



Legendary Classes

Quartermaster



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Quartermaster

Now, pay attention, please.

- Q to James Bond, from the 1964 film Goldfinger.

A quartermaster is a master of equipment and gear.

From packing his own bags to turning magic items into devastating explosions, the quartermaster uses skill and gear to achieve his ends and support his team. A skilled quartermaster loves a cluttered battlefield, seeing traps and terrain as resources rather than hindrances.

Quartermasters often look overloaded, with odd items sticking out of their kit in weird places. Items a quartermaster uses and hands out are likely to carry all sorts of modifications, markings, and custom features. Makeshift items he makes may not look pretty, they are often nailed together, with exposed mechanisms that look dangerous to be near, wound with string and wire. But a knowledgeable observer will notice that all gear is in top-notch condition, and that even ad-hoc items are of sound design.

The quartermaster is a mundane class based on skills, but plays more like a wizard than a rogue. Constantly trying to stay one step ahead, they alter each situation to their own benefit. Quartermasters are very skilled and practiced at what they do. Other characters may be able to perform these stunts, but need to spend minutes rather than move actions and get lesser results. Quartermasters use magical devices more confidently than other mundane characters, but never cast spells or create magic items, they just have a knack for having the needed item at hand and using it for best effect. At the very highest levels the quartermaster gains limited magical abilities, manipulating raw magic for crude but powerful effects.

The list of equipment and equipment tricks is the quartermaster's equivalent of a spellbook—just like a wizard needs to know his selection of spells, a quartermaster must study his equipment to utilize it. The quartermaster may come up with new ways to use items during play, which the GM may or may not allow as circumstances dictate. If your group agrees on a new

Table 1.1 - The Quartermaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Asset mastery, deeds (field instruction, makeshift crafting, peak performance), deep pockets, resources
2nd	+1	+0	+3	+3	Dangerous devices 1d6, equipment trick, pack rat
3rd	+2	+1	+3	+3	Deeds (rapid deployment, resourceful strike, trap master), demolition, jury rig
4th	+3	+1	+4	+4	Dangerous devices 2d6, equipment trick, generic weapon training
5th	+3	+1	+4	+4	Connections, evasion, inspection, weapon practice
6th	+4	+2	+5	+5	Dangerous devices 3d6, equipment trick
7th	+5	+2	+5	+5	Deeds (repurpose mechanism, thrift, weapon leverage)
8th	+6/+1	+2	+6	+6	Dangerous devices 4d6, equipment trick
9th	+6/+1	+3	+6	+6	Buy in bulk, connections (+2 sizes)
10th	+7/+2	+3	+7	+7	Dangerous devices 5d6, equipment trick
11th	+8/+3	+3	+7	+7	Deeds (assign equipment, equipment trick mastery, right stuff)
12th	+9/+4	+4	+8	+8	Dangerous devices 6d6, equipment trick
13th	+9/+4	+4	+8	+8	Connections (+3 sizes), improved evasion
14th	+10/+5	+4	+9	+9	Dangerous devices 7d6, equipment trick
15th	+11/+6/+1	+5	+9	+9	Deeds (cool under stress, release magic, repurpose construct)
16th	+12/+7/+2	+5	+10	+10	Dangerous devices 8d6, equipment trick
17th	+12/+7/+2	+5	+10	+10	Connections (+4 sizes), trap evasion
18th	+13/+8/+3	+6	+11	+11	Dangerous devices 9d6, equipment trick
19th	+14/+9/+4	+6	+11	+11	Deeds (animate objects, overcome reality, wonders of magic)
20th	+15/+10/+5	+6	+12	+12	Dangerous devices 10d6, equipment trick

device or equipment trick, make a note of it to make it useable again.

Many of the quartermaster's abilities fudge logistics; the quartermaster is always one step ahead and can pull out just the needed item. This can stretch suspension of disbelief, but in a game where wizards master demons, clerics routinely call on miracles, and fighters cleave dinosaurs, the ability to specify your inventory after the fact is not all that incredible.

Role: The quartermaster is a specialist at using, purchasing, jury-rigging and creatively destroying devices. He turns the battlefield into a trap for the opposition and makes sure his own team is well-supplied and combat ready. A quartermaster is even better at traps than a rogue, but lacks the rogue's scouting abilities.

Alignment: Any.

Hit Die: d8

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

Class Skills

A quartermaster's class skills are: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Int). Disable Device and Use Magic Device have Intelligence as their key ability when used by a quartermaster (see asset mastery below).

Skill Ranks per Level: 6 + Int per level

Class Features

The following are class features of the quartermaster.

Weapon and Armor Proficiency: A quartermaster is proficient with all simple and martial weapons, light and medium armor, but not with shields. The quartermaster gains additional proficiencies as he advances in level, see weapon practice.

Asset Mastery (Ex): The quartermaster is a master of creating, repairing, manipulating, and evaluating objects.

Resources, Grit, and Panache

Grit, resources, and panache represent different means by which heroes can gain access to the same heroic pool, using it to accomplish fantastic feats. For characters with a mix of grit, resources, panache, or any other ability equivalent to grit or panache, pool these resources together into a combined pool. For feats, magic items, and other effects, a resource user can spend and gain resource points in place of grit or panache points, and vice versa.

A resource user counts as both a grit and panache user to satisfy feat prerequisites.

When narrating the use of resources, you can describe them as merely great skill and resourcefulness, or as gimmickry. A resourceful strike can be a spring-powered weapon or a spearhead made to break off inside the target to cause extra harm.

He can use the Disable Device skill to disarm magic traps (as the rogue's trapfinding ability) and does not destroy a trap he disarms; he can re-arm a trap he has disarmed as a move action. He can use Appraise as if it was Perception to find hidden valuables and to identify magic items as if using Spellcraft combined with *detect magic*. He adds half his class level to Appraise, Craft, Disable Device, and Use Magic Device checks (minimum +1), and all these skills have Intelligence as their key ability when used by a Quartermaster.

Resources (Ex): At 1st level, a quartermaster gains a fluctuating pool of resources, measuring his preparedness and reserves of resources and resourcefulness. At the start of each day, a quartermaster has resource points equal to his Intelligence modifier (minimum 1). His resource points go up and down throughout the day, but usually cannot go higher than his Intelligence modifier (minimum 1), though feats, magic items, and spells that grant either grit or panache points or pool size can also grant a quartermaster resource points equal to the amount of grit or panache they grant. A quartermaster spends resources to accomplish deeds (see below), and regains resources in the following ways.

- **Down by Device:** A creature with hit dice exceeding

half the quartermaster's level that is destroyed, prevented from moving, or made blinded, cowering, dazed, dead, disabled, dying, entangled, exhausted, frightened, helpless, nauseated, panicked, paralyzed, prone, sickened, staggered, stunned, or unconscious by the quartermaster or one of his devices restores one of the quartermaster's resource points. A particular creature can only restore one resource point per round to the quartermaster.

- **Deeds:** A quartermaster can recover resources from some deeds, often ones that encourage cooperation or use up a lot of time or costs money to use. See the description of each deed.

