



CLASSES OF NEOXODUS:

PROTEAN SCRIBE



PROTEAN SCRIBE

To a protean scribe, all the universe is formed of words. Not just words such as the kind in a language spoken by mortals or even by the gods themselves, but words more powerful even than that. Words that drew forth the universe itself from the protean mass of chaos that came before. Protean scribes dedicate their lives to unearthing these primordial words, and to weaving them into common languages to create powerful magical effects; empowering their allies, weakening their foes, or even creating life with nothing more than a simple stylus and a few words.

Role: Protean scribes are rare, and most often arise from scholars or hermits who uncover the primordial language of the universe through their studies. Some few are lucky enough to learn their first words from another protean scribe, alongside how to use them. When working as part of a group, a protean scribe's wide range of abilities allow them to fill many roles - though most often they provide support to their allies or create creatures to fight by their side.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The protean scribe's class skills are Appraise (*Int*), Bluff (*Cha*), Craft (*Int*), Diplomacy (*Cha*), Intimidate (*Cha*), Knowledge (*all*) (*Int*), Linguistics (*Int*), Perform (*oratory*) (*Cha*), Profession (*Wis*), Sense Motive (*Wis*), Spellcraft (*Int*), Use Magic Device (*Cha*)

Skill Ranks per Level: 4 + *Int* modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Protean scribes are proficient with all simple weapons. Protean scribes are also proficient with light armor. A protean scribe wearing medium or heavy armor, or using a shield incurs the arcane spell failure chance on all *Embellishments*, *Phrases* or *Stories*, as though they were arcane spells with somatic components.

Stylus (Ex): To better write the words of the universe, protean scribes form a close bond with a particular writing implement known as a stylus. Typically this is a horsehair brush, but it may be a quill, a pen or even chalk or charcoal. Due to its bond with the protean scribe, this stylus is more durable than others of its kind, increasing in hardness by 5, and gaining 10 hit points. Further, it does not require ink or paint to write, nor does it become worn down with use.

A protean scribe can still write her words without a stylus, writing in glowing symbols with her finger instead. To do so she must succeed a Concentration check with a DC of 10 plus twice the number of points of eloquence she intends to spend on her writing, or the effect of the writing is lost.

A protean scribe can erase anything she has written, mundane or magical, by touching it with her hand or

stylus. If the writing is close at hand, such as in a book she is holding or written on her own body, this is a swift action. Otherwise, touching the writing requires a melee touch attack as a standard action.

Writing (Su): A protean scribe is not just an expert writer, but a master of primordial words: powerful magical words that predate language and are tied to the very nature of the multiverse around her. Her focus, precision and creativity allow her to write these primordial words alongside common language to create three distinct types of fantastic effects -- *Embellishments*, *Phrases* and *Stories*.

Embellishments are positive effects, strengthening and emboldening herself and her allies. *Phrases* are offensive effects that assault, weaken and manipulate a protean scribe's enemies. Finally, *Stories* allow the protean scribe to bring to life the subject of her writing, creating new creatures and objects from the ether. Each is detailed in their own section, below.

Protean scribes can add one or more primordial words to their writing to increase their powers further. Adding a primordial word always requires spending one point of eloquence, but may require spending more, as noted in the word. The same primordial word may be added to a piece of writing more than once, its effects stack with itself.

Regardless of the sort of writing she does, a protean scribe draws from a shared pool of creative focus known as eloquence. A protean scribe begins with a pool of 4 points of eloquence plus their Wisdom modifier, and gains 1 or more additional points of eloquence each level as she advances, as detailed in Table: The Protean Scribe. A protean scribe's eloquence pool refreshes each day, typically after she gets a restful night's sleep.

If a protean scribe dies, the effects of her writing persist for 24 hours from when they were written or until the writing itself is physically destroyed.

Embellishment (Su): A protean scribe can write about the creatures around them, embellishing on their words and deeds, and those still to come. As a standard action, a protean scribe can write an *Embellishment* of a creature within 30 feet. This grants the target either a morale bonus to attack and damage rolls, or a morale bonus on all skill checks, and costs one point of eloquence. This morale bonus is equal to the number of points of eloquence the protean scribe spends on the *Embellishment*, but cannot exceed one third of her class level (minimum 1).

An *Embellishment* remains active until the protean scribe chooses to erase it, or until they recover their eloquence at which point the *Embellishment* is erased. An *Embellishment's* effects are suppressed in areas without magic, or if the target is more than 1 mile from the protean scribe.

