fall out, forcing claws and teeth to soften and fall out, and otherwise just making a mess of things. Each round at the beginning of its turn, the touched creature deals only half damage with its natural weapons, except slam attacks, for 1 round with a Fortitude save to negate. Unarmed attacks are not affected. If the touched creature makes two consecutive saving throws, the etherspell ends immediately.

#### **Great Red Spotlet** Ethermagic 2 Etherheart Restriction: Bestow EP Cost: 4

The caster's touch causes a fine, red mist of extraterrestrial origin to cling to the subject for a short period of time. Each round at the beginning of its turn, the subject takes 1d3 points of acid damage, as well as a -2 penalty to its armor bonus to AC, if any, for 1 round with a Fortitude save to negate both the damage and armor reduction effects.

### Great Red Storm

Ethermagic 4 Etherheart Restriction: Bestow EP Cost: 8

The caster's touch causes a roiling, red mist of extraterrestrial origin to cling to the subject for a short period of time. Each round at the beginning of its turn, the subject takes 2d3 points of acid damage, as well as a -4 penalty to its armor bonus to AC, if any, for 1 round with a Fortitude save to negate both the damage and armor reduction effects. As a standard action, the caster can dismiss this etherspell in a torrential downpour of corrosive acid, dealing 1d6 points of acid damage per round remaining in its duration (max 10d6) with a Fortitude save to negate.

#### **Gibbering Madness** Ethermagic 5 Etherheart Restriction: Bestow EP Cost: 12

The caster's touch causes the subject to become a conduit to the madness that permeates the multiverse. The touched creature itself is confused for the duration of the etherspell with a Will save to negate. This portion of the manifestation is a mind-affecting ability. Regardless of the result of the saving throw, or even if the touched subject is immune to mind-affecting abilities, the touched creature acts as a conduit for the madness to seep through. Each round, the creature closest to the subject must make a Will save or be confused for 1 round. If two or more creatures qualify for being the closest, they are all affected.



#### Glimpse the Unthinkable

Ethermagic 6 Etherheart Restriction: Bestow EP Cost: 12

The caster's touch causes visions of eldritch horrors to overwhelm the subject. On a failed Will save, the subject is trapped in its own mind by the merest shadow of eternal chaos. A successful Will save instead ends the etherspell immediately. This shadow has hit points equal to twice the caster's caster level plus twice the caster's Charisma modifier and deals 5d4 points of O damage to the touched creature each round with no saving throws allowed. For the duration of this etherspell, the subject is rendered helpless; however, a great duel takes place within its mind. On the touched creature's turn, it is able to act within its mind as though it were not hindered in any way, allowing it a chance to slay the shadow of eternal chaos. In this state, the creature can expend spells, but cannot use, activate, or otherwise gain any benefit from consumables or magic items that are not permanently active. The shadow does not make attacks of opportunity and is automatically assumed to be in range of any attack the subject uses. (Dreamscape is weird like that.) The shadow of eternal chaos is hit on an attack roll of a natural 11 or higher and makes its saving throw if the result is a natural 11 or higher. Spells and limited-use abilities expended while trying to slay the shadow are actually used for the day. When the shadow is slain, the etherspell ends immediately. This is a mind-affecting ability.

**Hyperspace Beacon** Ethermagic 4 Etherheart Restriction: Bestow EP Cost: 9

The caster's touch causes a single willing creature to touch that strange quasi-dimension known as hyperspace. This provides a number of benefits.

When making a full attack action, the subject may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action.) The subject also gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves.

All of the subject's modes of movement with a listed speed (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed. This increase counts as an enhancement bonus. Multiple similar effects, such as the *haste* spell, don't stack. *Hyperspace beacon* dispels and counters *slow* and can be countered by it.

Additionally, the subject acts as a conduit for others to touch hyperspace, if only momentarily. Each round, the ally closest to this conduit receives all of the benefits granted to the subject by this manifestation for 1 round. If two or more creatures qualify for being the closest, the caster selects one to be affected.







Luminescent Spheres Ethermagic 2

Etherheart Restriction: Bestow EP Cost: 4

The caster's touch causes a single willing creature to glow with the mingled luminescence of many stars. Each round, the creature closest to the subject must make a Fortitude save or be dazzled for 1d4 rounds. If two or more creatures qualify for being the closest, they are all affected. Dazzled creatures attacking the subject take an additional -1 penalty to attack rolls. At 8th level and 13th level, this penalty increases by +1, to a maximum of -3.

# Piping of the Spheres

Ethermagic 3 Etherheart Restriction: Bestow EP Cost: 8

The caster's touch causes a number of celestial spheres to orbit around a single willing creature. Any opponent attempting to directly attack the subject, even with a targeted spell, must attempt a Will save. If the save fails, the opponent can't follow through with the attack and that part of its action is lost.



**Quantum Indeterminacy** Ethermancer 5 Etherheart Restriction: Bestow EP Cost: 10



The caster's touch forms a link with a single willing creature. So long as the caster and the subject are no further apart than 20 feet plus 5 feet for every 2 caster levels, they gain the ability to swap places with each other as a standard action that provokes attacks of opportunity. Once places have been swapped in this manner, the etherspell ends immediately. The swap is not a conjuration (teleport) effect is not hampered by spells and effects that prevent extradimensional travel like *dimensional anchor*.

**Quantum Indeterminacy, Greater** Ethermagic 6 Etherheart Restriction: Bestow EP Cost: 10

The caster's touch forms a link with a single willing creature. So long as the caster and the subject are no further apart than 20 feet plus 5 feet for every 2 caster levels, they gain the ability to swap places with each other as a standard action that provokes attacks of opportunity. Using this ability costs the caster 5 ether points and grants both creatures a 50% miss chance for





1 round. Should the ethermancer's ether points ever be equal to or less than 5, this etherspell ends immediately. The swap is not a conjuration (teleport) effect is not hampered by spells and effects that prevent extradimensional travel like *dimensional anchor*.

# Scream From Beyond

Ethermagic 3 Etherheart Restriction: Bestow EP Cost: 6

The caster's touch infuses a single willing creature's voice with the sonorous tonal qualities of the void. For the duration of this manifestation, the subject's voice is deep as the crypt and hollow with no ability to inflect, as one typically does when angry or questioning someone. As a standard action, the subject can let out a booming, gong-like howl, causing all creatures in a 20-foot radius, including the subject itself, to become confused for 1 round per three caster levels with a Will save to negate. After howling, the etherspell ends immediately. Given the confusion effect is a biological response to the maddening sounds heard, it is totally mundane in nature and cannot be affected by dispel magic or suppressed by an antimagic field. The howl itself is a mind-affecting that relies on audible ability components, though granting the ability to howl is not. Creatures that are unable to speak gain no benefit from this manifestation.

#### **Solar Eruption**

Ethermagic 3 Etherheart Restriction: Bestow EP Cost: 7

The caster's touch invests the subject with a measure of barely-contained heat. For the duration of this manifestation, the creature's body is hot to the touch, skin rapidly drying out and cracking as molten flame boils from every pore and orifice. As a standard action, the caster can cause the subject's invested heat to be let free in an enormous explosion of fire and superheated, superdense fluid stripped of its electrons, dealing 1d4 points of fire damage per caster level (max 10d4) in a 10-foot-radius burst centered on the subject with a Reflex save for half damage. After exploding, the etherspell ends immediately.

#### **Solar Eruption, Greater** Ethermagic 6 Etherheart Restriction: Best

Etherheart Restriction: Bestow EP Cost: 12

The caster's touch invests the subject with a measure of barely-contained heat. For the duration of this manifestation, the creature's body is hot to the touch, skin rapidly drying out and cracking as the molten flame boils from every pore and orifice. As a standard action, the caster can cause the subject's invested heat to be let free in an enormous explosion of fire and superheated, superdense fluid stripped of its electrons, dealing 1d4 points of fire damage per caster level (max 20d4) in a 10-foot-radius burst centered on the subject with a Reflex save for half damage. After exploding, the etherspell ends immediately.





**Solar Rays** Ethermagic 5 Etherheart Restriction: Bestow EP Cost: 10

The caster's touch infuses a single willing creature's body with the light of a blue supergiant. The subject gains light charges equal to the caster's caster level. As a standard action, the subject can spend any number of these light charges to fire a ray of light at a single creature within 60 feet. Make a ranged touch attack, dealing 1d6 points of damage per light charge expended on a successful hit. If five or more charges are expended on a single ray, then that ray blinds the target creature for 1d4 rounds with a Fortitude save to negate. Once all charges are expended, the etherspell ends immediately.

#### **Stellar Radiance**

Ethermagic 6 Etherheart Restriction: Bestow EP Cost: 15

The caster's touch infuses a single willing creature's body with the brilliant radiance of the stars. For the duration of this manifestation, the subject's body shines with an inner light that is equal parts red, orange, blue, and yellow. As a standard action, the subject can dramatically increase the intensity of this light, causing all other creatures in a 20-foot radius to take 5d6 points of damage and become blinded for 1 round with a Fortitude save to negate both the damage and blinding effect. Creatures that make their Fortitude saving throw are instead dazzled for 1d4 rounds. Creatures with no physical form gain no benefit from this manifestation.

Temporal Dilation

Ethermagic 4 Etherheart Restriction: Bestow EP Cost: 9

The caster's touch causes the subject to perceive time differently. To the subject, the world around it is moving incredibly fast. To everything else, the subject is simply very slow. On a failed Will save, the subject affected by this manifestation is staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. The subject moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Even if the subject makes its Will save, it is still transformed into a conduit for the duration of the etherspell.

Multiple *temporal dilation* or *slow* effects don't stack. *Temporal dilation* counters and dispels *haste* and is countered by it.

Additionally, the subject acts as a conduit, dragging others into its perception of time. Each round, the creature closest to this conduit receives all of the penalties of this manifestation for 1 round. If two or more creatures qualify for being the closest, the caster selects one to be affected.



#### **Uncertainty Principle**

Ethermagic 6 Etherheart Restriction: Bestow EP Cost: 8

The caster's touch forms a link with a single creature. If the subject is unwilling, a successful Will save negates the etherspell, ending it immediately. Creatures that fail their Will save or are willing to be affected have their very life force tied to that of the caster. So long as the caster and the subject are no further apart than 20 feet plus 5 feet for every 2 caster levels, 50% of all physical damage dealt to the caster is dealt to the linked creature instead. Each time the linked creature takes damage in this manner, it is entitled to another Will saving throw to end the etherspell.

#### **Visions of Incomprehensible Distance** Ethermagic 3 Etherheart Restriction: Bestow EP Cost: 6

The caster's touch causes a single creature to exude the sensation of being an infinitesimal dot in the multiverse. The subject itself is sickened for the duration of the etherspell with a Will save to negate. This portion of the manifestation is a mind-affecting ability. Regardless of the result of the saving throw, or even if the subject is immune to mind-affecting abilities, the touched creature acts as a conduit for this sensation to seep through. Each round, the creature closest to this conduit must make a Will save or be sickened for 1 round. If two or more creatures qualify for being the closest, they are all affected.

#### White Noise

Ethermagic 2 Etherheart Restriction: Bestow EP Cost: 2

The touched creature's ears fill with the crackling noise at the edge of the void. Each round at the beginning of its turn, the subject takes 1 point of sonic damage and is deafened for 1 round with a Fortitude save to negate the deafened effect. Creatures without a sense of hearing are immune to this manifestation.

White Noise, Greater Ethermagic 5 Etherheart Restriction: Bestow EP Cost: 8

The touched creature's ears fill with a roaring white noise piped in directly from the edge of everything. Each round at the beginning of its turn, the subject takes 2d4 points of sonic damage and is deafened for 1 round with a Fortitude save to negate the deafened effect. While under the effects of this manifestation, the subject, if deafened, treats all attacks as flanking attacks. Creatures without a sense of hearing are immune to this manifestation.









# Blast Manifestations

**Note:** Most manifestations are compatible with both lesser and greater blast etherhearts, while a few are greater blast only. If it looks too good to be true, double check the etherheart restriction line. It just might be the case!