Deeds: Quartermasters spend resource points to accomplish deeds. Most deeds grant the quartermaster some momentary bonus or effect, but some provide longer-lasting benefits in the form of gear. Deeds with a duration of one round take effect immediately and last until just before quartermasters' next turn begins.

The following is the list of quartermasters' deeds. A quartermaster can only perform deeds of his level or lower. Unless otherwise noted, a deed can be performed multiple times in the same round, as long as the appropriate amount of resources are spent to perform the deed. Total the resource cost of a deed used several times in a round before applying any reduction in resource point costs. When using deeds to place traps or create danger zones, any one particular square can only hold one danger or trigger one trap. Stacking dangers on top of each other is impossible.

The quartermaster needs equipment to perform certain deeds. If separated from all his gear, a quartermaster can't use the resourceful strike, thrift, right stuff, repurpose construct, and overcome reality deeds. In the GM may allow the use of these deeds with improvised tools, but the player should then describe what he does in some detail. Even one gp value put into the deep pockets pool restores all these abilities.

Field Instruction (Ex): At first level, by spending one point of resources per item, a quartermaster can hand any number of items at hand to allies within 30 ft. and instruct them in their use. Bundles of identical items like a bandolier of splash weapons, or sets of items used together like a bow and quiver of arrows, count as one item. This is a move action, regardless of the number of items or allies involved. For the next 5 minutes creatures so instructed are considered proficient with any item handed out that

the quartermaster is proficient in and to know any equipment tricks the quartermaster can use relating to the item and allies can double any bonuses provided by the item as the peak performance deed. At level 3, the quartermaster can hand out any item he prepares with rapid deployment. At level 7 allies gain the benefits of the constant bonus provided by the weapon leverage deed with these items, but cannot spend resources on bonus actions. At level 11 allies gain the benefits from any proficiency or equipment trick the quartermaster temporarily gains from the equipment trick mastery deed. When an ally first uses an item that has been given this way (within the time limit), the quartermaster recovers one point of resources, up to the amount of resources spent.

Makeshift Crafting (Ex): A quartermaster can quickly make improvised items. He can make makeshift masterwork items, special materials, alchemical items, expendables, and non-magical trap kits but not living creatures, spell components, crafting components, food, drink, holy water, or magic of any kind. Make a Disable Device check for each hour spent making makeshift items; the quartermaster makes items with a total cost in gold pieces equal to his class level squared times the result of the roll. The Disable Device check also needs to beat the Craft check DC of each item created. Creating an expensive item can take several hours and the duration is counted from when it is completed. If the quartermaster re-crafts the same item before the 8 hours are up, the duration is reset to 8 hours (important for makeshift boats and the like). The quartermaster recovers one point of resources per hour spent makeshift crafting.

Makeshift items are never as good as the real thing, but work with some limitations. A makeshift weapon has the fragile quality. Only a quartermaster and someone he gives the items to using the field instruction deed can use a makeshift item, and after 8 hours it deteriorates into worthless scrap.

Makeshift crafting has no monetary cost. It is generally possible to salvage the materials needed for makeshift crafting from gear, nature, or from the scrap and detritus that litters a city, dungeon, or battlefield. Parts are stored with the deep pockets ability.

Peak Performance (Ex): At 1st level, as long as he has at least one point of resources, a quartermaster can ignore the broken condition when using any item or vehicle. Bonuses provided by equipment, such as masterwork kits or compasses, are doubled when the item is used by a quartermaster. This does not apply to alchemical bonuses, bonuses from Equipment Tricks, or magical bonuses. The quartermaster ignores any penalties inflicted by equipment used or worn, except that he is still subject to attack penalties, armor check penalties, and arcane spell failure. A quartermaster never does harm when using equipment that has a chance to fail or backfire, but may trigger a trap he is attempting to disable.

By spending one point of resources as a free action, the quartermaster can grant this ability to an ally within 30 ft. or ignore the fact that an item or vehicle he himself is using is destroyed, either use lasts five minutes. By spending one point of resources, the quartermaster can coax a last use out of an item that ran out within the last minute—this includes limited-use items like consumables, ammunition, magic items with daily uses, wands, potions, and scrolls. If the item casts a spell that requires a material component with a gold piece cost, the quartermaster must supply that component. The resource cost of this deed cannot be reduced.

Rapid Deployment (Ex): At 3rd level it becomes a free action for the quartermaster to draw or ready any piece of equipment, including weapons, potions, scrolls, wands, and gear in a pack or extra-dimensional space. He can also reload any weapon as a free action. A quartermaster with the inspection ability can access gear carried by an adjacent creature or vehicle he has inspected. A quartermaster can also stow or sheathe equipment on his person as a free action.

When using or repairing equipment in the field, a quartermaster can do what normally takes one minute as a move action. Most equipment that is normally used out of combat but have no time given can be used as a move action.

Examples: Setting up a collapsible bathtub normally takes 10 minutes; a quartermaster can do it in 10 move actions, possibly in as little as 5 rounds. Escaping a net is normally a full-round action, a quartermaster can try to do so as a move action. A quartermaster can spend a move

action per minute normally required to don (or help another don) armor.

Combat Turn For A Quartermaster

Wong is a 3rd level quartermaster with maximum and current resources of 5 driving a supply cart along a road. He and his team of four friends are about to be charged by hobgoblin cavalry. On his turn Wong uses deep pockets to procure 5 makeshift longspear from his wagon (free action, reduces deep pockets pool by 25 sp, paying 1/10 the price because the items are makeshift), then uses field instruction as a move action to hand out four longspear to his friends, all of whom are within 30 ft. (this costs 4 resources) and tells his friends to brace for impact. Hopefully his friends will have time to ready actions to receive the charge. As soon as a friend uses a longspear for the first time, Wong will get a resource point back, but for now he is down to one resource point. He then procures a set of makeshift huge caltrops from his deep pockets (free action, 4 sp) and then uses a move action with rapid deployment to spread them in six squares within 30 ft. The caltrops will do 2d6 damage because of their size and Wong's dangerous devices ability, they also get a +1 bonus on their attack rolls and require a Heal check of 16 to negate because of dangerous devices. Medium or smaller creatures can ignore huge caltrops—they will harm the horses, but not his allies or dismounted hobgoblins. The stage is set, if the hobgoblins are wise, they will dismount and not charge. Wong has spent 4 resource points (just a single point left) and 29 sp of deep pockets, which he will have to pay to re-supply back in town. If he had used makeshift crafting to actually create these things in the morning, he would not have had to pay the gp cost. Such is the price of being ill prepared.

A quartermaster can spread things that are normally placed in a single 5 ft. square, such as blankets, caltrops, marbles, or oil over an area extremely effectively. As a move action, the quartermaster can cover any six squares within 30 ft. This works with equipment tricks that normally cover a single 5 ft. square.

A quartermaster can use rapid deployment as long as he has at least one point of resources. He can perform additional rapid deployment move actions in a round at a cost in resources equal to the number of extra move actions. These move actions cannot be spent on anything else, such as movement. Rapid deployment does not apply to direct attacks of any kind, but can set up traps and devices that attack by themselves.