PROTEAN SCRIBE							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Base Eloquence	Primordial Words Known
1st	+0	+0	+0	+2	Stylus, writing, embellishment +1, phrase (1d6), story	4	3
2nd	+1	+0	+0	+3	Master linguist	5	4
3rd	+2	+1	+1	+3	Tattoo combat	7	4
4th	+3	+1	+1	+4	Enchanted story	8	5
5th	+3	+1	+1	+4	Lightning dictation	10	5
6th	+4	+2	+2	+5	Embellishment +2, spell word (1st)	11	6
7th	+5	+2	+2	+5	Broad embellishment	12	6
8th	+6/+1	+2	+2	+6	Phrase (2d6), spell word (2nd)	13	7
9th	+6/+1	+3	+3	+6	Embellishment +3, improved tattoo combat	15	7
10th	+7/+2	+3	+3	+7	Spell word (3rd)	16	8
11th	+8/+3	+3	+3	+7	Dual Meaning	18	8
12th	+9/+4	+4	+4	+8	Embellishment +4, spell word (4th)	19	9
13th	+9/+4	+4	+4	+8	Effortless eloquence	20	9
14th	+10/+5	+4	+4	+9	Spell word (5th)	21	10
15th	+11/+6/+1	+5	+5	+9	Embellishment +5, master tattoo combat, phrase (3d6)	23	10
16th	+12/+7/+2	+5	+5	+10	Spell word (6th)	24	11
17th	+12/+7/+2	+5	+5	+10	Redefine (1/day)	26	11
18th	+13/+8/+3	+6	+6	+11	Embellishment +6, Spell word (7th)	27	12
19th	+14/+9/+4	+6	+6	+11	Redefine (2/day)	28	12
20th	+15/+10/+5	+6	+6	+12	Perfect story, spell word (8th)	30	13

Phrase (Sp) A protean scribe can write short *Phrases* so scathing, they inflict physical injury and even magical effects upon their subjects.

As a standard action, a protean scribe can write a *Phrase* that assaults her opponent directly, making a ranged attack against a target within 60 feet. This attack does 1d6 points of either bludgeoning, slashing or piercing damage, and uses the protean scribe's Wisdom modifier as a bonus to attack and damage.

At 8th level, the damage done by a protean scribe's *Phrase* increases to 2d6. At 15th level, the damage done by a protean scribe's *Phrase* increases to 3d6.

Even if the *Phrase* fails to do damage to the target, any primordial words added to a *Phrase* take effect. If a word requires the target to make a save, the saves DC is equal to 10 + the protean scribe's Wisdom modifier plus 1/2 the protean scribe's level rounded down (minimum 1).

Story (Su) A protean scribe can write a *Story* so intense that it brings to life the creatures or objects detailed within, creating *Storied Objects* or *Storied Creatures*. The appearance of these objects and creatures is entirely up to the protean scribe to determine, but they cannot bear more than a passing resemblance to existing creatures and are obviously magical in origin, casting dim light in a 5ft radius.

Writing a *Story* requires a full-round action that costs 2 points of eloquence, at the end of which the *Storied Object* or creature appears in the protean scribe's hand, at their feet, or in an unoccupied square within 30 feet.

A *Storied Object* can be any non-magical object (or well-defined set of objects, like a set of lockpicks or up to 50 arrows) of the protean scribe's choosing but cannot be more than 5 ft. in its longest dimension, and is made of common materials (wood, iron, glass, cloth, etc.). A *Storied Object* that includes complex or moving parts (such as a crossbow, or a lock) requires the protean scribe to succeed a Perform (oratory) check with a DC equal to the DC required to Craft the object, or else the mechanical parts do not function.

When a protean scribe creates a *Storied Object*, she can choose to make a DC 15 Perform (oratory) check. On a success, the object created is a masterwork quality version of the intended item. On a failure by 5 or more, the item created is instead broken and useless: weapons are dull and unbalanced, armor fails to fit, etc.

A *Storied Creature* can have any appearance the protean scribe chooses - though the protean scribe's control is not fine enough to make a *Storied Creature* appear like a specific creature. Regardless of its appearance, a *Storied Creature's* base statistics are:

AC 11, touch 10, flat-footed 11 (+1 natural)
hp 8 (1d8)
Fort +0, **Ref** +0, **Will** +0
Speed 30 ft.
Melee slam +1 (1d6)
Str 10, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +1; **CMD** 11
Skills any one skill at +4
Feat any one feat it qualifies for

A *Storied Creature* can be either Medium (in which case it gains +2 Strength) or Small (in which case it gains +2 Dexterity), and is either the same type and subtype as the protean scribe (such as humanoid[human]) or an animal. For each additional point of eloquence spent while writing a *Storied Creature*, it gains one additional hit dice, up to a maximum number of hit dice equal to half the protean scribe's level. Each hit dice grants it +1 natural armor, +8 hp, +1 to each save, +1 to base attack bonus, +2 to either Strength or Dexterity (protean scribe's choice), and either +2 to one of their existing

skills or a new skill at +4. At 3 HD, and each 2 HD thereafter, the *Storied Creature* gains one feat of your choice that it qualifies for.