### **Annihilating Stroke**

Ethermagic 6 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 6

Duration: 3 rounds

If a blast etherspell with this manifestation kills or destroys a creature, that creature explodes, staggering all other creatures in a radius with a Fortitude save to negate. The radius of this explosion is 5 feet if this manifestation is added to a lesser blast etherspell or 10 feet if added to a greater blast etherspell.

### Athermal Extremes

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 1

A blast etherspell with this manifestation deals the caster's choice of acid or electricity damage.



# Atrophy the Body

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 1

A blast etherspell with this manifestation that successfully deals damage deals 1 point of damage to the caster's choice of Strength, Dexterity, or Constitution with a Fortitude save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates this effect. In this case, no Fortitude save is called for.

#### **Atrophy the Body, Greater** Ethermagic 4

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation that successfully deals damage deals 1d3 points of damage to the caster's choice of Strength, Dexterity, or Constitution with a Fortitude save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates this effect. In this case, no Fortitude save is called for.





#### Atrophy the Body, Superior

#### Ethermagic 6

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 5

A blast etherspell with this manifestation that successfully deals damage deals 1d6+1 points of damage to the caster's choice of Strength, Dexterity, or Constitution with a Fortitude save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates this effect. In this case, no Fortitude save is called for.

#### **Bane of The Beyond**

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation bypasses damage reduction as though it were either cold iron or silver.

#### **Bane of The Built**

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation bypasses damage reduction, but not hardness, as though it were adamantine or crystal.

#### **Blast Mastery**

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation has a +1 insight bonus to caster level.

#### **Blast Mastery, Greater**

Ethermagic 6 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 5

A blast etherspell with this manifestation has a +2 insight bonus to caster level.

#### **Boiling Ether (Shape)**

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 4

Most practitioners of ethermagic seek to stay away from combat, while some few seek it out. A blast etherspell with this manifestation affects all other creatures occupying the same space as the caster himself and no longer has a somantic component. There is now a Reflex save for half damage.

Only one shape manifestation can be applied to an etherspell.







#### Breathstealer

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3 Duration: 1 round

A blast etherspell with this manifestation staggers those damaged by it with a Fortitude save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates the stagger effect. In this case, no Fortitude save is called for.

#### **Burst Shaping (Shape)**

Ethermagic 3

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 4

A blast etherspell with this manifestation is a 10-foot burst instead of a ranged touch attack. There is now a Reflex save for half damage.

Only one shape manifestation can be applied to an etherspell.



**Celestial Sphere (Shape)** Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3 Duration: 1 round / 2 levels

A blast etherspell with this manifestation produces a sphere of energy. This sphere is dependent upon the energy type of the etherspell cast. For example, a fire etherspell creates a sphere of fire and a cold etherspell creates a sphere of extremely cold air. The sphere is created on top of the target of the etherspell and deals 2d4 damage of the appropriate energy type with a Reflex save to negate. Whenever the caster casts a single target blast etherspell, the celestial sphere moves toward the target of that blast etherspell, up to a maximum of 30 feet, damaging all creatures it passes. Any airtight obstruction, such as a brick wall, blocks the movement of the sphere and forces it to stop. If any creature steps into a square occupied by the sphere or begins its turn in the sphere, it also takes damage.

As this is a manifestation and not an etherspell, other manifestations do not modify the damage output of the sphere.

Only one shape manifestation can be applied to an etherspell.



Ethermagic 5 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 6 Duration: 1 round / 2 levels

A blast etherspell with this manifestation produces a sphere of energy. This sphere is dependent upon the energy type of the etherspell cast. For example, a fire etherspell creates a sphere of fire and a cold etherspell creates a sphere of extremely cold air. The sphere is created on top of the target of the etherspell and deals 4d6 damage of the appropriate energy type with a Reflex save to negate. Whenever the caster casts a single target blast etherspell, the celestial sphere moves toward the target of that blast etherspell, up to a maximum of 30 feet, damaging all creatures it passes. Any airtight obstruction, such as a brick wall, blocks the movement of the sphere and forces it to stop. If any creature steps into a square occupied by the sphere or begins its turn in the sphere, it also takes damage.

As this is a manifestation and not an etherspell, other manifestations do not modify the damage output of the sphere.

Only one shape manifestation can be applied to an etherspell.

**Clockwork Model (Shape)** Ethermagic 5

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 7

Should a blast etherspell with this manifestation fail to penetrate spell resistance, the spell is not wasted. Instead, it deflects off of that creature and makes a touch attack against a creature of the caster's choosing within 30 feet of the original target. An etherspell will not deflect twice in this manner.

Only one shape manifestation can be applied to an etherspell.

#### Comet's Tail

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 5 Duration: 1 round

If, on the same round, the caster moves after casting a blast etherspell with this manifestation, he leaves a streaking trail of energy that forms a wall five feet high that occupies all squares he passes through. This wall is dependent upon the energy type of the etherspell cast. For example, a fire etherspell creates a wall of fire and a piercing etherspell creates a wall of floating needles. If any creature steps into a square occupied by this trail, the entire trail of energy collapses and vanishes, dealing 1d6 + the caster's level (max +10 for lesser blasts, max +15 for greater blasts) damage of the appropriate type to the intersecting creature with no saving throws allowed.









### **Conical Shaping (Shape)**

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation is a 15-foot cone instead of a ranged touch attack. There is now a Reflex save for half damage.

Only one shape manifestation can be applied to an etherspell.

# Conical Shaping, Greater (Shape)

Ethermagic 5 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 8

A blast etherspell with this manifestation is a 30-foot cone instead of a ranged touch attack. There is now a Reflex save for half damage.

Only one shape manifestation can be applied to an etherspell.

## Cosmic Rays

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 4 Duration: 1 round / 2 levels

A blast etherspell with this manifestation includes a number of cosmic rays, which causes bone, exoskeletons, metal, stone, and other invisible inorganic material to glow visibly. Invisible creatures with no such "hard bits", such as most oozes, incorporeal creatures or invisible stalkers, are immune to this effect.



Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation performs a combat maneuver check with a CMB equal to the caster's caster level + his Charisma modifier. If successful, the target is knocked off kilter and takes a -2 penalty to attack rolls for 1 round. The caster takes a -4 penalty to his combat maneuver check if the etherspell is not a ranged touch attack.

#### **Echoes of the Spheres**

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation deals sonic damage.

### **Elliptical Orbit**

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3 Duration: 1 round / 3 levels

A blast etherspell with this manifestation launches a number of spinning blade of ether, thus dealing slashing damage. Creatures dealt damage by the etherspell also have their muscles temporarily lacerated by ethereal energy. Each time the creature attacks with a weapon that applies a Strength modifier to damage, it must make a Fortitude save or take a -2 penalty to that attack roll.

#### **Empower Ether**

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation deals an additional 2 points of damage.

#### **Empower Ether, Greater (Shape)**

Ethermagic 6 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: O

The caster of a blast etherspell with this manifestation can spend any number of additional ether points. For each ether point spent in this manner, the etherspell deals an additional point of damage.

Only one shape manifestation can be applied to an etherspell.

### **Energetic Blending**

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation deals half of its damage as one energy type and half of its damage as another. These energy types must be made available to the etherspell through the selection of other manifestations or be natively available, as is the case with bludgeoning damage.

Energetic Leavings Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2 Duration: 1 round

A blast etherspell with this manifestation continues to smoke and sputter long after the initial strike has been made. Creatures dealt damage by the primary blast take additional damage of the same type the following round. Lesser blast etherspells deal an additional 2d3 points of damage in this manner, while greater blast etherspells deal an additional 2d6 points of damage. Creatures may drop prone and spend a move action rolling about to negate this damage.









Ethermagic 2 Etherheart Restriction: EP Cost: 4 Duration: 1 round / 2 le A blast etherspell with number of cosmic exoskeletons, metal, sto material to glow visibly. "hard bits", such as mos invisible stalkers, are im **Deep Impact** Ethermagic 1



#### **Energetic Leavings, Greater** Ethermagic 5 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 6

Duration: 1 round

A blast etherspell with this manifestation continues to smoke and sputter long after the initial strike has been made. Creatures dealt damage by the primary blast take additional damage of the same type the following round. Lesser blast etherspells deal an additional 4d3 points of damage in this manner, while greater blast etherspells deal an additional 4d6 points of damage. Creatures may drop prone and spend a move action rolling about to negate this damage.

### **Exploding Burst (Shape)**

Ethermagic 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 5

A blast etherspell with this manifestation is a 15-foot burst instead of a ranged touch attack. There is now a Reflex save for half damage. Creatures that fail their Reflex save are also moved 10 feet directly away from the center of the blast. While moving, those that strike a solid object stop moving and take 1d6 points of damage.

Only one shape manifestation can be applied to an etherspell.

#### **Extinction Event**

Ethermagic 5 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 4

Select subtype of creature, such as halfling or elemental. A blast etherspell with this manifestation affects only creatures of the chosen subtype.



#### **Extremes of Infinity**

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 1

A blast etherspell with this manifestation deals the caster's choice of fire or cold damage.

#### Farshaping (Shape)

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation has a range of medium (100 ft. + 10 ft./level) instead of close. It is still a ranged touch attack.

Only one shape manifestation can be applied to an etherspell.



#### Farshaping, Greater (Shape)

Ethermagic 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 6

A blast etherspell with this manifestation has a range of long (400 ft. + 40 ft./level) instead of close. It is still a ranged touch attack.

Only one shape manifestation can be applied to an etherspell.

#### **Focused Blast**

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation has a +1 insight bonus to its Difficulty Class.

#### Focused Blast, Greater

Ethermagic 6 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 6

A blast etherspell with this manifestation has a +2 insight bonus to its Difficulty Class.

#### Haze of Infinity

Ethermagic 4 Etherheart Restriction: Greater Blast EP Cost: 5

When viewed through the haze of infinity, the puny slices of time with which mere mortals are concerned seem even less consequential. This manifestation increases the duration of all other manifestations applied to the same blast etherspell with a duration of greater than instantaneous by +1 round.



#### **Horns of the Space Goat** Ethermagic 5 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 4

A blast etherspell with this manifestation always deals bludgeoning damage. In addition, perform a bull rush combat maneuver with a CMB equal to the caster's caster level + his Charisma modifier. Given the bull rusher is a burst of energy, it cannot choose to stop moving and must push the creature struck for the maximum distance possible. The caster takes a -4 penalty to his combat maneuver check if the etherspell is not a ranged touch attack.

Cones and lines count the position of the caster as the point of origination for the combat maneuver, while bursts count the center of the burst as the point of origination of the combat maneuver.







# Imploding Burst (Shape)

Ethermagic 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 5

A blast etherspell with this manifestation is a 15-foot burst instead of a ranged touch attack. There is now a Reflex save for half damage. Creatures that fail their Reflex save are also moved 10 feet directly toward the center of the blast. While moving, those that strike a solid object stop moving and take 1d6 points of damage.

Only one shape manifestation can be applied to an etherspell.

#### **Influence of Eternal Chaos**

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2 Duration: 1 round / 3 levels

A blast etherspell with this manifestation causes those damaged by it to become shaken with a Will save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates the shaken effect. This is a mind-affecting ability.

**Inorganic Formulation (Shape)** 

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation ignores the hardness of nonmagical equipment. If targeting equipment, a successful Reflex save negates damage to the weapon and deals half damage to the wielder instead.

Only one shape manifestation can be applied to an etherspell.

#### **Internal Combustion**

Ethermagic 5 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 6

A blast etherspell with this manifestation that calls for a Reflex save for half damage calls for a Fortitude save for half damage instead.

#### Linear Shaping (Shape)

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation is a 30-foot line instead of a ranged touch attack. There is now a Reflex save for half damage.

Only one shape manifestation can be applied to an etherspell.





# Linear Shaping, Greater (Shape)

Ethermagic 6 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 8

A blast etherspell with this manifestation is a 60-foot line instead of a ranged touch attack. There is now a Reflex save for half damage.