Resourceful Strike (Ex): At 3rd level the quartermaster learns to make a resourceful strike. One weapon attack he makes gains the bonuses of the dangerous devices ability. Using this costs one point of resources; this point is spent before the attack is made and is lost if the attack misses. As long as he has at least one point of resources remaining the quartermaster can use resourceful strike against constructs and objects without spending resource points.

Using resourceful strike is a part of the attack and not an action in itself. The cost of this deed cannot be reduced.

A limit on resourceful strike is that dangerous devices can only harm a particular creature once each turn. It is possible to harm several different creatures in the same turn. See the dangerous devices ability for details.

Trap Master (Ex): As a move action, a 3rd level quartermaster can make a Disable Device check against the Perception difficulty of each trap within 30 ft.; on a success he spots the trap.

As an immediate action, the quartermaster can control a trap within 30 ft., either to trigger the trap or to prevent it from triggering for one round. This requires a Disable Device check against the disarm DC of the trap. If the quartermaster has previously set, disarmed, or repurposed the trap, success is automatic.

A quartermaster that possesses a trap kit (see the equipment section) can deploy that trap in one move action per 5 ft. square the trap is to either affect or trigger in. Non-magical trap kits can be built using makeshift crafting, and all kinds of trap kits can be pulled out of deep pockets. Deploying a trap with a challenge rating less than or equal to the quartermaster's class level is automatic; deploying a trap of a higher CR requires a Disable Device check, DC 10 + 2 x CR of trap.

The quartermaster can use this deed with a known trap as long as he has any resources; a trap that surprises the quartermaster can be prevented from triggering at the cost of two resource points. A trap set to trigger in or affect a large area, all of which is within 30 ft. of the quartermaster, can be set as a single move action at the cost of two resource points. All uses of trap master triggers attacks of opportunity.

Who Sees a Trap?

Many of the quartermaster's traps have low Perception DCs, but that does not mean they are automatically spotted. To spot a trap, a creature has to spend a move action to make a Perception check. It then gets a chance to spot each trap as long as it can see either the trap or its trigger. On a success it knows the type of trap, its location, and the location of its trigger. Perception checks to spot traps suffer the usual range and distraction penalties. Someone who sees the quartermaster plant a trap knows something is there, but not what and not exactly where. Some creatures have abilities that automatically sense nearby traps, such as the rogue talent trap spotter.

Repurpose Mechanism (Ex): At 7th level the quartermaster can repurpose adjacent mechanisms, usually to create traps. The quartermaster can turn any door, vehicle, device, or machinery of up to one square per class level into a trap, as described below. Examples include causing a fireplace or still to explode, a door to swing wildly or fall over victims, a vehicle to tip, a scarecrow to rotate and strike out, a drawbridge or portcullis to fall, a sewer gate to flood, a millstone to spin lose, a chandelier to fall, a stairway to turn into a slide, and so on. The GM

is the final arbiter of what counts as machinery. Repurposed machinery must be repaired before it can be used for its original purpose.

Repurposed Mechanism Trap

Type mechanical; **Perception** DC 5; **Disable Device** DC 15

EFFECTS

Trigger proximity; **Reset** repair

Effect 1d6 damage per square of machinery, damage type depends on the type of machine but is usually bludgeoning; **Atk** +15 melee; multiple targets (all targets in a reach of 5 ft. plus 5 ft. per 8 squares of machinery.)

The quartermaster can also repurpose any weapon as a trap, including alchemical weapons. This works as a one-square repurposed mechanism dealing the same damage type the weapon does; alchemist fire repurposed to a trap does fire damage, a repurposed dagger does piercing damage, and so on. Sometimes a mechanism can be repurposed for other uses, often to perform as a ram or ramp, which generally gives a bonus on relevant tasks of +4 per square of machinery repurposed.

A disarmed trap can be repurposed, moving the trigger up to 30 ft., the type of trigger remains the same but the stimuli it triggers on can change. A trap set to be triggered by *detect evil* can be changed to trigger by *detect good*, a 100 lb. location trigger can be set to 1 lb. or 500 lbs., and so on. It is also possible to re-target the trap within reason; a trap that causes a cone, line, or physical attack can be pointed in another direction, magic that blasts lawful creatures can be repurposed to blast evil creatures, and so on.

Using repurpose mechanism triggers attacks of opportunity. It takes one move action per square of machinery or trap to use repurpose mechanism; this time can be reduced to a single move action at the cost of two resource points. After 8 hours, the repurposed device breaks down.

Thrifty (Ex): At 7th level, when using an item that has limited uses or items he carries at least 3 of, such as 3 sets of caltrops, a healing kit with 10 charges, or a necklace of fireballs, the quartermaster can expend resource points to avoid spending uses, charges, or expend the item. For mundane equipment this is

free as long as the quartermaster has any resources left. For a magic item with charges or daily uses, this costs one point of resources per charge or use saved. For a one-use magic item this costs two points of resources. If the item casts a spell that requires a material component with a gold piece cost, the quartermaster must supply that component. The quartermaster does not actually create items, he merely uses them more efficiently; this cannot be used as a money machine but it can certainly save on expenses. The resource cost of this deed cannot be reduced.

Weapon Leverage (Ex): At 7th level a quartermaster learns to use the advantages of odd weapons. When using a weapon of a listed type or with one of the listed weapon qualities, he gains the corresponding constant bonus (often a bonus feat usable only with that weapon) ignoring all prerequisites. By spending one point of resources and a swift action, he can perform the listed bonus action using this weapon. Some bonus actions are immediate actions rather than swift actions, as noted. A weapon that fits several categories gains all the bonuses of each category. See *Table: Weapon Leverage*.

Assign Equipment (Ex): At 11th level, the quartermaster can assign equipment to allies ahead of time. This is the same as the field instruction deed, except that assign equipment costs 2 resource points, takes 5 minutes, and the effect lasts for one week. The quartermaster only regains resources if he sees his assigned equipment being used. A quartermaster can only have a number of items assigned equal to his maximum resources at any one time; it does not matter if the item is used or not, the wait is always one week.

Equipment Trick Mastery (Ex): At 11th level a quartermaster can use equipment tricks with any type of item, as if he had learnt it using the equipment trick class feature. If the item requires proficiency to use, the quartermaster also becomes proficient in its use. This lasts 5 minutes a cost of one resource point. The quartermaster need not use this deed when using an equipment trick he actually knows.