A *Story* remains active until the protean scribe chooses to erase it, the *Story* is reduced to 0 hit points, until the protean scribe recovers her eloquence, or until the protean scribe and her *Story* are more than 1 mile apart at which point the *Story* is immediately erased.

Primordial Words (Su): protean scribes understand the true language of the multiverse, and the primordial words that first defined it. A protean scribe begins play knowing three primordial words of her choice. She gains an additional word at 2nd level, and every 2 levels after 2nd, as noted in Table 1: the Protean Scribe.

Master Linguist (Ex) Beginning at 2nd level, a protean scribe adds her class level on all Linguistics skill checks. At 3rd level, and each level thereafter, a protean scribe learns a new language.

Tattoo Combat (Ex) Beginning at 3rd level, a protean scribe can inscribe harmful words directly onto her opponents during combat.

As a standard action, she can write one or more primordial words directly upon a creature she can reach as a melee touch attack. These primordial words take effect, and cost eloquence, as though the protean scribe had used them in a *Phrase* against the target of her tattoo combat, but the target receives a -4 penalty on any save against the effects of the primordial words.

Enchanting Story (Ex) Beginning at 4th level, a protean scribe can begin to create magical objects through use of her *Story*. When she creates a *Storied Object*, she can attempt to create a magical item, instead of a mundane one.

To do so, a protean scribe must spend no less than ten minutes writing her *Story*, at the end of which she makes a Spellcraft check with a DC equal to 10 + the item's caster level + twice the number of spells listed in the item's construction requirements. On a failed check, the protean scribe's *Story* creates only a mundane version of the intended enchanted item, exactly as though she had written a standard *Story*. On a successful check, the protean scribe spends two points of eloquence plus an additional eloquence based on the item's type and price.



Consumable items, and those with a finite number of charges like a scroll, wand, potion or an item like a necklace of fireballs or ring of wishes, require one point of eloquence for each 500 gp in the item's price. A protean scribe cannot create a consumable item if they do not know the spell word the item would replicate.

Charged items, whether the charges renew daily or by other means, like rods, staffs, or items like pearls of power, require one point of eloquence for each 1,000 gp in the item's price.

Items without charges, like most weapons or armor, or items like a cloak of resistance, require one point of eloquence for each 2,000 gp in the item's price.

Lightning Dictation (Ex) Beginning at 5th level, a protean scribe's brushstrokes become so swift they are hard to follow with the eye. When scribing a mundane work, she can write up to 60 words per round (60 words per minute).

In addition, a protean scribe's writing is so precise that she may scribe scrolls for other characters. Doing so requires five minutes per spell level of the scroll, and produces a scroll equivalent to what the other character would have produced if they were making use of the Scribe Scroll feat. Scribing a scroll in this way does not reduce the material cost to create the scroll.

Spell Word (Su) At 6th level, a protean scribe has invented or discovered a word capable of creating an effect identical to that of a traditional spell. She learns a spell word for any 1st level spell of her choice, and can write that spell word once per day without expending any eloquence. She may choose to write this spell word additional times, but doing so requires a number of points of eloquence equal to twice the spell's level.

At 8th level, and every 2 levels thereafter (10th, 12th, 14th, 16th, 18th, and 20th) a protean scribe learns an additional spell word for a higher level spell, as noted in Table: The Protean Scribe.

A protean scribe's caster level for these effects is equal to their protean scribe level. Their casting attribute is considered to be the higher of their Intelligence or Wisdom.

Broad Embellishment (Ex) Beginning at 7th level, a protean scribe can embellish multiple creatures at once. Whenever she writes an embellishment, she can choose to grant the morale bonus to one additional creature within range per point of eloquence spent.

Improved Tattoo Combat (Ex) beginning at 9th level, a protean scribe can write so quickly that she can inscribe entire *Phrases* upon her opponents. When the protean scribe makes a successful attack using tattoo combat, her tattoo inflicts damage equal to the damage inflicted by her *Phrase*.

Dual Meaning (Su) beginning at 11th level, a protean scribe can write a single *Phrase* that has two distinct,

separate meanings. When writing a *Phrase*, she can choose to target two creatures within range rather than just one. The *Phrase* affecting the second target can contain any one primordial word from the original *Phrase*, and costs no additional eloquence.

Effortless Eloquence (Su) beginning at 13th level, a protean scribe is so practiced at writing the primordial words of the universe, that she can write them almost effortlessly. The first primordial word she adds to any writing she does has its eloquence cost reduced by 1.

Master Tattoo Combat (Ex) beginning at 15th level, a protean scribe can write a single *Phrase* split between multiple creatures. When making an attack with tattoo combat, she can choose to take a -2 penalty on all attacks to split the tattoo between any number of creatures within her reach. All creatures tattooed in this way take the full effect of the tattoo.