Only one shape manifestation can be applied to an etherspell.

#### Lingering Ether (Shape)

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 4 Duration: 3 rounds

A blast etherspell with this manifestation deals half damage each round for three rounds with a Fortitude save to negate. This replaces the base damage of the etherheart.

Only one shape manifestation can be applied to an etherspell.



Lingering Luminescence Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 1 Duration: 1 round / level

A blast etherspell with this manifestation leaves behind a sparkling powder in the entirety of its area of effect. This powder provides normal illumination in the squares it occupies. If a blast etherspell has no area of effect, but is rather a single-target spell, the powder is deposited in a 10-foot radius from the point of impact.

#### Lurking Blast (Shape)

Ethermagic 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 5 Duration: 1 round / 3 levels

A blast etherspell with this manifestation hovers above the ethermancer's head. The next creature in range other than the caster himself to cast a spell, use a spelllike ability, or activate a magic item triggers the etherspell, which immediately attacks that creature as though the caster just made a ranged touch attack with it. This spell resolves before the spell it detected resolves, thus possibly forcing a Concentration check to avoid losing the offending spell, if applicable.

Only one shape manifestation can be applied to an etherspell.



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### **Merciful Ether**

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 1

A blast etherspell with this manifestation deals nonlethal damage.



Noxious Blast Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3 Duration: 1 round / 3 levels

A blast etherspell with this manifestation sickens those damaged by it with a Fortitude save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates the sicken effect. In this case, no Fortitude save is called for.

### Noxious Blast, Greater

Ethermagic 5 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 7 Duration: 1 round / 3 levels

A blast etherspell with this manifestation nauseates those damaged by it with a Fortitude save to negate. Each round, a creature is entitled to a new Fortitude save to end this effect.

### **Ocular Overstimulation**

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 1 Duration: 1 round / level

A blast etherspell with this manifestation dazzles those damaged by it with a Fortitude save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates the dazzle effect. In this case, no Fortitude save is called for.

### **Ocular Overstimulation, Greater**

Ethermagic 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3 Duration: 1 round / 3 levels

A blast etherspell with this manifestation blinds those damaged by it with a Fortitude save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates the blind effect. In this case, no Fortitude save is called for.



### Penetrating Blast

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation ignores an amount of damage reduction and energy resistance equal to half the caster's caster level, to a maximum of 5 at 10th level.

### **Penetrating Blast, Greater**

Ethermagic 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 5

A blast etherspell with this manifestation ignores an amount of damage reduction and energy resistance equal to the caster's caster level, to a maximum of 15 at 15th level.



### **Point-blank Shaping (Shape)** Ethermagic 1

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation is now a 5foot-radius burst centered on the caster instead of a ranged touch attack. The burst does not affect any squares occupied by the caster himself. There is now a Reflex save for half damage.

Only one shape manifestation can be applied to an etherspell.

### Psuedoconjuration

Ethermagic 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation ignores spell resistance, but deals half damage.

### Raw Ether

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2 Duration: 1 round + 1 round / 10 levels

Eew, unprocessed extrauniversal goo! A blast etherspell with this manifestation entangles those damaged by it with a Reflex save to negate. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, a successful Reflex save also negates the entangle effect.







Scale Model of the Galaxy

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2 Duration: 1 round / level

A blast etherspell with this manifestation leaves behind a number of tiny, starlikes spheres in the entirety of its area of effect. These spheres cause those who walk over them to fall prone unless they make a DC 10 + the caster's caster level + the caster's Charisma modifier Acrobatics skill check. Any abilities that grant a bonus to CMD against the trip combat maneuver grant a corresponding bonus to this Acrobatics check. Creatures that travel through the spheres at half speed need not make a check. If a blast etherspell has no area of effect, but is rather a single-target spell, the spheres are deposited in a 10-foot radius around the point of impact.

### Selchow's Filaments of Fixation Ethermagic 3

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 4 Duration: 1 round

A blast etherspell with this manifestation is composed of thousands of tiny, wriggling filaments. Creatures damaged by the etherspell that are within 5 feet of a solid surface, such as a wall, floor, cliff face, or conveniently-placed giant statue, are stuck to that surface with a Reflex save to negate. Treat being stuck as the entangled condition, except that a stuck creature cannot move from its current space and is held aloft if stuck to a wall. If the etherspell includes a shape manifestation that offers a Reflex save for half damage, then a successful Reflex save also negates the stuck effect.

### **Shards of Creation**

Ethermagic 1 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation does piercing damage and an additional point of bleed damage.

### Shards of Creation, Greater

Ethermagic 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 4

A blast etherspell with this manifestation does piercing damage and an additional amount of bleed damage equal to half the caster's caster level.





### Spiny Model of the Galaxy

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3 Duration: 1 round / level

A blast etherspell with this manifestation leaves behind a number of tiny, star-like spheres in the entirety of its area of effect. These spheres cause those who walk over them to fall prone and take 1d3 points of bleed damage unless they make a DC 10 + the caster's caster level + the caster's Charisma modifier Acrobatics skill check. Any abilities that grant a bonus to CMD against the trip combat maneuver grant a corresponding bonus to this Acrobatics check. Creatures that travel through the spheres at half speed need not make a check. If a blast etherspell has no area of effect, but is rather a singletarget spell, the spheres are deposited in a 10-foot radius around the point of impact.

### Vampiric Evocation, Lesser

Ethermagic 1

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 1

If a blast etherspell with this manifestation deals damage to a living creature, it grants the caster 1 temporary hit point. This temporary hit point lasts for 1 minute.

### Vampiric Evocation

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

If a blast etherspell with this manifestation deals damage to a living creature, it grants the caster 1 temporary hit point per three caster levels. These temporary hit points last for 1 minute.

### Vampiric Evocation, Greater

Ethermagic 6 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 7

If a blast etherspell with this manifestation deals damage to a living creature, it grants the caster temporary hit points equal to his level. These temporary hit points last for 1 minute.

### Wide Arc (Shape)

Ethermagic 2 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

If a blast etherspell with this manifestation hits its primary target, the etherspell bounces, attacking a secondary target within line of sight of the caster that is between 20 and 30 feet away from the primary target. If the secondary target is out of range of the etherspell, that is to say, if it is too far away to be a legal primary target, it can still be a legal secondary target.

Only one shape manifestation can be applied to an etherspell.





# 5

### Genesis Manifestations

Aegis of Ether Ethermagic 3 Etherheart Restriction: Genesis EP Cost: 4 Range: personal Target: you

The caster creates a shield out of condensed ether. Treat this as a masterwork buckler, light, or heavy shield with which the caster is proficient with hardness and hit points both equal to that of a standard shield of its type. Given its otherworldly construction, the shield has no arcane spell failure chance and no armor check penalty. If the caster is proficient with no shields whatsoever, he may still conjure a buckler in this fashion. At 9th level, the caster conjures a +1 shield instead. This enhancement bonus increases by +1 for every three levels beyond 9th, to a maximum of a +4 shield at 18th level.



Antigravity Well Ethermagic 5 Etherheart Restriction: Genesis EP Cost: 8 Range: Short (25 ft. + 5 ft./2 levels) Target: An unoccupied 5-foot square

The caster calls an antigravity well, that is to say, a little stone well with a rope and bucket that just so happens to contain antigravity rather than water, into being. This well has hardness 15 and 40 hit points. Given the nature of antigravity, the stuff begins to spew right out of the antigravity well in a ceaseless torrent as soon as the well is created, granting all creatures within 60 feet a fly speed of 30 feet with perfect maneuverability, while also rendering it impossible to simply move along the ground using one's base land speed. Creatures with a faster native fly speed have that faster speed overridden; flapping one's wings is useless in a zone of antigravity! Spells and abilities that manipulate gravity treat the area of effect of an antigravity well as though it were an antimagic field. If the well is destroyed, this etherspell ends immediately.



Astral Oculus Ethermagic 3 Etherheart Restriction: Genesis EP Cost: 5 Range: close (25 ft. + 5 ft./2 levels) Target: you

The caster creates an eyeball of condensed ether in the palm of his hand. This eyeball has hardness 10, 20 hit points, and a fly speed of 20 feet with perfect maneuverability. An eye can hover in place indefinitely without any fear of falling. As a move action, the caster can direct the eveball to float to a specific position within range. If not given any particular direction, the eyeball attempts to stay directly directly behind the caster and hovers at an elevation about equal with the caster's shoulders. As a standard action, the caster can will himself to see through the eyeball until the beginning of his next turn. While doing so, the caster cannot see through his own eyes, but instead has darkvision out to a radius of 30 feet from the eyeball. The caster takes a penalty to AC equal to -2 or his Dexterity modifier, whichever is lower, if his body is within the radius of sight of the eyeball. If his body is not within the radius of sight of the eyeball, he takes a penalty to AC equal to -4 or his Dexterity modifier, whichever is higher. If an eyeball is destroyed while the caster is using it, he is stunned for 1 round and the etherspell ends immediately.

Astral Oculus, Greater Ethermagic 5 Etherheart Restriction: Genesis EP Cost: 10 Range: medium (100 ft. + 10 ft./level) Target: you

This manifestation functions as *astral oculus*, with the exception that 1d3+1 eyeballs are produced instead of only one. When the caster wills himself to see through the eyeballs as a standard action, he sees through all of them simultaneously. If all of the eyeballs are destroyed, the etherspell ends immediately.









**Blast Blade** Ethermagic 4

Etherheart Restriction: Genesis EP Cost: 2 + special (see description) Range: personal Target: you

The caster creates a melee weapon out of condensed ether. Treat this as a masterwork weapon of any type with which the caster is proficient with hardness and hit points both equal to that of a standard weapon of that type. As part of the same casting action, the caster impregnates the blade with a lesser blast etherspell with up to three manifestations, as normal. The ether point cost of this lesser blast etherspell is considered part of the genesis etherspell containing blast blade and reduces the caster's maximum ether points accordingly. Anytime the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the stored lesser blast etherspell on that creature as a free action if the wielder desires. Doing so annihilates the weapon and ends the genesis etherspell.



**Blast Blade, Greater** Ethermagic 6 **Etherheart Restriction: Genesis** EP Cost: 2 + special (see description) Range: personal Target: you

The caster creates a melee weapon out of condensed ether. Treat this as a masterwork weapon of any type with which the caster is proficient with hardness and hit points both equal to that of a standard weapon of that type. As part of the same casting action, the caster impregnates the blade with a greater blast etherspell with up to three manifestations, as normal. The ether point cost of this greater blast etherspell is considered part of the genesis etherspell containing blast blade, greater and reduces the caster's maximum ether points accordingly. Anytime the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the stored greater blast etherspell on that creature as a free action if the wielder desires. Doing so annihilates the weapon and ends the genesis etherspell.





**Borrowed** Time Ethermagic 3

Etherheart Restriction: Genesis EP Cost: 3 **Range: Personal** Target: You

The caster creates a small sand-filled hourglass with wristband that immediately latches onto his wrist and refuses to let go. If the caster is not staggered, he may reduce his maximum EP by 2 and turn the hourglass, a swift action, to grant himself an additional move action this turn. On his next turn, the caster is staggered for 1 round. This stagger effect represents time dilating in an effort to reach equilbrium with what the caster did the previous round. As such, the caster is staggered even if he is normally immune to the staggered condition. Furthermore, this instance of the staggered condition cannot be dispelled, suppressed, mitigated, or stopped in any way, meaning it is perfectly possible to have a hasted individual who is also staggered by his magical wristwatch. When the etherspell ends, all maximum EP reduction imposed by the activation of this manifestation is ended immediately.

If the caster has the Multiuniversal Arms Dealer feat, he can choose to have the wristwatch created by this manifestation attach to a willing ally within range. The caster can turn the hourglass remotely as a swift action. granting the ally the additional move action and himself the staggered condition in the next round. The ally cannot turn the hourglass himself.