Right Stuff (Ex): An 11th level quartermaster can imbue a weapon, trap, set of caltrops, and other

Table: Weapon Leverage

Weapon Type or Quality	Constant Bonus	Bonus Action
Any chain, flail, net, nunchaku, scarf, or whip	Improved Reposition	Make a reposition combat maneuver
Any firearm	Dazzling Display	Use Dazzling Display by firing into the air
Any light melee weapon	Improved Steal	Make a steal combat maneuver
Any repeating weapon	Rapid Shot	Make a ranged attack
Any shield without spikes	Improved Overrun	Make an overrun combat maneuver while moving
Any spiked shield	Improved Bull Rush	Make a bull rush combat maneuver
Blocking	Add +1/5 levels to shield bonus	Total defense against a single attack (immediate)
Brace	Improved Brace	Attack a charging enemy for double damage (immediate)
Deadly	Improved Critical	Coup-de-grace a helpless creature
Disarm	Improved Disarm	Make a disarm combat maneuver
Distracting	Improved Feint	Make a Bluff check to feint
Double	Two-Weapon Fighting	Make a melee attack
Fragile	Disposable Weapon	Make a Bluff check to feint
Grapple	Improved Drag	Make a drag combat maneuver
Non-lethal	Enforcer	Coup-de-grace a helpless creature
Performance	Improved Dirty Trick	Make a dirty trick maneuver
Reach	Combat Reflexes	Force one target hit by attack of opportunity to stop moving (immediate)
Sunder	Improved Sunder	Make a sunder combat maneuver
Trip	Improved Trip	Make a trip combat maneuver

similar items with qualities that help penetrate resistances and trigger vulnerabilities. The amount of damage done does not change, but it penetrates DR and energy resistances better and can trigger vulnerabilities. Add the imbued qualities to those the weapon already has. Count the attack as the best of all its qualities to determine how resistances and vulnerabilities work against it. Using right stuff is a free action that triggers attacks of opportunity and costs one point of resources per two qualities imbued (A single quality is free as long as the quartermaster has any resources remaining). The quartermaster can share these imbuelements with allies within 30 ft. at a cost of a point or resources per ally. The effect lasts 5 minutes or until the item is again affected by this ability.

An 11th level quartermaster can imbue with any one alignment, bludgeoning, piercing, slashing, magic, or any material except adamantine. At 15th level, the quartermaster adds acid, adamantine, cold, electricity, fire, force, and sonic to the qualities he can imbue. At 19th level, he can imbue qualities into

energy attacks, including energy attacks made by spells. Picking admantine gives the advantage that material has against Hardness, adding force gives that energy type's advantages against incorporeal foes. The features of other materials are not emulated; right stuff only ignores resistances and triggers vulnerabilities as if it was of the material duplicated.

Cool Under Stress (Ex): At 15th level, the quartermaster can take 10 on any skill check, even in combat or other stressful situations. He can use this with skills that have Intelligence as a key attribute (including those gained from asset mastery) as long as he has any resource points remaining; using it with any other skill costs one resource point per skill check.

Release Magic (Sp): At 15th level, as a standard action that triggers attacks of opportunity, a quartermaster can destroy a magic item to gain a benefit. This must be an item he (and only he) is holding that costs

500 gp or more. The effect depends on the item's caster level, price, and school of magic. In general, the effect spreads into one square per 100 gp the item is worth. Each square must be adjacent to the quartermaster or an earlier square of the effect. The quartermaster controls the exact area and need not use all of it. The caster level is the item's caster level. An item destroyed this way cannot be used again with the peak performance deed or saved by the thrift deed. The quartermaster can destroy a cursed item, and the curse along with it. Artifacts are immune to this ability. Release magic does not benefit from the dangerous devices ability. Finally, using release magic restores one resource point.

- *Abjuration*: This has the effect of *dispel magic* against every magical item or effect in the area, at the destroyed item's caster level. This is an instant effect. This can be used as countermagic with a readied action.
- *Conjuration*: Any extra-dimensional creatures in the area must save or suffer *banishment*, Will negates (DC 10 + the quartermaster's Intelligence bonus + ½ the quartermaster's level). For one day per 100 gp of value, any calling, summoning, or teleportation magic to or from the area requires a concentration check opposed by the quartermaster's Use Magic Device.
- *Divination*: Each divination spell in the area may be removed as by *dispel magic*. For one day per 100 gp of value, any divination spell to or from the area requires a concentration check opposed by the quartermaster's Use Magic Device.
- *Enchantment*: Any creature in the area must save (Will negates DC 10 + the quartermasters Intelligence bonus + ½ the quartermaster's level) or suffer *charm person*, regardless of its creature type.
- *Evocation*: The area is filled with destructive energy of the type the item inflicts; if the item does no damage this is force. Damage is 1d6 per caster level, Reflex half (DC 10 + the quartermasters Intelligence bonus + ½ the quartermaster's level). This is an instant effect.
- *Illusion*: The area is filled with confusing kaleidoscopic images and sounds. Creatures whose space is completely covered by the area gain concealment but are blinded (this also affects blindsense, blindsight, tremorsense, and similar substitutes for sight) with no save or spell

resistance, but regain all senses as soon as they exit the area. The quartermaster can concentrate to maintain the effect up to one round per caster level and can reshape the area each round.

- *Necromancy*: Any living or undead creature in the area takes 1d6 damage per caster level, Will half (DC 10 + the quartermasters Intelligence bonus + ½ the quartermaster's level). This is an instant effect that does full damage to ethereal and incorporeal creatures.
- *Transmutation*: This has no area or physical effect, instead it refills the quartermaster's deep pockets budget by half the value of the destroyed magic item. If this exceeds the maximum budget of the deep pockets ability, any excess must be spent within one hour, or it is lost. During this hour the quartermaster can expend 100 gp of excess value to restore one resource point.
- *Universal*: Each creature and object in the area is healed of one hit point of damage per caster level. The area is left in pristine condition.

Repurpose Construct (Ex): A 15th level quartermaster with any remaining resource points can make weapon attacks on a construct that inflict non-lethal damage. Constructs can't use their immunity to non-lethal damage against this ability, all other resistances apply normally (see the right stuff deed for ways to bypass resistances). A construct damaged by this ability must take a Fort save (DC 10 + the quartermaster's Intelligence bonus + ½ the quartermaster's class level) or be dazed for one round. A particular construct need not save against this ability more than once per round.

A quartermaster can repurpose an adjacent, mindless, helpless construct as a standard action at the cost of two points of resources. This also removes any non-lethal damage the construct may have taken. A repurposed construct can be commanded (as if the quartermaster had just created the construct) for 5 minutes and thereafter does nothing. By spending two resource points the quartermaster can command a construct he has previously repurposed for another five minutes. The cost cannot be reduced to less than one resource point per round. A controlled construct does not gain the benefits of the dangerous devices ability.

Animate Objects (Sp): At 19th level, a quartermaster can make objects within 30 ft. move under his

direction. This works as the spell *animate objects*. To find the caster level, make a Disable Device check and subtract 20, this can exceed the quartermaster's level. A creature wearing or operating an item to be animated is allowed a Will save (DC 10 + the quartermaster's Intelligence bonus + ½ the quartermaster's class level) to negate the effect. Magical objects are immune.

This is a standard action that costs one point of resources, but only lasts a single round. The quartermaster can do this as a free action at a cost of 3 resources per round. The cost cannot be reduced to less than one resource point per round. Animated objects do not benefit from dangerous devices.

A quartermaster will often use this to make a cargo load itself, a gate to shut and bar itself, a building to move or collapse, a ship to turn in place, and other non-combat actions. In these cases, there is no need to classify large constructions as animated objects. Instead, a Disable Device check with a DC equal to the surface area of the object in squares is required (ignore the height unless the object is very tall; in such cases use the area of its largest side for the DC).