Redefine (Su) beginning at 17th level, a protean scribe can invent new meanings to the words she knows, using them in unusual and creative ways. Once per day, a protean scribe can add the effect of any primordial word to her writing, without an eloquence cost, whether she knows the word or not. Alternately, she can use this ability to create the effects of any spell of 5th level or lower.

At 19th level, a protean scribe can use this ability twice per day.

Perfect Writing (Su) at 20th level, a protean scribe has mastered one form of writing. She chooses one of the abilities below, representing her favored writing style.

Embellishing Tattoo (Ex) a protean scribe learns to write an *Embellishment* on a creature, suffusing it with the power of the primordial words within. She may write an embellishing tattoo on a creature over the course of one hour. This *Embellishment* never fades unless the protean scribe chooses to erase it, or she creates another embellishing tattoo, in which case the first embellishing tattoo is suppressed. A protean scribe can have only one active embellishing tattoo at a time, and she can change which tattoo is active as a standard action.

Scathing Phrase (Su) When you deal damage to a target with your *Phrase*, you can choose to require the target to make a Fortitude save, or take one point of Constitution bleed. The DC of the Fortitude save is equal to 10 + 1/2 the storyteller's level plus her Wisdom modifier. Whether or not the target succeeds their save, they are immune to the effects of scathing phrase for 24 hours.

Endless Story (Su) The number of points of eloquence to create a *Story* is reduced by 3. If that would lower the cost of the *Story* to 0 or fewer, the effect is instead instantaneous, and the creature or object they have created remains in the world forevermore - at least until the protean scribe chooses to erase them.

PRIMORDIAL WORDS

There are countless primordial words in the universe, and many variations upon each. Below are some of the most common primordial words a protean scribe is likely to learn.

Talented Word: This word calls to mind great accomplishments of all kinds.

- *Embellishment* - your target gains a +1 enhancement bonus to all skills. This bonus cannot exceed half their morale bonus (minimum 1).
- *Storied Creature* - the creature gains proficiency with simple weapons. Adding this word a second time grants proficiency with martial weapons. Each additional time this word is added to a *Story*, the creature gains proficiency with one exotic weapon.

Protection Word: This word represents continued existence through sheer perseverance.

- *Embellishment* - your target gains a +1 shield bonus to AC. This bonus cannot exceed their morale bonus. By spending an additional 3 points of eloquence, this bonus is instead a deflection bonus.
- *Storied Object* - the object gains 5 points of hardness and 10 hit points.
- *Storied Creature* - the creature has DR / magic equal to their hit dice. By spending an additional 3 points of eloquence, this is instead DR / --.

Life Word: This word represents the positive energy that flows through all living things.

- *Embellishment* - the target gains 10 temporary hit points per point. The target cannot gain more than 10 hit points per point of morale bonus.
- *Storied Creature* - The creature gains 5 hp per hit dice. Alternately, by spending 3 additional points of eloquence, the creature has fast healing equal to their hit dice.

Heat Word: this word calls to mind every sort of heat, from the warmth of an embrace to the scorching sun of the desert.

- *Embellishment* - target gains resist fire 5 or increases their fire resistance by 5. This fire resistance cannot exceed 5 per point of morale bonus.
- *Phrase* - the *Phrase* does an additional 1d6 points of fire damage.
- *Storied Creature* - the creature has the fire subtype. It has resist fire equal to 5 times its hit dice, and does 1 point of fire damage per hit dice on all attacks it makes.

Chill Word: this word calls to mind chills of all sorts, from the freezing vacuum of space to the eerie shiver of a cold shoulder.

- *Embellishment* - target gains resist cold 5 or increases their cold resistance by 5. This cold resistance cannot exceed 5 per point of morale bonus.
- *Phrase* - the *Phrase* does an additional 1d6 points of cold damage.
- *Storied Creature* - the creature has the cold subtype. It has resist cold equal to 5 times its hit dice, and does 1 point of cold damage per hit dice on all attacks it makes.

Spark Word: this word begets the very electric thrum that underlies all nature, from bolts of lightning, to the tiniest static spark.

- *Embellishment* - target gains resist electricity 5 or increases their electricity resistance by 5. This electricity resistance cannot exceed 5 per point of morale bonus.
- *Phrase* - the *Phrase* does an additional 1d6 points of electricity damage.
- *Storied Creature* - the creature has the air subtype. It has resist electricity equal to 5 times its hit dice, and does 1 point of electricity damage per hit dice on all attacks it makes.

Movement Word: This word is movement itself, bringing to mind swift, sure movement and graceful sweeping motions.