### **Bottled Starfire**

Ethermagic 4 Etherheart Restriction: Genesis EP Cost: 6 Range: Medium (100 ft. + 10 ft./level) Target: The empty hand of a willing creature

A small, purplish flask of condensed ether filled with a small speck of the burning heart of a mighty star comes into being in the empty hand hand of a willing creature in range. Treat this flask as a thrown splash weapon that deals 1d6 points of fire damage per caster level to all creatures in the same square as the target, or in the square struck if a grid intersection is chosen or if the splash weapon scatters, with a Reflex save for half. If the flask exceeds the range of this manifestation in flight, it disappears harmlessly, ending the etherspell immediately. Unlike other genesis etherspells, when an etherspell with this manifestation ends, the caster's maximum EP is returned to normal immediately rather than after a one-minute wait.





Force Weapon Ethermagic 3 Etherheart Restriction: Genesis EP Cost: 4 Range: personal Target: you

The caster creates a weapon out of condensed ether. Treat this as a masterwork weapon of any type with which the caster is proficient with hardness and hit points both equal to that of a standard weapon of its type. Given its otherworldly construction, the weapon has no arcane spell failure chance and no armor check penalty. At 9th level, the caster conjures a +1 weapon instead. This enhancement bonus increases by +1 for every three levels beyond 9th, to a maximum of a +4 weapon at 18th level.

### **Gravity Well**

Ethermagic 4 Etherheart Restriction: Genesis EP Cost: 6 Range: Short (25 ft. + 5 ft./2 levels) Target: An unoccupied 5-foot square

The caster calls a gravity well, that is to say, a little stone well with a rope and bucket that just so happens to contain gravity rather than water, into being. This well has hardness 15 and 40 hit points. Any creature positioned such that it threatens the gravity well's space with a non-reach weapon can operate the rope and bucket as a standard action that provokes attacks of opportunity. When operated, the bucket is filled with gravity if it was empty. When full of gravity, any creature positioned such that it threatens the gravity well's space with a non-reach weapon can pick up the bucket and throw its contents as a standard action that provokes attacks of opportunity. This is a ranged touch attack with a range of 20 feet + the thrower's Strength score (rounded down to the nearest 5 feet) that deals 3d6 points of force damage and staggers the subject for 1 round with a Fortitude save to negate. If the subject fails its Fortitude saving throw by 5 or more, it is staggered for 2 rounds instead. If the well is destroyed, this etherspell ends immediately.

### Instant Handholds

Ethermagic 3 Etherheart Restriction: Genesis EP Cost: 6 Range: medium (100 ft. + 10 ft/level) Area: one 5-ft. square/level

The caster conjures a number of nubbins made of solid ether all over the surface of a wall and/or the floor.

*Floor* - The nubbins are treated as caltrops, save that they have hardness 10 and 5 hit points per 5-foot by 5foot square, cannot be picked up as they are affixed to the ground, and that the Reflex save to negate is based on the etherspell and not the caltrops item entry.

*Wall* – The nubbins line the wall, making it particularly easy to climb. The Climb DC of the wall is set to 15.



Nail in the Sky Ethermagic 4 Etherheart Restriction: Genesis EP Cost: 8 Range: close (25 ft. + 5 ft./2 levels) Area: one 5-ft. square

The caster conjures a 5-foot-long cylinder of condensed ether with a diameter of about two inches. It has hardness 15 and 20 hit points. The cylinder ignores mundane physical objects that are already there and can be conjured within or moved through such objects with absolutely no ill effects. For example, if conjured centered on a three-foot-thick wall, a foot of cylinder will stick out on either side and will leave no marks when dismissed or moved by the caster. If conjured in thin air, the cylinder simply hangs there indefinitely. Regardless of how it is placed, a nail in the sky can support weight of up to 25 pounds per caster level. If the caster wills it, the force of his body can move the cylinder. For example, he can hang from the cylinder and will it to drop him or simply push against one end with his hand while standing on the ground to move it in the appropriate direction. Fancy manipulation of this function, such as willing the cylinder to drop the caster exactly 30 feet, does work, but deals falling damage due to the cylinder's propensity to stop suddenly.



**Pale Imitation** Ethermagic 4 Etherheart Restriction: Genesis EP Cost: 7 Range: close (25 ft. + 5 ft./2 levels) Target: object touched

With but a touch, the caster makes an exact copy of any object with a volume of up to one cubic foot per level. The object is made out of shimmering ether and is pretty much impossible to pass off as the real thing. This object peels away from the object touched much like a shedding from a snake, is weightless, and has hardness 10 and 20 hit points. Any magic properties of objects copied in this manner do not pass on to the ether copy. For example, a +5 longsword would be copied as a mere masterwork longsword. Mundane properties, such as shape and tactile sensation, the combustibility of paper or alchemist's fire, the divination-blocking properties of lead, the buoyancy of a canoe, or the fluffiness of the last goose down pillow in the inn, are faithfully replicated.









**Retroactive Continuity** 

Ethermagic 5 Etherheart Restriction: Genesis EP Cost: 4 Range: Personal Target: You

The caster creates a small sundial with wristband made of the bits and pieces of several shattered sundials that immediately latches onto his wrist and refuses to let go. If the caster is not staggered, whenever he fails an attack roll or skill check, he may reduce his maximum EP by 3 and cause the fragments of the sundial to shuffle about, an immediate action, to grant himself a +1d4 competence bonus to the attack roll or skill check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds. On his next turn, the caster is staggered for 1 round. This stagger effect represents time dilating in an effort to reach equilbrium with what the caster did the previous round. As such, the caster is staggered even if he is normally immune to the staggered condition. Furthermore, this instance of the staggered condition cannot be dispelled, suppressed, mitigated, or stopped in any way, meaning it is perfectly possible to have a hasted individual who is also staggered by his magical wristwatch. When the etherspell ends, all maximum EP reduction imposed by the activation of this manifestation is ended immediately.

If the caster has the Multiuniversal Arms Dealer feat, he can choose to have the wristwatch created by this manifestation attach to a willing ally within range. The caster can shuffle the sundial remotely as an immediate action, granting the ally the competence bonus and himself the staggered condition in the next round. The ally cannot shuffle the sundial himself.



**Sight Beyond Sight** Ethermagic 5 Etherheart Restriction: Genesis EP Cost: 3 Range: close (25 ft + 5 ft./2 levels) Area: one 5-ft. Square

The caster causes a relatively flat surface, such as a wall, floor, or hillside, to become glassy and transparent. Anything on the other side of the glassy material, which penetrates through one foot of mundane material per caster level, appears distorted and blurry, as is typical for looking through thick glass, but is otherwise quite clear. A thin sheet of lead blocks this manifestation. This blurring makes text particularly difficult to read, requiring a DC 20 Perception check to read through the glass.





### **Space Elevator**

Ethermagic 5 Etherheart Restriction: Genesis EP Cost: 8 Range: close (25 ft. + 5 ft./2 levels) Area: one 5-ft. square

The caster produces a shimmering platform that initially appears about two inches above the ground and can be used to transport large quantities of goods weighing up to 100 pounds per caster level. This platform has no base land speed, but rather has a fly speed equal to the base land speed of the caster with perfect maneuverability. It has hardness 10 and 20 hit points. Further, the platform can hover in place indefinitely without any fear of falling. As a move action, the caster can direct the platform to float to a specific position within range. If not given any particular direction, the platform attempts to stay directly directly behind the caster and hovers at an elevation about equal with the caster's ankles. If reduced to 0 hit points, the platform is destroyed and the etherspell ends immediately.



Subjective Time Ethermagic 6 Etherheart Restriction: Genesis EP Cost: 10 Range: Short (25 ft. + 5 ft./2 levels) Target: An unoccupied 5-foot square

The caster produces an oversized timepiece made of condensed ether, causing nearby creatures to experience time in a jumping and jarring fashion that makes it particularly difficult to take advantage of the momentum of combat. This timepiece has hardness 15 and 40 hit points. Creatures within 60 feet of the timepiece expend two attacks of opportunity whenever they make an attack of opportunity; creatures with only one attack of opportunity remaining cannot make attacks of opportunity as a result. If the timepiece is destroyed, this etherspell ends immediately.





### Stellar Sentry

Ethermagic 4 Etherheart Restriction: Genesis EP Cost: 4 + special (see description) Range: medium (100 ft. + 10 ft./level) Area: one 5-ft square

The caster creates a simple, immobile composed entirely of condensed ether. It has hardness 10, 20 hit points, an attack bonus equal to 5 + the caster's caster level, and a Perception bonus equal to the caster's caster level. Upon creation, the caster and any allies he chooses are designated as "friendlies". Additionally, the caster selects a creature size, such as small, large, or huge. As part of the same casting action, the caster impregnates the construct with a lesser blast etherspell with up to three manifestations, as normal. The ether point cost of this lesser blast etherspell is considered part of the genesis etherspell containing stellar sentry and reduces the caster's maximum ether points accordingly. The first creature of the chosen size or larger that is not designated as a friendly that approaches the construct to within the range of the impregnated lesser blast etherspell triggers the construct, casting the lesser blast etherspell with that creature as its target. Doing so annihilates the construct and ends the genesis etherspell.



#### **Stellar Sentry, Greater** Ethermagic 6 Etherheart Restriction: Genesis EP Cost: 5 + special (see description) Pagna: madium (100 ft + 10 ft /laval)

EP Cost: 5 + special (see description) Range: medium (100 ft. + 10 ft./level) Area: one 5-ft square

The caster creates a simple, immobile composed entirely of condensed ether. It has hardness 10, 20 hit points, an attack bonus equal to 8 + the caster's caster level, and a Perception bonus equal to the caster's caster level. Upon creation, the caster and any allies he chooses are designated as "friendlies". Additionally, the caster selects a creature size, such as small, large, or huge. As part of the same casting action, the caster impregnates the construct with a greater blast etherspell with up to three manifestations, as normal. The ether point cost of this greater blast etherspell is considered part of the genesis etherspell containing stellar sentry, greater and reduces the caster's maximum ether points accordingly. The first creature of the chosen size or larger that is not designated as a friendly that approaches the construct to within the range of the impregnated greater blast etherspell triggers the construct, casting the greater blast etherspell with that creature as its target. Doing so annihilates the construct and ends the genesis etherspell.



Etherheart Restriction: Genesis EP Cost: 4 Range: Medium (100 ft. + 10 ft./level) Target: you Select a Knowledge skill in which the caster has at least

Ethermagic 3

Tome of Infinite Knowledge

1 rank. The caster produces a book from condensed ether, complete with writing in a sort of glowing ink. This book has hardness 15 and 20 hit points. As long as this ethereal book is in existence, the caster loses all of the ranks he has in the chosen Knowledge skill. Instead, any creature who has the ethereal book on his person is treated as though he has ranks in the chosen Knowledge skill equal to the number of ranks the caster lost in that skill upon casting an etherspell with this manifestation. Skill ranks do not stack. That is to say, the creature holding the book uses the greater of his native ranks in the chosen Knowledge skill or the ranks granted by the book when making a Knowledge check. A creature must have an Intelligence score of 3 or greater to gain any benefit from holding the ethereal book. If the book is destroyed, this etherspell ends immediately.

### **Translocation Beacon**

Ethermagic 6 Etherheart Restriction: Genesis EP Cost: 12 Range: medium (100 ft. + 10/level) Area: one 5-ft square

The caster produces a delicately runed symbol all over a flat surface in the target area. As a standard action that provokes attacks of opportunity, the caster immediately transfers himself from his current location to the square occupied by the runed symbol. The caster can bring along objects as long as their weight doesn't exceed his maximum load. Effects that prevent extradimensional travel also affect *Translocation Beacon*.









Voidmeld Manifestations

Accretion Disk Ethermagic 3 Etherheart Restriction: Voidmeld EP Cost: 5

The caster's void blade gains a context-sensitive gravity well of immense power and becomes capable of producing an accretion disk out of certain energies and materials. Whenever the caster scores a critical hit with his void blade, he gains 1 accretion charge, reflecting the growth of the accretion disk. As soon as he receives his third charge, the caster may cast an etherspell with the lesser blast etherheart and no manifestations as an immediate action without paying its normal ether point cost. The caster may use this in conjunction with etherstrike if the caster has that class feature. Whether or not the caster takes the opportunity to cast the bonus etherspell, this etherspell ends immediately after granting the opportunity to do so.