Overcome Reality (Su): At 19th level, a quartermaster can temporarily overcome the limits of physical reality. This makes the quartermaster and allies incorporeal, with no change in strength, armor class, or attack ability. Any physical attacks made against creatures on the material plane are incorporeal touch attacks. While incorporeal, the quartermaster and allies gains the benefits of *air walk*. An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. Using this ability is a free action that costs two points of resources plus one point for each ally to be affected to initiate and one point of resources per round to maintain; the maintenance cost cannot be reduced. Allies must end their turns within 30 ft. of the quartermaster or lose the benefits.

Wonders of Magic (Sp): A 19th level quartermaster using the release magic deed can treat any item as if it was of the transmutation school. Additionally the quartermaster can use *wish* as a standard action at the cost of one point of resources and 25,000 gp from his deep pockets pool.

Deep Pockets (Ex) A quartermaster collects items, picking up small amounts of this or that throughout his travels. The quartermaster may carry unspecified equipment worth up to 50 gp times his class level squared. As a move action the quartermaster may dig through his pack to retrieve an item he specifies at that time, deducting its value from the available funds. This becomes a free action with the rapid deployment deed at level 3. The item can be one made with the makeshift crafting deed, but makeshift items are not free in this case, they cost 1/10 of their normal price. When the total remaining cost reaches 0, the quartermaster can retrieve no more items. He can refill his deep pockets by spending a few hours at a marketplace spending an amount of gold equal to the value of the equipment provided thus far.

The quartermaster is assumed to have been carrying around what he pulls out of his deep pockets, and can only take out what he could reasonably carry. This stuff can be carried on the quartermaster's person, in extra-dimensional containers, on pack animals, or in vehicles; sometimes the quartermaster will need to go back to his pack animal or vehicle to find a particularly large object. This is meant more as a role-playing opportunity than a book-keeping frustration, as long as withdrawals make sense they should pass.

A quartermaster can withdraw most mundane and magical items from his deep pockets. Retrieving an item specifically fitted to the quartermaster's current situation—such as keys fitting a lock just encountered, a list of passwords, or a letter with a vital clue, is not possible.

A quartermaster separated from his gear cannot use deep pockets until he refills his capacity with at least 1 gp. A quartermaster that loses all his gear still needs to replace only what he actually spent.

Dangerous Devices (Ex) At 2nd level, any piece of equipment that is not a weapon the quartermaster uses to inflict harm and any trap the quartermaster deliberately triggers or has worked on within the last 24 hours gains an increased effect. This includes alchemical weapons but not magic items. Dangerous devices always apply when using the resourceful strike, trap master, and repurpose mechanism deeds. It also applies to any equipment trick that affects an enemy except those that work as weapons.

Dangerous devices gives a +1 bonus on any DC to spot or disable the device, on the DC of any saving throws, and on any skill checks called for to escape the

device's effects. The item inflicts an additional 1d6 hit points of damage of the same kind it normally inflicts. If the device makes an attack with an attack bonus of its own (not using the quartermaster's base attack bonus), that attack gains a +1 bonus. These bonuses increase by one point or die at level 4 and every 2 levels thereafter, to a maximum of +10 and +10d6 at level 20.

This additional damage is not multiplied on a critical hit, but it applies to targets immune to sneak attack or critical hits. The additional damage is inflicted whenever the target takes damage, is hit, falls prone, or fails a saving throw, and is of the same type as the damage the device normally inflicts. With an item used to attack that doesn't normally inflict damage, such as a tanglefoot bag, the additional damage is non-lethal.

Any particular target can only take additional damage from dangerous devices once on each creature's turn. This applies separately to each creature, including the quartermaster himself. This limits a quartermaster to one resourceful strike per opponent on his own turn, and prevents dangerous devices damage from applying more than once to a creature that walks into a series of the quartermaster's traps during its own turn. A creature can still suffer a resourceful strike on the quartermaster's turn and a trap on its own turn in the same round, and an area-effect trap that resets instantly can potentially get the damage bonus once on the turn of each creature that triggers it. Only damage is reduced this way; the other benefits of dangerous devices always apply.

Equipment Trick: A quartermaster gains Equipment Trick as a bonus feat at level 2 and again every 2 levels thereafter. A quartermaster and anyone he instructs using the field instruction or assign equipment deeds can use all tricks available to an item, ignoring prerequisites besides the feat itself. If an equipment trick has a magical prerequisite, or requires a specific subset of item, the quartermaster must fulfill that prerequisite but can use an item to do so. Equipment tricks are described in the appendix.

Pack Rat (Ex): A 2nd level quartermaster carrying medium encumbrance or wearing medium armor counts as carrying light encumbrance and wearing light armor for purposes of movement. This does not affect his maximum carrying capacity. The efficient distribution of weight simply encumbers him less than the same amount of weight normally would.

Demolition (Ex): A 3rd level quartermaster can very

effectively demolish items and constructions. Always add the dangerous devices bonus when attacking an object, including sunder attacks and when striking a door, wall or other object. Use the Disable Device skill modifier instead of the Strength bonus on checks to break or burst an item, force a door, and similar tasks.

Jury-Rig (Ex): At 3rd level, the quartermaster becomes very skilled at quick fixes. He can substitute his Disable Device skill bonus and skill ranks for those of whatever Craft skill would normally apply to using or repairing an item. This does not apply to crafting a permanent item the normal way.

Generic Weapon Training (Ex): At 4th level the quartermaster sees the potential in all weapons. When a quartermaster learns a feat that applies to a single weapon of his choice, such as Weapon Focus or Improved Critical, he can use that feat with any weapon he is proficient with. This does not apply to feats gained from the weapon leverage deed.

Connections (Ex): At 5th level the quartermaster develops connections for acquiring gear when it would normally be unavailable. Any settlement is considered one size larger for the purpose of what the quartermaster can trade there. For every four levels after level 5, the effective size of a settlement increase by another category. There is no benefit for modifying the size of a settlement beyond metropolis. (see also Buy in Bulk for restrictions).

Evasion (Ex): At 5th level, a quartermaster can avoid damage from many area-effect attacks. If a quartermaster succeeds at a 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 a quartermaster is wearing light armor, medium armor, or no armor. A helpless quartermaster does not gain the benefit of evasion.

Inspection (Ex): By spending a full-round action inspecting and adjusting the gear of a creature standing at attention, a 5th level quartermaster confers the pack rat ability to that creature for the rest of the day. This can also be applied to vehicles (one full-round action square), increasing load capacity by 50%. The rapid deployment deed can access gear carried by any inspected creature or vehicle.

Weapon Practice (Ex): A quartermaster needs to be able to instruct others with all kinds of gear, and gains wide proficiencies. At 5th level, and every odd level thereafter: 7, 9, etc, the quartermaster can select one of the following things to become proficient in, until he runs out of options to select.

- All exotic melee weapons
- All exotic ranged weapons
- All firearms
- All shields (including tower shields)
- All siege weapons
- Heavy armor

Buy in Bulk (Ex): When a 9th level quartermaster buys 10 or more identical items at once, he gets all the items at half price. This is done with the understanding that the items are not to be resold on the open market; if they are sold within the month, the quartermaster is blacklisted and loses the buy in bulk and connections abilities for a month. Items given away or sold to comrades do not trigger this restriction.

Improved Evasion (Ex): At 13th level, a quartermaster's evasion ability improves. He still takes no damage on successful Reflex saving throws against attacks, but henceforth he takes only half damage on failed saves. A helpless quartermaster does not gain the benefit of improved evasion.