- *Embellishment* - the target's base speed increases by 5 feet. This bonus cannot exceed the target's base speed.
- *Phrase* - target must make a Fortitude save or be moved horizontally 5 ft in a direction of the protean scribe's choosing. This movement does not provoke attacks of opportunity, and cannot be through solid objects, but may put the creature into a hazardous situation. If the creature would enter a square it cannot safely stand as part of this movement, they receive an additional save to stop moving in the last safe square they were in with a +4 circumstance bonus. Each additional time this word is added to the *Phrase* increases distance the target is moved by 5 feet.
- *Storied Creature* - the creature's movement is equal to 30 feet plus 10 feet per hit dice. By spending 5 additional points of eloquence, the creature gains a fly speed equal to their base speed.

Death Word: This word represents the dark, negative energy that draws all souls to evil and destruction.

- *Phrase* - the *Phrase* does an additional 1d6 points of negative energy damage.
- *Storied Creature* - the creature gains negative energy affinity. By spending 2 additional points of eloquence, the creature also becomes the undead type.

Weakness Word: This word is the embodiment of entropy that slowly degrades all things, and the destruction of all things.

- *Phrase* - the target must succeed a Fortitude save or become fatigued. If they are already fatigued, they instead become exhausted.
- *Storied Creature* - the creature does 1 point of negative energy damage per hit dice with each of its attacks.

Pervasive Word: This word is reflected in all things, places and times at once.

- *Embellishment* - the target is surrounded by partial figments of themselves, and seems to occupy one additional contiguous square of their choice. This does not allow the target to take actions from those squares, but he is considered to occupy those squares for purposes of flanking or activating teamwork feats. The target cannot appear to occupy more squares than they have points of morale bonus.
- *Storied Creature* - the creature exists on multiple planes at once, and its attacks can strike incorporeal creatures as though it were incorporeal. By spending 7 points of eloquence, the creature gains the incorporeal subtype.

Portal Word: This word seems to bleed through any surface on which it is written, and even through reality itself so that it can be as many places at once as it can.

- *Storied Creature* - the creature's type becomes outsider. By adding this word additional times, the creature can also gain the chaotic, evil, good or lawful subtype.
- *Storied Object* - the object is tuned to a creature of the protean scribe's choosing, who can call it go their hand as a move action from anywhere within 100 feet.

Secret Word: This word is all but invisible to the naked eye, and refers to everything hidden from sight or thought.

- *Embellishment* - the target gains a +1 enhancement bonus to Stealth. This bonus cannot exceed their morale bonus.
- *Phrase* - the target must make a Will save or forget the events of the past minute. Each additional time this word is added, the duration forgotten extends by one minute.
- *Storied Creature* - the creature is translucent, like a shadow. In an area of dim light, the creature is invisible. For 6 additional points of eloquence, the creature is invisible in normal light, as well.

- *Storied Object* - the object is translucent, like a shadow. It grants a +5 circumstance bonus on checks to hide it, and even out in the open creatures must make a Perception check (DC 10 + the protean scribe's Wisdom modifier) to notice the object at all.

Revelation Word: This word reveals all secrets, piercing through the darkness of shadow, illusion and deception alike.

- *Embellishment* - the target gains a +1 enhancement bonus to Perception. This bonus cannot exceed their morale bonus. For an additional 4 points of eloquence, the target can see invisibility, as the spell.
- *Phrase* - the protean scribe strips all illusions from the target, making a dispel check (1d20 + the protean scribe's level) against a DC of 11 + caster level of each illusion affecting the target. Spells that are not illusions, and any disguise that is not a spell, remain unaffected.
- *Storied Creature* - the creature gains one of the following senses: low-light vision, scent, or darkvision 10 feet. Each additional time this word is added, the creature gains a new sense, or increases its darkvision by 10 feet.

Pretend Word: this word always seems to be a different word at first glance.

- *Embellishment* - the target appears to be another creature entirely, as though under the effects of disguise self. For an additional 2 points of eloquence, the target is treated instead as under the effects of alter self.
- *Storied Creature* - The *Storied Creature* appears to be a specific creature of your choosing. When you create a *Storied Creature* in this way, make a Bluff check. Any creature succeeding a Perception check against your Bluff check can tell this creature is not actually the creature it appears to be. Despite the new appearance, the creature remains obviously magical.

Big Word: This massive word refers to giants, towers, mountains - and even entire worlds.

- *Embellishment* - the target marginally increases in size, gaining a +1 size bonus to Strength. This bonus cannot exceed morale bonus.
- *Storied Creature* - this word requires four points of eloquence to add to a *Storied Creature*. The creature increases in size by one size category. For each size category they increase, they gain a +4 size bonus to Strength, a -2 size penalty to Dexterity, and increase their reach by 5 feet.
- *Storied Object* - the maximum size of the object increases by 5 feet in each dimension.

Little Word: This word is short and almost too small to read.

- *Embellishment* - the target becomes smaller and more lithe, gaining a +1 size bonus to Dexterity. This bonus cannot exceed their morale bonus.
- *Phrase* - the target feels as though they have shrunk, and must make a Will save or take a -1 morale penalty on all attacks against creatures the same size as them or larger until they succeed a Will save as a swift action. Each additional time this word is added, the penalty increases by 1.