### Accretion Disk, Greater

Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 7

The caster's void blade gains a context-sensitive gravity well of immense power and becomes capable of producing an accretion disk out of certain energies and materials. Whenever the caster scores a critical hit with his void blade, he gains 1 accretion charge, reflecting the growth of the accretion disk. As soon as he receives his third charge, the caster may cast an etherspell with the lesser blast etherheart and a single non-shape manifestation as an immediate action without paying its normal ether point cost. The caster may use this in conjunction with etherstrike if the caster has that class feature. Whether or not the caster takes the opportunity to cast the bonus etherspell, this etherspell ends immediately after granting the opportunity to do so.

### Antimagic Ether

Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 5

The void blade suppresses a creature's spell resistance for a short amount of time. Anytime the void blade strikes a creature with spell resistance and the creature takes damage from the weapon, the target's spell resistance is reduced by 1 for 1 minute. On a confirmed critical hit, its spell resistance is instead reduced by an amount equal to the weapon's critical multiplier. Multiple hits from a void blade with this manifestation stack.



### **Arcing Blows**

Ethermagic 3 Etherheart Restriction: Voidmeld EP Cost: 5

Whenever the caster hits with his void blade, he produces a 10-foot cone of stellar energy. This cone originates in the squares the struck creature occupies and is pointed directly away from the caster. If the struck creature takes up multiple squares, select any one square that the caster can reach as the point of origination. Creatures caught in the cone take force damage equal to the enhancement bonus of the caster's void blade with a Reflex save to negate.

### Atomic Edge

Ethermagic 1 Etherheart Restriction: Voidmeld EP Cost: 1

With a bit of focus, the caster's void blade becomes supernaturally sharp, dealing an additional 1 point of bleed damage on a successful hit.

### Atomic Edge, Greater

Ethermagic 3 Etherheart Restriction: Voidmeld EP Cost: 5

Significant bonus grants the caster's void blade a microscopically-thin cutting edge, dealing an additional 1d6 points of bleed damage on a successful hit.

### Atomic Edge, Superior

Ethermagic 5 Etherheart Restriction: Voidmeld EP Cost: 7

The caster's void blade achieves a cutting edge so sharp that to make it sharper would be to make it not exist at all. It deals an additional 2d8 points of bleed damage on a successful hit, as well as an additional 2d4 points of piercing damage on a successful critical hit.

### Bane of the Earthbound

Ethermagic 1 Etherheart Restriction: Voidmeld EP Cost: 2

The caster's void blade deals an additional 1d3 points of damage on a successful hit. Aberrations, outsiders, constructs, fey, and undead are immune to this damage.

### **Bane of the Starbound** Ethermagic 1

Etherheart Restriction: Voidmeld EP Cost: 2

The caster's void blade deals an additional 1d3 points of damage on a successful hit. Animals, non-outsider humanoids, magical beasts, plants, oozes and vermin are immune to this damage.









### **Cleaving Ether**

Ethermagic 2 Etherheart Restriction: Voidmeld EP Cost: 4

The caster places a charge of raw ether at the base of his void blade, thus granting the weapon the *mighty cleaving* weapon special ability.

### **Colliding Bodies**

Ethermagic 3 Etherheart Restriction: Voidmeld EP Cost: 5

The caster's void blade grows exceptionally heavy for a split second just before the moment of impact, dealing an additional 5 points of damage on a successful hit. This damage is multiplied on a critical hit.

### Edge of Infinity

Ethermagic 1 Etherheart Restriction: Voidmeld EP Cost: 1

The caster draws additional ether from the void, increasing the enhancement bonus of his void blade by +1. As the ether is beyond time and space, this manifestation can increase a void blade's enhancement bonus beyond +5. This bonus stacks with the void blade's native enhancement bonus granted via level advancement, but not with other sources of enhancement bonuses, such as the *greater magic weapon* spell. When determining what forms of damage reduction a void blade can overcome by virtue of having a high enhancement bonus, do not include the enhancement bonus granted by this manifestation.



**Edge of Infinity, Greater** Ethermagic 3 Etherheart Restriction: Voidmeld EP Cost: 4

The caster draws additional ether from the void, increasing the enhancement bonus of his void blade by +2. As the ether is beyond time and space, this manifestation can increase a void blade's enhancement bonus beyond +5. This bonus stacks with the void blade's native enhancement bonus granted via level advancement, but not with other sources of enhancement bonuses, such as the *greater magic weapon* spell. When determining what forms of damage reduction a void blade can overcome by virtue of having a high enhancement bonus, do not include the enhancement bonus granted by this manifestation.



### **Edge of Infinity, Superior**

Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 6

The caster draws additional ether from the void, increasing the enhancement bonus of his void blade by +1 for every four caster levels. As the ether is beyond time and space, this manifestation can increase a void blade's enhancement bonus beyond +5. This bonus stacks with the void blade's native enhancement bonus granted via level advancement, but not with other sources of enhancement bonuses, such as the *greater magic weapon* spell. When determining what forms of damage reduction a void blade can overcome by virtue of having a high enhancement bonus, do not include the enhancement bonus granted by this manifestation.

### Edge of the Event Horizon

Ethermagic 5 Etherheart Restriction: Voidmeld EP Cost: 15

The caster's void blade hits with the sundering power of the event horizon of a black hole. The void blade's critical threat range doubles and the critical modifier increases by +1. Multiple effects which increase a weapon's threat range or critical modifier do not stack.

### **Flashing Bolide**

Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 7

The caster's void blade gains the *speed* weapon special ability.

**Gnawing Hunger** Ethermagic 1 Etherheart Restriction: Voidmeld EP Cost: 1

Something out there in the void hungers, and it has chosen to use the caster's void blade as a means by which it can feed. Whenever the caster's void blade scores a critical hit, the caster is healed for points of damage equal to the weapon's critical multiplier, but only if the target's HD is at least half that of the caster.



**Gnawing Hunger, Greater** Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 5

The caster's void blade becomes a conduit for a ravenous eldritch horror, dealing an additional 1d4 points of damage on a successful hit. If the target's HD is at least half that of the caster, half of this damage, rounded up, is returned to the caster as healing.







Icy Blackness of Space

Ethermagic 1 Etherheart Restriction: Voidmeld EP Cost: 1

A tiny rift to outer space appears somewhere within the caster's void blade. As outer space is indeed incredibly cold, the caster's void blade deals an additional 1 point of cold damage on a successful hit. In addition, the void blade reduces the target's base land speed by -10 feet, to a minimum of 5 feet, for 1 round on a successful critical hit. A Fortitude save negates. This penalty does not stack with itself or with any other penalty to movement speed; if another effect would subject the target to a larger penalty to movement speed than that imposed by this manifestation, then this penalty has no effect.

**Icy Grip of the Outer Spheres** Ethermagic 2 Etherheart Restriction: Voidmeld EP Cost: 3

The caster's void blade becomes coated with extraterrestrial rime, dealing an additional 1d6 points of cold damage on a successful hit. In addition, the void blade itself deals cold damage rather than physical damage. If multiple manifestations that alter the damage type of a void blade are added to the same etherheart, choose one of the available damage types at the time of casting. The void blade deals damage of the chosen type.

Kiss of the Nuclear Fireball Ethermagic 2 Etherheart Restriction: Voidmeld EP Cost: 3

The caster's void blade burns with the heat of one of the great supergiants scattered throughout the universe, dealing an additional 1d6 points of fire damage on a successful hit. In addition, the void blade itself deals fire damage rather than physical damage. If multiple manifestations that alter the damage type of a void blade are added to the same etherheart, choose one of the available damage types at the time of casting. The void blade deals damage of the chosen type.



Knife Edge of Nowhere Ethermagic 2 Etherheart Restriction: Voidmeld EP Cost: 3

The caster's void blade slices the fabric of the universe with each slice. The void blade's critical threat range doubles. This does not stack with feats, spells, and abilities that multiply threat range, such as the Improved Critical feat and the *keen* weapon special ability.





**Knife Edge of Nowhere, Greater** Ethermagic 3

Etherheart Restriction: Voidmeld EP Cost: 6

The universe screams with each slice of the caster's void blade. The void blade's critical threat range increases by 1. This bonus is applied after feats, spells, and abilities that multiply threat range, such as the Improved Critical feat and the *keen* weapon special ability.

### **Multiuniversal Prism**

Ethermagic 5 Etherheart Restriction: Voidmeld EP Cost: 10

The caster's void blade reflects the variety of elements found across the multiuniverse. On a successful strike, the caster's void blade deals an additional 1d4 points of damage in each of the following energy types: acid, cold, electric, fire, force, and sonic.

### Plasma Edge

Ethermagic 2 Etherheart Restriction: Voidmeld EP Cost: 3

Plasma is a superhot phase of matter that is best characterized by the fact that all valence electrons have been stripped off, making a hyperdense, electrically charged fluid. But where do the electrons go? The caster's void blade becomes charged with these missing electrons, dealing an additional 1d6 points of electric damage on a successful hit. In addition, the void blade itself deals electric damage rather than physical damage. If multiple manifestations that alter the damage type of a void blade are added to the same etherheart, choose one of the available damage types at the time of casting. The void blade deals damage of the chosen type.

### Quantum Entanglement

Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 6

The void blade is charged with exotic particles that are both here and there simultaneously. The wielder gains a +2 insight bonus on combat maneuver checks to reposition a foe. In addition, if the wielder confirms a critical hit against a foe, the target is immediately teleported up to 10 feet away with a Will save to negate.

### **Quantum Form**

Ethermagic 5 Etherheart Restriction: Voidmeld EP Cost: 10

The caster's void blade becomes capable of highprobability quantum tunnelling, meeting no resistance in this world or any other. Attacks with the void blade are made against touch AC.







### Screaming Comet

Ethermagic 2 Etherheart Restriction: Voidmeld EP Cost: 3

The caster can make an additional attack of opportunity per round. This additional attack of opportunity must be made with the void blade.

### Screaming Comet, Greater

Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 5

The caster can make two additional attacks of opportunity per round. When making an attack of opportunity with his void blade, the caster receives a +2 bonus to his attack roll.

### Singularity

Ethermagic 5 Etherheart Restriction: Voidmeld EP Cost: 12

The caster's void blade beats upon his enemies with the weight of a singularity. Physical damage dealt by the void blade is maximized. Further, each time a target is struck, it must make a Fortitude save or be staggered for 1 round.

### Solar Wind

Ethermagic 1 Etherheart Restriction: Voidmeld EP Cost: 1

The caster's void blade begins to radiate bright yellow light and solar warmth that deals an additional 1 point of fire damage on a successful hit. In addition, the void blade dazzles the target for 1 round on a successful critical hit with a Fortitude save to negate.

### Space Roar

Ethermagic 3 Etherheart Restriction: Voidmeld EP Cost: 4

The caster's void blade begins to act as a focus for the space roar, an endless scream of background radio waves, dealing an additional 1d6 points of sonic damage on a successful hit. In addition, the void blade itself deals sonic damage rather than physical damage. If multiple manifestations that alter the damage type of a void blade are added to the same etherheart, choose one of the available damage types at the time of casting. The void blade deals damage of the chosen type.

### **Void Magnetism**

Ethermagic 1 Etherheart Restriction: Voidmeld EP Cost: 2

The caster's void blade radiates an energy that seems to push aside attacks with otherworldly efficiency. The wielder of the void blade gains a +1 deflection bonus to AC. This deflection bonus increases to +2 at 8th level.



### Void Magnetism, Greater

Ethermagic 3 Etherheart Restriction: Voidmeld EP Cost: 5

The caster's void blade radiates an overpowering energy that seems to push aside attacks with otherworldly efficiency. The wielder of the void blade gains a +3 deflection bonus to AC. This deflection bonus increases to +4 at 17th level.

Weaponized Pulsar Ethermagic 2 Etherheart Restriction: Voidmeld EP Cost: 4

The caster's void blade begins to spin rapidly in the caster's grip, showering the local area in bursts of radiation. At the beginning of the caster's turn, all other creatures within 5 feet of the caster take 1d6 points of electric damage with a Fortitude save to negate.