Trap Evasion (Ex): At 17th level, a quartermaster's evasion ability improves again. When attacked by a trap, the quartermaster can use his Reflex save bonus, regardless of what kind of save would normally apply. This allows the quartermaster to always use evasion and improved evasion against traps. Trap evasion only applies to the initial attack made by a trap, not to any continuous effects (such as the later rounds of a poison). Additionally, he automatically succeeds on any saving throw against a trap known to him, including traps he placed. A helpless quartermaster does not gain the benefit of trap evasion.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level of quartermaster, the following races have the option of choosing an alternate bonus depending on their race.

Dhosari: Gain 1/7 additional move action per round

usable solely to manipulate objects. After this has been selected 14 times, instead gain +1/3 on Fortitude saving throws.

Dwarf: Add ½ point to the starting and maximum points in the quartermaster's resource pool.

Elf: Add ½ level to the quartermaster's class level, but only for the purpose of qualifying for the resourceful strike, weapon leverage, repurpose mechanism, release magic, and wonders of magic deeds. For every two effective levels after level 20, the resource cost of one of these deeds is reduced by one. This does not stack with the Advanced Deed feat.

Eventual: + 1/3 on Fortitude saving throws.

Femanz: One technological item retains 1/4 extra charge outside the Advent Imperiax. This can be a new item each time you leave a colony.

Goblin: Gain ¼ of the Chaotic Everywhere feat.

Gnome: Add ½ level to the quartermaster's class level, but only for the purpose of qualifying for the trap master, equipment trick master, assign equipment, repurpose construct, and animate objects deeds. This does not stack with the Advanced Deed feat.

Half-Elf: Add ½ of a new class skill to the quartermaster's list of class skills.

Half-Orc: Add ½ level to the quartermaster's effective level when using dangerous devices. For every two effective levels after level 20, add 1d6 to the damage bonus of dangerous devices.

Halfling: Add ½ level to the quartermaster's class level, but only for the purpose of qualifying for the rapid deployment, thrift, right stuff, cool under stress, and overcome reality deeds. This does not stack with the Advanced Deed feat.

Hobgoblin: When affecting allies, add ¼ of an additional ally at no additional cost.

Human: Gain ¼ of the Advanced Deed feat, ignoring prerequisites.

Kitsune: Add ½ to the Use Magic Device skill bonus.

Kobold: When calculating the time to craft or makeshift a trap or trap kit, reduce the effective cost by 200 gp, but never to less than 10% of the original cost. The cost of materials remain the same.

Ratfolk: Add ½ to the Disable Device skill bonus.

Tiefling: Add ½ point of fire damage to the damage bonus of dangerous devices.

Urisk: Add ½ point of fire damage to the damage bonus of dangerous devices.

Xesa: Gain ¼ of an additional Equipment Trick

Feats

These feats are of use to quartermasters and to others trying to emulate them. Resources is a new feat type; it is the same as grit feats, but geared at quartermasters.

Advanced Deed (Resources)

You focus your development on certain deeds.

Prerequisites: Deed class feature

Benefits: Select one deed with a level requirement higher than your level in the class the deed belongs to. Reduce the level requirement of this deed by two.

Special: You can take this feat several times, the benefits can stack or you can select different deeds to apply the benefit to. When you have achieved the level required to use the selected deed without this feat, you can select another deed to apply this feat to. At level 19, trade all instances of this feat for Signature Deed.

Chaotic Everywhere (Resources)

You speed around the battlefield, spreading items of destruction and confusion.

Prerequisite: Rapid deployment deed

Benefits: When you use a quartermaster ability or equipment trick with a range of 30 ft., you add 10 ft. to the range of that ability. The increased range cannot exceed your current speed. You can double this range (to a maximum of twice your speed) for one round by spending one point of resources.

Special: This feat can be taken several times, adding 10 ft. to the range of your abilities each time you do.

Quartermasters and Range

Many quartermaster abilities have a range of 30 ft. How does this work, is it *telekinesis*? The answer is that the quartermasters improvises; he uses a ranged weapon to deliver the effect if he has one in hand, a reach weapon if within reach, tosses something if that is an option, or takes a small detour.

Equipment Trick (Combat)

You understand how to use equipment in combat.

Prerequisite: Base attack bonus +1.

Choose: A piece of equipment for which equipment tricks are available. Many equipment tricks are listed at the end of this book, more are available in other publications.

Benefits: You understand how to use the chosen item in

combat. You may use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may treat it as a normal weapon or an improvised weapon, whichever is more beneficial for you.

Special: You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

Extra Resources (Resources)

You have more resources than the ordinary quartermaster.

Prerequisites: Resources class feature.

Benefit: You gain two more resources points at the start of each day, and your maximum resources increases by two.

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

Improved Brace (Combat)

You can rapidly brace a weapon against a charge.

Prerequisite: Combat Reflexes

Benefits: You must wield a weapon with the brace quality to use this feat. A charging enemy moving into a space you threaten triggers an attack of opportunity that deals double damage. When an enemy triggers an attack of opportunity by moving from a space in your threaten into a space adjacent to you, you do double damage on that attack of opportunity. Finally, you can wield a spear as a one-handed weapon.

Multiclass Deeds (Resources)

You learn the deeds of someone of your hit dice.

Prerequisites: Deeds class feature, multiclass levels or racial hit dice.

Benefit: Increase your effective level in a class that gains deeds by two for the purpose of learning and using deeds. This increased level can never be higher than your hit dice. If you have several classes that give deeds, you must choose one of these classes to apply this feat to.

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

Equipment

This gear comes in handy for quartermaster and their enemies.

Armored Boots: This is a pair of heavy boots reinforced with steel. Against attacks that specifically target the foot, such caltrops or bear traps, armored boots prevent damage and give a +4 bonus on saves or checks to avoid or escape the danger. Armored boots can be used as weapons (as gauntlets). Armored boots are noisy, clumsy and tend to slip or get stuck in mud, the wearer suffers a -2 armor check penalty that stacks with other armor check penalties.

Weight 2 lbs. **Cost** 20 gp.

Armored Boots, Masterwork: The steel plates in these shoes are layered with leather, removing the armor check penalty and making them look like heavy work or combat boots. They otherwise perform as armored boots.

Weight 3 lbs.; **Cost** 200 gp.

Armored Boots, Mithral: Armored boots of mithral instead of steel. Can be worn as high fashion and made to look like dainty slippers and all kinds of fantastic shapes. They otherwise perform as masterwork armored boots.

Weight 1 lbs.; **Cost** 2,000 gp.

Caltrops, Oversized: Caltrops are normally made to catch Medium opponents, but work just as well against opponent's one size category smaller or larger. Creatures outside this size interval ignore normal caltrops. Caltrops made for smaller creatures are not practical. Caltrops of larger size can be made to catch larger creatures, which in turn makes smaller creatures immune; caltrops for Huge creatures are commonly used against cavalry as they are safe for Medium or smaller creatures to pass. Oversized caltrops also do more damage, scaling twice as fast as weapons do.