- *Storied Creature* - this word requires four points of eloquence to add to a *Storied Creature*. The creature decreases in size by one size category. For each size category reduced, they gain a -2 size penalty to Strength, and a +4 size bonus to Dexterity.

Mundane Word: Surprisingly plain, this word seems almost like a mundane word in a common language, its true power hidden from all but the most discerning eye.

Prerequisite: protean scribe level 5

- *Embellishment* - target gains spell resistance 8, or improves their spell resistance by 1. This spell resistance cannot exceed 10 plus the target's hit dice.
- *Phrase* - the target is subject to a targeted dispel magic, with an effective caster level of half your protean scribe level.
- *Storied Creature* or object - the subject's magical aura is muted. When you add this word to a *Story*, make a Bluff check. Observers cannot recognize it as supernatural unless they succeed a Perception check opposed by your Bluff.

Elaborate Word: this word is full of flourishes, and makes you imagine everything that is more elaborate than it needs to be.

- *Embellishment* - the target gains a +1 enhancement bonus to Diplomacy. This bonus cannot exceed their morale bonus.
- *Storied Object* - the object is made from rare woods, fine silk or precious metals, studded with gemstones and is otherwise exceptionally detailed. It is automatically masterwork. By adding this word a second time, the object can be made of a special material like alchemical silver, darkwood or mithral with a hardness of 15 or less. By adding this word a third time, the *Storied Object* can be made of any materials.



Hold Word: This word is small, tight and constrained and tightly woven like tangled vines, or binding chains.

- *Embellishment* - the target gains a +1 enhancement bonus to CMB checks made to grapple. This bonus cannot exceed their morale bonus.
- *Phrase* - the target must succeed a Reflex save or become entangled until they succeed a CMB or Escape Artist check (with a DC equal to their Reflex save) as a standard action.
- *Storied Object* - an object created is tacky to the touch, granting creatures holding it a +2 circumstance bonus to CMD against being disarmed, and requiring a CMB check of 15 to put the object down willingly. Each additional time this word is added, the bonus and CMB check required increases by 2.

Figment Word: This word calls to mind all that isn't real; every lie and illusion.

- *Embellishment* - the subject becomes blurry and indistinct, gaining a miss chance of 10%, or improving their miss chance by 5%. This miss chance cannot exceed 10 times their morale bonus.
- *Phrase* - the *Phrase* is mostly illusory, and does nonlethal damage instead of any other type of damage it would have done. Each additional time this word is added adds 2d4 points of subdual damage.
- *Storied Creature* or *Storied Object* - the subject is a silent illusion, instead of a tangible object or creature. You can interact with the illusory object as though it were tangible, but it remains tangible only to you. For an additional 3 points of eloquence, the subject can also make sound.

Puppet Word: this word calls to mind everything controlled by external forces, from horse-drawn wagons to a king and his court.

- *Embellishment* - as a standard action on your turn, you may telekintically move the target up to five feet times their morale bonus. This movement provokes attacks of opportunity, but the target gains a dodge bonus to AC against attacks of opportunity during this movement equal to their morale bonus, and does not count against that creature's movement.
- *Phrase* - if the target is the same type as you, they must succeed a Will save or be charmed as charm person with a caster level equal to your storyteller level. By adding this primordial word one additional time you can affect animals, humanoids or monstrous humanoids. By adding this word two additional times, you can affect magical beasts. By adding this word three additional times, you can affect any creature type.
- *Storied Creature* - the creature appears to be made of stone, wood or other inanimate material, and gains immunity to all mind-affecting effects. By spending an additional 4 points of eloquence, the creature gains the construct type.
- *Storied Object* - as a move action, you can telekinetically move the object up to 20 feet. Creatures can oppose the movement of the object by making a Strength check against 10 plus your Wisdom modifier.

Sight Word: This word plays on both light and darkness, shadows and how they reveal and hide.

- *Embellishment* - The target gains darkvision 10 ft. or increases their darkvision by 10 feet.
- *Phrase* - the *Phrase* blasts with bright light, the target must succeed a Fortitude save or become dazzled until the end of your next turn. Each time this word is added to a *Phrase*, increase the duration by 1 round.
- *Storied Object* - the object sheds light as a torch. Each time this word is added to the *Story*, the radius of light cast increases by 10 feet.

Aqua Word: This word calls to mind raging oceans, calm seas, and even the moist air after a rainfall.

- *Embellishment* - the target gains a +1 enhancement bonus to Swim checks. This bonus cannot exceed their morale bonus.
- *Storied Creature* - The creature gains (or loses) the aquatic subtype. For 2 additional points of eloquence, the creature gains the amphibious subtype.
- *Storied Object* - The object is made of solid water, and imposes no penalties when used underwater.