### Weaponized Pulsar, Focused

Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 7

The caster's void blade begins to spin rapidly in the caster's grip, showering the local area in bursts of radiation. At the beginning of the caster's turn, all other creatures within 5 feet of the caster take 2d8 points of electric damage with a Fortitude save to negate.

### Weaponized Pulsar, Greater

Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 7

The caster's void blade begins to spin rapidly in the caster's grip, showering the local area in bursts of radiation. At the beginning of the caster's turn, all other creatures within 10 feet of the caster take 2d4 points of electric damage with a Fortitude save to negate.

### Wide Blade

Ethermagic 2 Etherheart Restriction: Voidmeld EP Cost: 2

The caster's void blade manifests with a wide, flat blade that would make it utterly useless as a sword were it not supernaturally balanced. The wielder of the void blade gains a +2 shield bonus to AC.

### Wide Blade, Greater

Ethermagic 5 Etherheart Restriction: Voidmeld EP Cost: 6

The caster's void blade manifests with a wide, flat blade that would make it utterly useless as a sword were it not supernaturally balanced. The wielder of the void blade gains a shield bonus to AC equal to 2 + the void blade's enhancement bonus, as well as a +1 luck bonus to saving throws.





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# Dptional Ruleset: Greater Manifestations What Are They?

In light of the fact that ethermagic is meant to be balanced against martial damage output with just enough of a "caster" feel to have it identify as such in the minds of those who enjoy wizards and the like, many bits of functionality common to Vancian magic, such as hard crowd control, powerful summoning, metamagic, and "instadeath" abilities, had to be stripped from ethermagic to ensure balance. Despite the fact that this was necessary, the most-requested additional feature for ethermagic following its initial release as *The Ethermancer Base Class: An "Eldritch" Reboot* was the reintroduction of these iconic abilities to the system as a whole.

Greater manifestations aim to do just that. Once-perday manifestations that reintroduce classic spellcaster functionality to the ethermagician's "all day long" chassis, greater manifestations are not designed to be the "duh" move for all ethermagicians. It is very expensive, almost prohibitively so, to have more than one or two of these abilities. Though they are powerful and a single greater manifestation can swing a battle, they also significantly retard the practitioner's lateral growth and impose hefty multiuniversal philosophy or feat taxes to use. Still, those who want to have a board sweeper, or seven, in their repertoires are now free to do so, if the Game Master allows it, of course.

### How to Control Access

Greater manifestations can be accessed in two ways, both detailed below. First, an ethermancer may spend a multiuniversal philosophy slot to lose a manifestation and pick up a greater manifestation of the same level and etherheart. Second, any ethermagic class may spend a feat slot to do the same. Greater manifestations have two access points so that a Game Master has more than a binary choice to make. Under this system, he can allow full access to all classes by allowing the feat in his game, no access by disallowing everything, or fairly stingy "philosophy-only" access to the full-caster ethermancer base class with a blanket denial to the hybrid ethermagus and etherslinger base classes.

Given the sheer number of "special things" the ethermagus and etherslinger get, the author recommends that a Game Master on the fence grant the philosophy path to help make ethermancers feel special.



### **Greater Manifestation Feats**

### Full of Stars (Ethermagic)

The universe is not an expanse of orderly star systems, but is instead quite chaotic and full of strange anomalies and curiosities. Your clockwork facsimiles reflect this.

**Prerequisite:** Know the *clockwork universe* greater manifestation

**Benefit:** Whenever you cast a genesis etherspell with the *clockwork universe* greater manifestation, you may select up to two different stars to be part of your clockwork model. The etherspell does not end until both stars are thrown or otherwise destroyed.

Normal: Clockwork universe supports a single star.

### **Greater Manifestation Focus (Ethermagic)**

You have learned to keep excess energy set aside in an effort to use your greater manifestations more frequently.

**Prerequisite:** Greater Manifestation Study or multiuniversal philosophy (multiuniversal perfectionist) class feature

**Benefit:** Select an etherheart. Once per day, you may use a greater manifestation you know that is compatible with that etherheart after you have exhausted its normal daily use.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new etherheart.

### Greater Manifestation Study (Ethermagic)

Looking upon the repertoires of clerics, wizard, and the like with envy, you have studied ways to produce new and exciting effects with your own magic, much to their impending dismay.

**Prerequisite:** Ethermagic class feature, ability to cast etherspells containing 2nd-level manifestations

**Benefit:** Select a manifestation of 2nd level or greater that you already know. You immediately forget this manifestation. Select a greater manifestation (see Section: Greater Manifestations) with the same etherheart and the same manifestation level as the manifestation you just forgot. You now know this greater manifestation A greater manifestation can be used as part of an etherspell once per day. Daily uses of greater manifestations are replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Normal:** A practitioner of ethermagic cannot select greater manifestations.







### Space Recycling (Ethermagic)

Your clockwork models may very well be closed systems - they never seem to run out of energy!

**Prerequisite:** Greater Manifestation Focus (genesis), know the *clockwork universe* greater manifestation

**Benefit:** When throwing the star of a clockwork model created by a genesis etherspell with the *clockwork universe* greater manifestation, count the number of satellites in the clockwork model. If the current number of satellites in the clockwork model is greater than half the number of satellites the clockwork model had when the etherspell was first cast, you retain your daily use of the *clockwork universe* greater manifestation. This feat can be triggered up to twice per day.

### G. Manifestation Multiuniversal Philosophy

Multiuniversal Perfectionist (Ex): Some ethermancers constantly strive to improve their ethermancy, believing that the very way they wield their power is in some way restrictive. After all, they wield the power of that which lies beyond all of creation. Why shouldn't it be capable of doing everything? Each time the ethermancer selects the multiuniversal perfectionist philosophy, he chooses a manifestation of 2nd level or greater that he knows. He immediately forgets this manifestation. He then selects a greater manifestation (see Section: Greater Manifestation List) with the same etherheart and the same manifestation level as the manifestation he just forgot. He now knows this manifestation. A greater manifestation can be used as part of an etherspell once per day. An ethermancer need not rest or meditate to regain his daily uses of his greater manifestations. Like everything else to do with the ether, they simply regenerate over time. The ethermancer must be able to cast 2nd-level manifestations to select this philosophy.

### G. Manifestation Multiuniversal Apotheosis

*Multiuniversal Perfectionist* - Greater manifestations selected through this philosophy may be used two times per day rather than just one.



### Greater Manifestation (ist

**Note:** Greater manifestations cannot be selected by an ethermagician whenever he is eligible to learn new manifestations upon gaining a level. Instead, he must acquire certain feats and class features that specifically grant him the ability to select a greater manifestation.

### **Apocalypse Edge (Greater)** Ethermagic 5

Etherheart Restriction: Voidmeld EP Cost: 8

The caster's void blade contains a thin edge of "frozen" gamma radiation, which rips through everything it touches, scouring it and returning it to its most basic state. Each time a target is struck, it must make a Fortitude save or be stripped of all forms of damage reduction it possesses for 1 round. If the target has no forms of damage reduction, it must make a Fortitude save or be stripped of all forms of energy resistance for 1 round instead. If the target has no forms of energy immunity for 1 round instead. If the target has no forms of energy immunity, it takes an additional 3d6 damage instead. This damage is multiplied on critical hits.

### Awash in the Infinite (Greater)

Ethermancer 6 Etherheart Restriction: Alteration EP Cost: 0

The next etherspell cast by the caster has an EP cost of o. Once an etherspell has received this benefit, this etherspell ends immediately.

### **Black Hole (Greater)**

Ethermancer 5 Etherheart Restriction: Genesis EP Cost: 10 Range: close (25 ft. + 5 ft./2 levels) Target: an unoccupied 5-foot square

The caster creates a tiny black hole in an empty square within range. At the beginning of the caster's turn, all creatures within 30 feet of the black hole who weigh less than one ton (2,000 lbs.) must make a DC 10 + 1/2 the caster's caster level + the caster's Charisma modifier Strength check or be dragged 10 feet toward the black hole, while all objects within 30 feet that weigh one ton or less are dragged 10 feet toward the black hole with no check to resist. Creatures made to occupy the same square as the black hole for any reason must make a Fortitude save or be ripped into its constituent pieces, while objects, including magic items, are simply eliminated with no save. A creature that is destroyed in this fashion also has all of its equipment obliterated. Undead are not immune to this effect simply because it calls for a Fortitude save.

Once a black hole eliminates one or more creatures, it flickers out of existence at the end of the caster's turn, thus ending the etherspell.







Clockwork Universe (Greater) Ethermancer 6 Etherheart Restriction: Genesis EP Cost: see text Range: personal Target: you The caster summons forth a clockw system. This model contains a sing of satellites whose number cannot a level, rounded down. The EP cost

The caster summons forth a clockwork model of a solar system. This model contains a single star and a number of satellites whose number cannot exceed half his caster level, rounded down. The EP cost of this manifestation is equal to the total EP cost of the star and satellites chosen. Most components of the model have a passive effect, and all components of the model have an active effect when thrown. A single piece of the clockwork universe can be plucked and thrown by the caster, but nobody else, as a standard action that provokes attacks of opportunity. Once thrown, that portion of the clockwork universe vanishes and no longer provides a bonus. If the star is thrown, then the rest of the clockwork universe vanishes and the etherspell ends immediately.

If the caster has the Multiuniversal Arms Dealer feat, he can instead cast this on another creature, in which case that creature gains all of the passive benefits and the ability to pluck and throw the satellites.

Stars

Brown Dwarf EP Cost: 1

Passive: The clockwork model can support -1 satellites.

Active: This star is thrown as though it were a thrown splash weapon. It deals 1d6 points of fire damage per caster level in a 10-foot radius from the square of impact with a Reflex save for half damage. Creatures standing in the epicenter of the blast take a -2 penalty to their Reflex saving throw.

*Blue* EP Cost: 3

**Passive:** The clockwork model can support +2 satellites.

Active: This star is thrown as though it were a thrown splash weapon. It deals 1d8 points of fire damage per caster level to all creatures occupying the square of impact.

*Red* EP Cost: 3

Passive: none

Active: This star is thrown as though it were a thrown splash weapon. It deals 1d8 points of fire damage per caster level in a 10-foot radius from the square of impact with a Reflex save for half damage. Creatures standing in the epicenter of the blast take a -2 penalty to their Reflex saving throw.





Supergiant EP Cost: 4

**Passive:** The clockwork model can support +3 satellites.

Active: The star can't be thrown due to its size and instead explodes at the caster's command, dealing 1d6 points of fire damage per caster level to all other creatures within 20 feet of the caster. A successful Fortitude save halves the damage.

Supermassive Black Hole EP Cost: 3

**Passive:** At the beginning of your turn, this "star" consumes a satellite or launched mothership in the clockwork model, destroying it immediately. As a swift action, you may direct the energy liberated by this process, dealing 3d6 points of force damage to creatures along a 30-foot line with a Reflex save to negate. If a mothership is consumed, the line of energy deals 2d6 points of force damage instead and the DC of the Reflex save is reduced by -2. If, at the beginning of your turn, there are no satellites or motherships in the clockwork model, the supermassive black hole collapses in upon itself and vanishes.

Active: When this "star" is "thrown", it collapses in upon itself and vanishes, but elicits no other effect.

Supermassive White Hole EP Cost: 4

**Passive:** Whenever a non-moon satellite is thrown (not just destroyed - thrown), a moon satellite is added to the clockwork model.

Active: When this "star" is "thrown", it collapses in upon itself and vanishes, but elicits no other effect.

*White Dwarf* EP Cost: 0

Passive: The clockwork model can support -1 satellites.

Active: This star is thrown as though it were a thrown splash weapon. It deals 1d6 points of fire damage per caster level to all creatures occupying the square of impact.

*Yellow* EP Cost: 2

**Passive:** At the beginning of your turn, this star deals 1d4 points of fire damage + 1 for every three caster levels to all other creatures within 5 feet.