Weight and **Cost** are the doubled for each size category increase:

Medium 1 damage; Weight 2 lbs.; Cost 1 gp

Large 1d3 damage; Weight 4 lbs.; Cost 2 gp.

Huge 1d6 damage; Weight 8 lbs.; Cost 4 gp.

Gargantuan 2d6 damage; Weight 16 lbs.; Cost 8 gp.

Colossal 4d6 damage; Weight 8 lbs.; Cost 4 gp.

Caltrops, Oversized, Vicious: These are a combination of vicious and oversized caltrops.

Medium 1d2 damage; Weight 4 lbs.; Cost 50 gp

Large 1d6 damage; Weight 8 lbs.; Cost 100 gp.

Huge 2d6 damage; Weight 16 lbs.; Cost 200 gp.

Gargantuan 4d6 damage; Weight 32 lbs.; Cost 400 gp.

Colossal 8d6 damage; Weight 64 lbs.; Cost 800 gp.

Canvas Tool Display: A strip of sturdy canvas with hoops and markings for tools, the tool display is used to give rapid access to just the right tool. Variants are used by street vendors to display wares they can quickly hide when the tax man comes. It is normally carried wound up in a tight roll, then rolled out to display the tools, either flat or hanging from the built-in folding frame. A tool display is reasonably sturdy (Hardness 5, 5 hit points) but can be picked up or overturned very easily. A tool display that is properly deployed (a full-round action) makes it a free action to access any of the tools in it. Variant tool displays can hold arrows, shuriken, a sword collection, and so on. Putting each item back into the tool display is a standard action.

Weight & Cost 1 lb. and 1 gp for small toolkits (ammunition, thief's tools, light weapons), 5 lbs. and 2 gp for medium toolkits (most crafts, one-handed weapons), and 12 lbs plus 4 gp for heavy toolkits (blacksmith, stonemason, two-handed weapons).

Safety Net: A round sheet of canvas 10 ft. in diameter stretched flat across a wooden frame. Very cumbersome to carry, the device can be disassembled or assembled in one minute. Can be held by four or more people and used to break a fall. Like water, a safety net reduces falling damage by two dice and turns the next two dice of falling damage into nonlethal damage. A safety net is only safe for Medium or smaller jumpers; larger sheets that require larger holders are possible.

Weight 18 lbs.; **Cost** 8 gp.

Safety Net, Masterwork: An improved safety net that has a folding frame that can be deployed as a full-round action and springs that reduce the number of people needed to hold it to two.

Weight 22 lbs.; **Cost** 80 gp.

Pole, Collapsible: A set of tubes of increasing diameter, one inside the other, the collapsible pole can be telescoped in length from 3 ft. to 12 ft. as a move action. It can be used as a quarterstaff when extended and a club when not, but is not intended as a weapon and has the

fragile property.

Weight 5 lbs.; **Cost** 4 gp.

Pole, Mithral: A 10 ft. collapsible pole made of mithral instead of wood, this pole is almost unbreakable (Hardness 15, hit points 60, break DC 26). It does not gain the fragile property when used as a weapon. A mithral pole is sometimes painted or wrapped to look like a regular club, but this only works when it is collapsed.

Weight 5 lbs.; **Cost** 2,000 gp.

Trap Kit: A magical or mechanical trap that has been crafted and is ready to be placed is called a trap kit. See the trap making rules in the environment section of the core rulebook for details on traps. It normally takes an hour to set up a trap kit and turn it into an actual trap, and requires a Craft (traps) check with a DC 15 + CR of the trap. Failing by 10 or more means the trapper is caught in the trap. Traps dependent on terrain features, such as a pit trap, can only be deployed if such a terrain feature is available. A trap cannot be moved once it has been set up; all a disabled trap is good for is scrap

Weight can vary considerably, but for simplicity's sake assume a trap kit weighs 1 lb./challenge rating, plus 10 lbs. for a mechanical trap. **Cost** As the trap in question.

Equipment Tricks

Equipment tricks are the bread and butter of the quartermaster, as essential to the class as spells are to a wizard. A quartermaster of second level or higher and anyone he instructs with the field instruction or assign equipment deeds ignores the specific requirements of each trick, and at 11th level can use all tricks with the equipment trick mastery deed.

Anvil Tricks

You may use these tricks with any anvil weighing 50 pounds or more.

- *Counterweight (Climb 5 ranks):* You can use your anvil as a counterweight when you climb a rope or chain to reduce your Climb DC by 5.
- *Improve Armor (Craft [armor] 5 ranks):* You can spend an hour with your anvil and a suit of non-magical metal armor to temporarily increase the armor's armor bonus by 1. This bonus ends after the next time the wearer is hit.
- *Quick Fix (Craft [any] 5 ranks):* You can spend 1

minute with your anvil and a metal item with the broken condition to remove the broken condition from the item for 1 hour. The item does not recover any hit points, and at the end of the hour it regains the broken condition and loses an additional 1d6 hit points (unless properly fixed by then).

- *Smash Through (Improved Bull Rush):* When you end your move adjacent to a closed door, you can open the door as part of your move action (instead of as a separate move action) by smashing it with an anvil as you move. If the door is stuck or locked, you must succeed at a bull rush combat maneuver check that exceeds the door's break DC.

Blanket Tricks

Blanket tricks can be made with any large piece of fabric or leather such as a bedroll, cloak, folding bathtub, sleeping bag, tarpaulin, hammock, sack, or tent. Even large and hard flat objects such as table, tower shield, or unhinged door can be used.

- *Blanket Trap (Craft [traps] 5 ranks):* You fill a blanket with rocks (move action) and rig it as a deadfall trap (move action). Or you cover an existing pit to make a pit trap (one move action for every square covered).

Blanket Trap

Type mechanical; **Perception** DC 5;

Disable Device DC 15

Trigger location; **Duration** Instant;

Reset repair

Effect 1d6 bludgeoning damage per 10 ft. of height of the fall. Reflex DC 20 avoids. Acrobatics can be used to break a fall into a pit trap.

- *Cover Terrain (Disable Device 5 ranks):* A blanket (preferably wet) can cover a single 5 ft. square, putting out any fires in the area and negating a pool of acid, caltrops, oil slick, difficult ground, and similar hazards. It prevents location and proximity traps in the area from triggering and can be thrown over a wall to negate spikes or glass set on top. This even works against magical floor hazards, such as *grease* and *entangle*.
- *Disposable Cover (Lightning Reflexes):* You can use a blanket (preferably wet) as a temporary shield against energy attacks (it offers no protection against physical attacks). This is an immediate action that

destroys the blanket but provides improved cover against a single energy attack; the normal cover bonuses to AC and Reflex saves is doubled (to +8 and +4, respectively) and a creature with improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies.

- *Safety Net (Acrobatics or Knowledge [Engineering] 1 ranks)*: A blanket can be used as an emergency safety net (see the equipment section). A hard object cannot be used this way.
- *Tool Display (Any Craft or Disable Device 1 ranks)*: A blanket can be used as an improvised canvas tool display (see the equipment section).

Boot Tricks

A pair of boots refers to any set of footwear that has hard soles. These equipment tricks can be used with either magic or mundane boots.