Multiplicity Word: This word is repetitive, almost to infinity, and refers to everything which there is multiple of.

- *Embellishment* - a duplicate of the target appears, sharing its space, as mirror image. The maximum number of duplicates the target can have is equal to its morale bonus.
- *Storied Creature* - this word requires three points of eloquence to add to a *Story*. The creature gains an additional attack, identical to their original attack.
- *Storied Object* - you create an additional *Storied Object*. This object is a mundane, though otherwise identical, copy of the original.

PROTEAN SCRIBE ARCHETYPES:

SCROLLBLADE

Some protean scribes form a bond with more than a stylus, but with a scroll as well. This isn't a mere writing surface, but a flexible and versatile weapon as sharp as a razor--almost, but not quite, as sharp as their wit.

Scrollblade (Ex) A scrollblade forms a bond not only with a stylus, but also a special scroll. This scroll is not just a writing surface, but a weapon imbued with the power of the words a scrollblade writes. At first level, both the stylus and the scrollblade are considered light martial weapons with which they are proficient, and each do 1d6 points of damage (piercing for the stylus, slashing or bludgeoning for the scrollblade). At 3rd level, both the stylus and the scrollblade are considered to be magical weapons with a +1 enhancement bonus. At 6th level, and each 3 levels thereafter (9th, 12th, 15th, 18th), both the scroll and stylus increase in enhancement bonus by 1, or gain a weapon ability equivalent to a +1 enhancement bonus of the scrollblade's choice. This ability modifies Stylus.

Eloquence (Su) A scrollblade's eloquence maximum is equal to her level plus her Wisdom modifier. This ability modifies eloquence.

Two-Weapon Fighting (Ex) a scrollblade gains Two-Weapon Fighting as a bonus feat at second level. This ability replaces master linguist.

WORLDWRITER

Some protean scribes aren't interested in changing the stories around them, but instead focus on creating stories all their own - and begin crafting entirely new worlds.

Write World (Su) A worldwriter can create an entire world within the stories they tell. By spending eight hours writing in a single, special book, a worldwriter can create a demiplane that can be accessed through a book of their choosing. At first level, this demiplane is only accessible as a sensory experience: anyone who reads the worldwriter's book as a full-round action can see whatever scene the worldwriter has scribed within, and can remain viewing the world as long as they remain concentrating. At 3rd level, characters

who read the book can choose to enter the demiplane instead - being transported to an identical copy of the book within the demiplane itself. Starting at 9th level, a worldwriter can choose to force anyone other than them who reads their book into the demiplane if the creature reading the book fails a will save with a DC of 10 + the worldwriter's wisdom modifier + half the worldwriter's level rounded down.

The demiplane inside their scroll is four contiguous five foot cubes per level, and is filled with either air or water (whichever the worldwriter normally breathes), and otherwise similar to the create demiplane spell. Within the demiplane, any stories the worldwriter writes are reduced in eloquence cost by 2 and are not dismissed when the protean scribe regains eloquence. Stories created on their demiplane cannot be removed from the demiplane by any means.

A character inside the worldwriter's demiplane can leave it at any time by reading the copy of the book within the demiplane, exiting into the nearest unoccupied square to the original book.

While the book within the demiplane cannot be destroyed without destroying the demiplane itself, the original book is no more durable than a normal book of its kind. If destroyed, the demiplane collapses, spilling its contents into the space the book had occupied.

A worldwriter can have only one book at one time.

This ability replaces Phrases.

Eloquence (Su) A worldwriter's eloquence maximum is equal to her level plus her Wisdom modifier. This ability modifies eloquence.

CENSOR

Not all who learn the primordial words of the universe use them to create. Some instead use them to tear down, the works and the stories of others that they are not satisfied with, or that fly in the face of how they see the universe works.

Understatement (Su) A censor can deride and scorn creatures with their writing, undermining their every effort. By spending one point of eloquence, a censor can write an understatement regarding a creature within 30 feet of them. Their target takes either a morale penalty on attack and damage rolls, or a morale penalty to all skill checks. The morale penalty is equal to one third the storyteller's level, rounded down (minimum 1).

A censor can add primordial words to their understatements as though they were *Embellishments*, but imposing penalties instead of bonuses if applicable. For instance, a censor adding the secret word to an understatement would impose a penalty to the target's Stealth, rather than a bonus.

The target can negate this penalty by succeeding a Will save with a DC equal to 10 plus half the censor's level plus the censor's Wisdom Modifier.

An understatement remains active until the censor chooses to erase it, or they recover their eloquence. An understatement's effects are suppressed in areas without magic, or if the target is more than 1 mile from the censor.

This ability replaces Embellishments.