Active: This star is thrown as though it were a thrown splash weapon. It deals 1d6 points of fire damage per caster level to all creatures occupying the square of impact.





**Greater Manifestations** 



### Satellites

Anomaly EP Cost: 3

**Passive**: Whenever a satellite is destroyed, an anomaly becomes a copy of that satellite, except that it also retains this ability. If an extinct inhabited planet or moon-sized space station is destroyed, the resulting anomalous copy is also extinct.

**Active:** None. An anomaly cannot be thrown until it has become a copy of something that can be thrown.

**Special:** You can only have 1 anomaly in a clockwork model.

Asteroid Belt EP Cost: 2

**Passive:** At the beginning of your turn, all creatures in squares that you would threaten with a non-reach weapon take 1d6 points of bludgeoning damage with a Reflex save to negate.

**Active:** When "thrown", the asteroid belt scatters. All other creatures within 30 feet of you take 1d8 points of bludgeoning damage for every two caster levels you possess with a Reflex save to negate

**Special:** You can only have up to 1 asteroid belt OR 1 Kuiper belt in a clockwork model.

*Comet* EP Cost: 2

**Passive:** A comet provides 20% miss chance against ranged attacks, be they magical, mundane, or extraordinary (like a giant's tossed boulder). When a comet blocks a ranged attack in this manner, it effectively collides with the incoming projectile. This annihilates both the projectile and the comet. Multiple comets do not provide a layered 20% miss chance. Rather, they just mean another comet is waiting in the wings should the first one be destroyed.

**Active:** When thrown, a comet streaks along in a 60foot line, dealing 1d4 points of fire damage per caster level with a Reflex save for half damage.

Desert Planet EP Cost: 3

**Passive:** Your ether point regeneration rate is increased by +1. Given substantial investment in strange compounds found on the desert planet, inhabited planets launch an additional mothership, for a total of 2, when a desert planet is destroyed.

**Active:** Make a ranged touch attack with a maximum range of 60 feet. A successful hit deals 1d6 points of bludgeoning damage per caster level.

**Special:** You can only have 1 desert planet in a clockwork model.



## *Gas Giant* EP Cost: 2

**Passive:** You have a +1 insight bonus to saving throws made against cloud effects, such as *cloudkill* or *stinking cloud*. This bonus stacks with other gas giants, up to a maximum of +3, but not with other sources of the same bonus type.

Active: Make a ranged touch attack with a maximum range of 60 feet. A successful hit creates a 10-foot-radius plume of gas centered on the creature struck. Those caught in the plume are nauseated for 1d3 rounds on a failed Fortitude save. The plume's duration is instantaneous.

*Ice Giant* EP Cost: 3

**Passive:** You have DR 2/-. This bonus stacks with other ice giants, up to a maximum of DR 6/-, but does not stack with other sources of damage reduction.

Active: Make a ranged touch attack with a maximum range of 60 feet. A successful hit deals 1d6 points of cold damage per caster level. If the attack roll would also be a successful standard ranged attack, the ice giant shatters, forming a comet which becomes part of the clockwork model.

Inhabited Planet EP Cost: 3

**Passive:** Whenever another satellite is destroyed, whether it's thrown, a comet that blocks an attack, fed to a supermassive white hole, or otherwise, an inhabited planet launches a mothership to defend itself. Each time an inhabited planet launches a mothership, there is a 10% chance that the planet uses too many resources to build and launch that ship and the species goes extinct. If this happens, an inhabited planet becomes an inner planet.

At the beginning of your turn, you may activate a launched mothership as a swift action, dealing 2d6 electric damage to a creature within 30 feet with no saving throws allowed. Once a mothership delivers its payload in this fashion, it vanishes. Motherships persist even if an inhabited planet goes extinct, but vanish like everything else when the *clockwork universe* ceases to be.

Active: Make a ranged touch attack with a maximum range of 60 feet. A successful hit deals 1d6 points of bludgeoning damage per caster level plus 1 point of electric damage per caster level.





Inner Planet EP Cost: 2

**Passive:** You have a +2 armor bonus to AC. This bonus stacks with other inner planets, to a maximum of +10, but not with other sources of the same bonus type

Active: Make a ranged touch attack with a maximum range of 60 feet. A successful hit deals 1d6 points of bludgeoning damage per caster level.

Kuiper Belt EP Cost: 3

Passive: A kuiper belt deflects blades and claws with tiny fragments of ice, providing 20% miss chance against melee attacks that do not deal fire damage.

Active: When "thrown", the kuiper belt scatters. All other creatures within 30 feet of you take 1d8 points of cold damage for every two caster levels you possess with a Fortitude save to negate.

Special: You can only have up to 1 asteroid belt OR 1 Kuiper belt in a clockwork model.

Moon EP Cost: o

Passive: none

Active: This satellite can be thrown as a swift action. Make a ranged touch attack with a maximum range of 60 feet. A successful hit deals bludgeoning damage equal to your caster level.

Special: You can have up to 1 moon for each desert planet, gas giant, inhabited planet, inner planet, ocean planet, or volcanic planet in your clockwork model.

### Moonbase

EP Cost: 2



Passive: As a swift action, you may launch a missile from the moonbase. Make a ranged touch attack with a maximum range of 120 feet. A successful hit deals 2d4 points of fire damage and lights the target on fire as the rules for alchemist's fire. A moonbase has 3 missiles and manufactures a new missile, to a maximum of three, whenever an inhabited planet or moon-sized space station goes extinct or is destroyed. The destruction of an extinct satellite never triggers missile production.

Active: This satellite can be thrown as a swift action. Make a ranged touch attack with a maximum range of 60 feet. A successful hit deals bludgeoning damage equal to your caster level.

Special: You must have an inhabited planet in your clockwork model to add a moonbase to it. A moonbase is treated as a moon for the purpose of calculating the maximum number of moons allowed in a clockwork model. If another moon would not be allowed in a clockwork model, then a moonbase is also not allowed.





Moon-sized Space Station EP Cost: 5

**Passive:** At the beginning of your turn, if the number of launched motherships in your clockwork model is less than the number of inhabited planets, moonbases, and moon-sized space stations in your clockwork model, there is a 50% chance that the moon-sized space station launches a mothership. (See the inhabited planet satellite for information on motherships.) Each time the moon-sized space station launches a mothership, there is a 10% chance that the station uses too many resources in its construction and the inhabitants go extinct. If this happens, a moon-sized space station becomes a moon that deals electric damage when thrown.

Active: When thrown, make a ranged touch attack with a maximum range of 60 feet. A successful hit deals 1d6 points of electric damage per caster level and performs a bull rush combat maneuver with a CMB equal to your caster level + your Charisma modifier.

Special: You must have an inhabited planet in your clockwork model to be able to add a moon-sized space station to it. You can only have 1 moon-sized space station in a clockwork model.

Ocean Planet EP Cost: 1

Passive: none

Active: When "thrown", an ocean planet douses all creatures within 10 feet, yourself included, with water, halving all fire damage taken for 1 round. Damage is halved after all other mitigating factors, such as resistance, are applied.

Volcanic Planet EP Cost: 2

Passive: Weapons you wield deal an additional point of fire damage. This bonus stacks with other volcanic planets, to a maximum of 5 additional fire damage.

Active: A volcanic planet is "thrown" as a swift action. When thsu expended, it douses your weaponry in fiery death - weapons you wield deal an additional 2d6 points of fire damage for 1 round.

Wormhole EP Cost: 2

Passive: none

Active: This satellite can be thrown as a swift action. When a wormhole is thrown, the next satellite you throw this round is thrown as a free action.

Special: You can have up to 1 wormhole for every three satellites in your clockwork model.







### **Concealed Carry (Greater)** Ethermagic 4 Etherheart Restriction: Voidmeld EP Cost: 0

A voidmeld etherheart with this manifestation costs o EP to cast. Treat this as a oth-level manifestation for the purpose of determining the maximum number of manifestations that can be applied to a single casting of the voidmeld etherheart.

### **Dark Energy (Greater)**

Ethermancer 4 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 6

All variable, numeric effects of a blast etherspell modified by this manifestation are maximized. Saving throws and opposed rolls are not affected, nor are etherspells without random variables.

### Door Unto Oblivion (Greater, Shape)

Ethermancer 5 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 8

A blast etherspell with this manifestation momentarily opens a door to the void itself, killing creatures damaged by it with a Fortitude save to negate. This is a death effect.

### **Echoing Screams (Greater)** Ethermancer 5

Etherheart Restriction: Bestow EP Cost: 7

The caster's touch transforms the inside of the target's skull into an acoustic hellscape of the screams of nameless things just beyond the edge of reality. Each round, the affected creature must make a Will save or be stunned for 1 round. If the affected creature makes three consecutive WIll saves, this etherspell ends immediately. This is a mind-affecting ability.

### Erase Physics (Greater)

Ethermancer 6 Etherheart Restriction: Bestow EP Cost: 6

Select acid, cold, electric, fire, or sonic. The caster's touch causes physics to delete itself. All instances of the chosen energy type present in extraordinary and supernatural abilities the touched creature possesses are totally removed. For example, if the caster chooses fire, a flaming demon with 30 resistance against fire and a flaming breath weapon who deals 1d6 fire damage on a successful claw attack now has no fire resistance and does not deal fire damage on a successful claw attack. The breath weapon no longer deals damage, though other effects, such as the breath weapon imposing a condition, still apply. A successful Will save negates this effect.



### **Ethermend (Greater)**

Ethermagic 2 Etherheart Restriction: Alteration EP Cost: 5

The caster weaves raw ether into his form, granting himself fast healing equal to half his caster level, rounded down.

### Ether Tide (Greater, Shape)

Ethermancer 6 Etherheart Restriction: Blast EP Cost: 10

A blast etherspell with this manifestation has +2 to its caster level and strikes up to one target in range for every two caster levels. Make a ranged touch attack for each target as normal.

### Ethereal Infusion (Greater)

Ethermancer 3 Etherheart Restriction: Alteration EP Cost: 5

The caster infuses his body with pure ether. His base attack bonus is set equal to his caster level. Further, he gains a +6 enhancement bonus to Strength, temporary hit points equal to twice his Charisma modifier, and temporary ether points equal to his Charisma modifier. These temporary points persist for the duration of the etherspell. While under the effects of this manifestation, the caster's base ether point regeneration rate is set to 0.





#### **Extended Focus (Greater)** Ethermagic 2

Etherheart Restriction: Voidmeld EP Cost: 2

A duration of a voidmeld etherheart with this manifestation is doubled. Treat this as a oth-level manifestation for the purpose of determining the maximum number of manifestations that can be applied to a single casting of the voidmeld etherheart.









### Firmament (Greater)

Ethermancer 4 Etherheart Restriction: Genesis EP Cost: 12 Range: personal Target: you

The caster encases himself in a crystalline sphere upon which the night sky is superimposed. This sphere has 3 hit points per caster level and hardness 8. While inside the sphere, all attacks targeting the caster that rely on a physical attack or a blast of some sort from outside the sphere, such as *fireball*, *magic missile*, *acid arrow*, or *cone of cold*, deal damage to the sphere and not the caster. Attacks that affect the target from within, such as *phantasmal killer*, *heat metal*, spells and abilities themed around internal combustion, or *contagion*, affect the caster normally. Further, spells and abilities that rely on sight, such as blindness effects, affect the caster normally.

While inside the dome, the caster cannot make physical attacks, including attacks of opportunity, and takes a -2 penalty to AC due to the general cumbersomeness of being within a sphere. Touch attacks made as part of casting spells and etherspells still function properly; the spell effects simply manifest on the surface of the sphere. For obvious reasons, the caster cannot be targeted by the trip, steal, or disarm combat maneuvers, though the sphere can be sundered and all other combat maneuvers still function perfectly fine. The caster's movement speed is reduced by half when moving uphill and doubled when moving downhill.