Broad Understatement (Su) beginning at 7th level, a censor no longer has to single out a specific creature in their understatement. By spending one extra point of eloquence, they can apply the understatement to any creatures matching the target's type and subtype within 30 feet. At 13th level, the censor can instead choose to target any creatures within range who match any of the target's type, subtype or alignment.

This ability replaces broad Embellishment.

RUNEWRIITER

Rather than focusing on nuances of the languages of the universe, runewriter instead masters as many words as they can, and write these powerful words alone, imposing their own story on the universe around them quickly, but without subtlety.

Runes (Sp) at first level, and every level thereafter, a runewriter learns a rune that is capable of replicating a spell effect. This spell can be any wizard/sorcerer spell with a level equal to half their runewriter level, rounded up (so, a 3rd level runewriter could select a second level spell to learn as a rune). They can write this rune as a standard action, expending a number of points of eloquence equal to the spell's level, using their runewriter level as their caster level.

This ability replaces stories.

Runecrafting (Sp) At 4th level, a runewriter gains the ability to craft magical items. She gains Craft Wondrous Item as a bonus feat, and treats her runewriter level as her caster level for purposes of crafting items. She is considered to know any spell she knows as a rune, or as a spell word for purposes of crafting items.

This ability replaces enchanting story.

ORATOR

Not all masters of primordial words are exclusively scribes. Some, instead, learn to write words that lay dormant until they are spoken aloud.

Oration (Su) At first level, when an orator writes a *Phrase*, *Story* or *Embellishment*, it's effects do not immediately come to life. Instead, their words lay dormant until the orator chooses to speak them aloud, lending their voice to the words they write.

An orator's writing does not require eloquence - until the writing is spoken aloud by the orator. An orator can

Speak while writing, or by spending a second action equal to the first to recite their written work - an act that does not require a stylus. An orator can have any number of *Embellishments*, *Phrases* or stories written ahead of time, but a particular work of writing cannot be orated while it is already active.

An orator cannot orate if they cannot speak, either because they are unable to through a spell or effect, or because they are in an area of magical silence.

This ability modifies writing.

Taunt (Su) Beginning at third level, an orator can speak a scathing *Phrase* aloud, their verbal mockery causing their opponents physical pain. An orator can taunt a creature that can hear and understand them within 30 feet, requiring the target to make a Will save versus a DC of 10 plus the orator's Charisma modifier plus half their orator level. If the target fails their save, they take damage equal to the orator's *Phrase*. An orator cannot add primordial words to their taunt. This is a mind-affecting emotion effect.

This ability replaces tattoo combat.

Barbed Taunt (Su) beginning at 9th level, an orator can spend one point of eloquence when speaking a taunt. If they do, their target takes 1d6 points of bleed damage as they begin to bleed out of their ears.

This ability replaces improved tattoo combat.

Perfect Taunt (Su) beginning at 15th level, an orator's taunt can affect even mindless creatures or those otherwise immune to emotion effects.

This ability replaces master tattoo combat.

NEW FEATS

DISTANT PHRASE

Your Phrases echo further and further from the source of your writing.

Prerequisites: Phrase class feature

Benefits: Your Phrases can target creatures an additional 30 feet away from yourself.

Special: You can take this feat multiple times. Each time you do, double the increased distance a Phrase can target a creature.

INTENSE PHRASE

You focus on your *Phrase*, placing additional stress on the primordial words you write.

Prerequisites: Writing class feature

Benefits: When a *Phrase* you write would require its target to make a save, you may spend one additional point of eloquence to increase the DC of the save by 2.

LINGERING STORY

Your stories are fixed in the world, and don't fade over time.

Prerequisites: Story class feature

Benefits: When you write a *Story*, you may spend an additional 2 points of eloquence to make it a lingering *Story*. A lingering *Story* does not disappear when you recover your eloquence or when it is reduced to 0 hit points. You may have only one lingering *Story* at once - writing a second lingering *Story*, the first becomes a standard *Story*.

EXTRA ELOQUENCE

Prerequisite: Writing class feature

Benefit: You gain 3 additional points of eloquence.

Special: You can gain Extra Eloquence multiple times. Its effects stack.

REFOCUSED ELOQUENCE

When you erase a *Story* or *Embellishment*, you recover some of the eloquence you had spent on it.

Benefit: When you choose to erase a *Story*, you recover 1 point of eloquence, plus one point for each hit dice the *Story* had. When you choose to erase an *Embellishment*, you recover 1 point of eloquence. You do not regain eloquence if your writing is erased by other means, such as the *Story* being reduced to 0 hit points or your physical writing being destroyed.

EVOLVED STORY

Your stories are creative and unusual, and the *Storied Creatures* you call forth reflect this strangeness.

Benefit: When you create a *Storied Creature*, you may spend any number of eloquence to grant your *Storied Creature* that many points of eidolon evolutions, as though the *Storied Creature* were a summoner's eidolon.

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