The one exception to the caster's inability to make physical attacks while encased in the sphere is his ability to charge while inside of it. When charging, the caster barrels toward his target and makes a slam attack with the sphere itself. On a successful hit, a charge made while inside the sphere deals 1d8 + the caster's Strength modifier + the number of squares the caster charged bludgeoning damage. If the caster successfully deals damage on the charge, he may immediately attempt a bull rush combat maneuver as a free action with a circumstance bonus to his CMB equal to the number of squares he charged. When bull rushing in this manner, the caster must follow the creature bull rushed for the maximum distance possible. If the caster successfully bull rushes the target and if the target is still adjacent to the caster after resolving the bull rush, he may immediately attempt a trip combat maneuver as a free action with a circumstance bonus to his CMB equal to the number of squares he charged. The caster never provokes attacks of opportunity when attempting bull rush and trip combat maneuvers in this fashion, but always provokes attacks of opportunity whenever either of these combat maneuvers fails.

If the sphere is destroyed by being reduced to o hit points, as opposed to being dismissed by the caster, the caster is knocked prone and provokes attacks of opportunity.

### Harmonic Resonance (Greater)

Ethermancer 4 Etherheart Restriction: Alteration EP Cost: 8

A humming resonance builds around the caster. He takes a -2 penalty to the DCs of his etherspells with the lesser blast or greater blast etherhearts; however, creatures that fail their saving throws against these etherspells are dazed for 1 round. If an etherspell with the lesser blast or greater blast etherheart does not call for a saving throw, then creatures damaged by such an etherspell must make a Fortitude save or be dazed for 1 round.

### Hunger of the Void (Greater, Shape) Ethermancer 2

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

When all one has is nothing, there is an endless hunger for something. Anything. All damage dealt by a blast etherspell with this manifestation is returned to the caster as healing. The caster may choose to increase the cost of this manifestation by +7. If he does so, this manifestation loses the Shape descriptor.

### **Immediately Manifest (Greater)**

Ethermancer 6

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost:  $\boldsymbol{8}$ 

A blast etherspell with this manifestation is cast as a swift action, not as a standard action.

### Indeterminate Assailant (Greater)

Ethermagic 3 Etherheart Restriction: Voidmeld EP Cost: 5

The wielder of a void blade with this manifestation can make an attack action as a swift action. If the wielder does so, he may not make a full-attack action this round, but he may make a single attack as a standard action as normal.

### Kinetic Cascade (Greater)

Ethermancer 4 Etherheart Restriction: Alteration EP Cost: 4

Whenever the caster would gain ether points, he may instead make a ranged touch attack as a swift action with a range of 60 feet. This touch deals 1d4 points of damage for each ether point he would have gained on a successful hit. Even if the caster does not elect to make this ranged touch attack, he does not gain ether points. If the caster's ether points is ever equal to 0, this etherspell ends immediately.



Life from the Void (Greater) Ethermagic 3 Etherheart Restriction: Genesis EP Cost: 8 Range: Medium (100 ft. + 10 ft./level) Target: An unoccupied 10-foot by 10-foot square

The caster summons a vast quantity of ether, which quickly condenses into the shape of an enormous, somewhat amorphous, glowing purple creature with a vaguely humanoid shape. It appears where the caster designates and may act starting on the caster's next turn (It takes a little time to put itself together.). Treat the resulting large ether elemental as a large earth elemental with Hit Dice equal to the caster's caster level (max 13 HD), with the following exceptions. A large ether elemental does not have a burrow speed, does not have the earth glide extraordinary ability, and does not have the earth mastery extraordinary ability. To make up for this, a large ether elemental has resistance 5 against damage dealt by spells or spell-like abilities, including untyped and force damage. In addition, the large ether elemental has the following abilities.

Accretion Disk (Ex): When charging, a large ether elemental deals force damage rather than physical damage with its next attack made that round.

*Extrauniversal Blows (Ex):* A large ether elemental's natural weapons are treated as magic for the purpose of overcoming damage reduction.

*Void Armor (Ex):* Whenever a creature within 30 feet of a large ether elemental casts an etherspell, the elder ether elemental gains a +2 insight bonus to AC and saving throws for 1 round. It also gains temporary hit points equal to half its Hit Dice, rounded down. These temporary hit points last for 1 round.

*Void Conduit (Ex)*: Creatures within 30 feet of a large ether elemental with an ether point pool have the maximum size of that pool increased by +2 ether points. This is an enhancement bonus.

A large ether elemental with 9 or more Hit Dice has the Great Cleave feat. A large ether elemental with 11 or more Hit Dice has the Toughness feat. A large ether elemental with 13 Hit Dice has the Improved Critical (slam) feat.



Ethermagic 6 Etherheart Restriction: Genesis EP Cost: 15 Range: Medium (100 ft. + 10 ft./level) Target: An unoccupied 15-foot by 15-foot square

Life from the Void, Greater (Greater)

The caster summons a vast quantity of ether, which quickly condenses into the shape of an enormous, somewhat amorphous, glowing purple creature with a vaguely humanoid body shape. It appears where the caster designates and may act starting on the caster's next turn (It takes a little time to put itself together.). Treat the resulting elder ether elemental as an elder earth elemental with Hit Dice equal to the caster's caster level, with the following exceptions. An elder ether elemental does not have a burrow speed, does not have the earth glide extraordinary ability, and does not have the earth mastery extraordinary ability. To make up for this, an elder ether elemental has resistance 10 against damage dealt by spells or spell-like abilities, including untyped and force damage. In addition, the elder ether elemental has the following abilities.

Accretion Disk (Ex): When charging, an elder ether elemental deals force damage rather than physical damage with its next attack made that round.

*Extrauniversal Blows (Ex):* An elder ether elemental's natural weapons are treated as magic for the purpose of overcoming damage reduction.

*Void Armor (Ex):* Whenever a creature within 30 feet of an elder ether elemental casts an etherspell, the elder ether elemental gains a +2 insight bonus to AC and saving throws for 1 round. It also gains temporary hit points equal to half its Hit Dice, rounded down. These temporary hit points last for 1 round.

*Void Conduit (Ex):* Creatures within 30 feet of an elder ether elemental with an ether point pool have the maximum size of that pool increased by +5 ether points. This is an enhancement bonus.

An elder ether elemental with 17 or more Hit Dice has the Critical Focus feat. An elder ether elemental with 19 or more Hit Dice has the Staggering Critical feat.



**Lurking Force (Greater)** Ethermancer 2 Etherheart Restriction: Bestow EP Cost: 3

The caster's touch focuses a small measure of deleterious power in the recipient. The recipient gains SR 10 + the caster's caster level. After successfully negating one spell, this etherspell ends immediately.







### Matter-touched Ether (Greater)

Ethermagic 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 3

A blast etherspell with this manifestation deals force damage and automatically hits - no attack roll is required. The caster of the etherspell must still have line of sight to his target. Due to its unerring nature, incorporeal creatures treat the entire etherspell, including its other manifestations, as though it had the force descriptor.



### Penetrating Blast (Greater)

Ethermancer 3 Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 5

A blast etherspell with this manifestation ignores damage reduction and energy resistance effects, but not immunity effects.

**Pierce the Void (Greater)** Ethermancer 3 Etherheart Restriction: Alteration EP Cost: 2

The caster momentarily strengthens his connection to the source of his power, increasing his ether point regeneration rate by +1 for every four caster levels.

### **Polywoven Ether (Greater)** Ethermagic 4

Etherheart Restriction: Lesser Blast, Greater Blast EP Cost: 2

A blast etherspell with this manifestation has three additional manifestation slots. These slots can only be filled with 1st and 2nd-level manifestations.

### Pulsar (Greater)

Ethermancer 3 Etherheart Restriction: Genesis EP Cost: 5 Range: close (25 ft. + 5 ft./2 levels) Target: empty 5'x5' square in range

The caster creates a tiny mimicry of a pulsar, a rapidlyrotating neutron star that throws off pulses of light, in an empty square within range. The pulsar is mediumsized and counts as occupying its square of origin in the same manner as a creature, but cannot be moved. Other creatures can move through the pulsar's space as though the pulsar were their ally. Each round at the beginning of the caster's turn, the pulsar lets out a blast of light. All creatures with the dazzled condition within 30 feet take 2d6 points of damage and are blinded for 1 round with a Fortitude save to negate the blindness effect. After resolving the blindness effect, all creatures within 60 feet are dazzled for 1d4 rounds with a Fortitude save to negate.

### **Rapid Adaptation (Greater)**

Ethermancer 2 Etherheart Restriction: Alteration EP Cost: 4

The caster becomes capable of functioning in nearly any environment. He can now breathe water or any air, no matter how alien or toxic it may be. By extension, he is also immune to inhaled poisons for the duration of the etherspell. This provides no protection in a vacuum, as there is nothing at all to breathe.

### **Rewrite Physics (Greater)**

Ethermancer 3 Etherheart Restriction: Bestow EP Cost: 4

Select acid, cold, electric, or fire, then select a second energy type from the aforementioned list. The caster's touch causes physics to rewrite itself. All instances of the first energy type present in extraordinary and supernatural abilities the touched creature possesses are replaced with the second. For example, if the caster chooses fire, then cold, a flaming demon with 30 resistance against fire who deals 1d6 fire damage on a successful claw attack now has 30 resistance against cold and deals 1d6 cold damage on a successful claw attack. A successful Will save negates this effect.

### Symbiotic Connection (Greater)

Ethermancer 5 Etherheart Restriction: Bestow EP Cost: 4

The caster forges a link with the recipient of the etherspell with this manifestation. If the recipient is within 60 feet, all alteration etherspells that benefit the caster benefit the recipient, as well.

### Taste of Infinity (Greater)

Ethermancer 4 Etherheart Restriction: Bestow EP Cost: 10

The caster opens grants the recipient the smallest taste of the ethereal power in which he is steeped. The recipient gains an ether point pool with a maximum size equal to the caster's level and an ether point regeneration rate equal to half the caster's base regeneration rate, rounded down. The recipient gains the ability to cast etherspells with the lesser blast etherheart at an effective ethermancer level of his character level. No manifestations may be added to these lesser blast etherspells.

### Walking Planetoid (Greater)

Ethermancer 5 Etherheart Restriction: Alteration EP Cost: 8

The caster's hide becomes craggy and pitted, like a moon or asteroid. He gains DR 10/adamantine.







**Greater Manifestations** 

White Hole (Greater) Ethermancer 6 Etherheart Restriction: Genesis EP Cost: 10 Range: close (25 ft. + 5 ft./2 levels) Target: empty 5'x5' square in range

The caster creates a small rift in the space-time continuum in an empty square within range. This rift draws material toward it, but its draw is so weak that it tends to be incapable of drawing things much heavier than paper and dust toward it. The caster can attune this rift to a creature that has been dead for no longer than 10 years per caster level by placing a part of the creature's body or an object with which the creature had a strong bond in said rift. This destroys the body part or other object. Once attuned to the dead creature, the rift turns a deep, pulsing red and begins to emit an eerie sound that resembles a grossly modulated heartbeat. The caster must now kiss up to the universe by feeding the rift gems and precious metals, such as gold, silver, platinum, and adamantine, worth a combined value of at least 25,000 gp. If the creature was killed in a manner that normally requires the wish or miracle spell to bypass, then an additional 10,000 gp worth of gems and precious metals is required. If this additional cost is paid, then a white hole can also return to life those who have been slain in such a way that only the wish or miracle spells can return them. Once the universe has been paid, the rift turns bright green and lets out a resounding chime. The gentle suction is replaced by a powerful exhalation of gases from the uttermost void, which carry forth the incoherent screaming of the multiverse. Though it is very unsettling, the caster must stay within range of the rift for the entirety of this 10 minute process, lest the rift snap shut because its creator walked away.

At the end of 10 minutes, the rift explodes in a violent burst of energy, leaving the attuned creature naked and covered in some sort of protoplasmic goo, but very much alive, in the square the rift once occupied. The etherspell ends immediately. The creature is immediately restored to full hit points, vigor, and health, with no negative levels (or loss of Constitution points) and all of the prepared spells possessed by the creature when it died.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed - the creature is restored as its nonundead version. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even a white hole can't restore to life a creature who has died of old age.







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