- *Cleat Stomp (Improved Unarmed Strike)*: When you make a successful unarmed strike against an opponent while wearing a pair of boots with cleats, the target takes 1 point of bleed damage. The bleed damage can be stopped by a successful DC 15 Heal skill check or by magical healing. The effects of this trick stack with other sources of bleed damage but not with other bleed damage dealt by this trick.
- *Heel Crush (Improved Dirty Trick)*: When you succeed at a successful dirty trick combat maneuver check against an opponent within melee range, you can crush the target's foot or similar appendage with your boot heel. Instead of inflicting one of the conditions that can normally be imposed by a dirty trick, you reduce the target's movement speed by half (to a minimum of 5 feet). You can't use a dirty trick combat maneuver in this manner against an opponent that is using a movement type other than its land speed, and movement types other than land speeds aren't affected by this equipment trick. As usual, a creature with a movement speed of 5 feet can't take a 5-foot step.
- *Sharp Veer (Combat Reflexes)*: Whenever you use the charge or run action, you can make one 90-degree turn during your movement. You must move at least 10 feet in a straight line after this turn if you are charging.

Buoyant Balloon Tricks

This alchemical item has many uses.

- *Balloon Lure (Diplomacy 5 ranks)*: An inflated

buoyant balloon is very enticing to children and creatures of the air or fire subtypes with an intelligence of 7 or less; using one as a gift or lure confers a +4 bonus on a Bluff or Diplomacy check.

- *Flare Ball (Knowledge [engineering] 5 ranks)*: The gas inside a buoyant balloon is flammable, and creates a spectacular but non-damaging fireball when lit. It takes a Spellcraft check (DC 15) to distinguish it from a magical *fireball*. This exhausts the oxygen in a 20 ft. radius and can cause suffocation in a confined space.
- *Lifting Aid (Fly 5 ranks)*: Buoyant balloons sufficient to lift your weight works like levitation, except you will drift with the wind as if you were a Tiny creature. Lifting both you and a glider allows you to start gliding at any height. To actually glide, you need to detach the balloons.
- *Lighten Load (Survival 5 ranks)*: A buoyant balloon can reduce your encumbrance by 20 lbs and gives a +5 bonus on Climb checks. This increase your armor check penalty by one (reducing the effective Climb bonus to +4), and this stacks with other armor check penalties. The effect of using several balloons stacks.
- *Quick Inflation (Quick Draw)*: You can ready and inflate any number of buoyant balloons as a move action.
- *Underwater Lifting (Swim 2 ranks)*: Used underwater, a buoyant balloon has twice its normal lifting capacity and armor check penalty. The gas inside a buoyant balloon cannot be used to replenish your lungs underwater.

Censer Tricks

Based on heat and smoke, censer tricks can be performed with a thurible, campfire, cooking fire, battle poi, torch, or smoky lamp.

- *Choking Smoke (Craft [alchemy] 5 ranks)*: As a move action you can extinguish a fire and dramatically increase the intensity of smoke. This acts like the smoke cloud version of *pyrotechnics* (Fort DC 12).
- *Confounding Miasma (Craft [alchemy] 5 ranks)*: As a move action you can subtly alter smoke into a miasma that confounds both vision and invisibility. Easily confused with normal light smoke, this miasma requires a DC 20 Perception check to recognize for what it is. The cloud of miasma does not offer actual concealment, but counts as concealment for the purpose of using the Stealth skill. Invisible creatures in the area are instead

outlined by the smoke and merely have concealment, not full concealment. The miasma spreads 20 ft. from its origin. A strong wind will immediately clear the miasma, but lighter winds merely makes it roll.

- *Flame Burst (Craft [alchemy] 5 ranks)*: As a standard action you can cause a fire within 30 ft. to flare up and then die, dealing 1d6 fire damage to any creature in its square (Reflex 15 half). You can throw a hand-held fire as a ranged touch attack with a range increment of 10 ft. as a part of this action; a target that suffers a direct hit is not allowed a save to reduce the damage. A large fire that fills one or more squares bursts into an area effect; a fire in a 5 ft. square bursts into all adjacent squares while a larger fire doubles it's radius. A large fire does one die of damage for each square it originally occupied. You cannot affect a fire with more squares than your ranks in Craft (alchemy).
- *Hot Smoke (proficiency with battle poi)*: You can use a burning torch, censer, or thurbile as a battle poi, but it gains the fragile quality.
- *Weird Smoke (Craft [alchemy] 5 ranks)*: When entering an area of different atmospheric composition, such as poison gas or bad air, you can make a Craft (alchemy) check DC 15 to notice that the smoke from your censer interacts with the gas in weird ways. This allows you and those you warn to hold your breath as an immediate action.

Cloak Tricks

At the GM's discretion, you can use these tricks with any cloth object that is roughly the same size and shape as a cloak for a creature of your size (such as a blanket or curtain).

- *Dazzling Trail (Dazzling Display)*: When you successfully use Intimidate to demoralize an opponent while wearing a cloak, you can increase the duration of the demoralize effect by 1d4 rounds.
- *Distracting Cloak (Stealth 3 ranks)*: When you attempt a Bluff check to feint, you can use your cape to create a diversion instead of denying your opponent his Dexterity bonus to AC. Compare the result of your Bluff check against the feint DC of each opponent that can see you (DC = 10 + the opponent's base attack bonus + the opponent's Wisdom modifier, or 10 + the opponent's Sense Motive bonus if he is trained in Sense Motive and this bonus is higher). You can attempt a Stealth check to hide from any opponent that you

successfully feint against in this manner, even if that opponent is observing you. If you do not have cover or concealment against any of these targets at the start of each of their turns, they automatically spot you at that time.

- *Parachute Cloak (Acrobatics 5 ranks)*: While wearing a cloak, you can adjust your grip so that it catches the air as you fall. If you use both of your hands to hold on to your cloak as you fall, you can attempt a DC 20 Acrobatics check to ignore the first 20 feet fallen (as opposed to the usual DC 15 check to ignore only the first 10 feet), and you avoid falling prone at the end of your jump even if you take damage.
- *Suerte de Capote (Dueling Cape)*: While using the Dueling Cape feat to wield a cloak or similar object as a buckler, you gain a +2 bonus on Bluff checks to feint in combat. This bonus increases by 1 for every 5 ranks in Sleight of Hand that you possess. Additionally, you can release your cape as a free action whenever you successfully feint an opponent with a melee attack to entangle it, as detailed in the Dueling Cape feat.

Furniture Tricks

Making walls of towers of furniture also works with many other devices, such as a cot, table, ladder, folding bathtub, folding chair, tent, box, or bale. Vehicles and unhinged doors can serve in a pinch.

- *Barricade (Craft [carpenter] 5 ranks)*: Four chairs or one piece of larger furniture can make a barrier between two 5 ft. squares as a move action; this barrier offers cover but does not break line-of-sight. A barricade is hazardous ground (Acrobatics DC 10) but is safe to Climb on (DC 5). A creature that has a greater space than the wall is wide suffers a -10 penalty on Acrobatics and Climb for each missing square of wall; a cloud giant (15 ft. wide) climbing a barricade 5 ft. wide suffers a -20 penalty. Sections of barricade can be stacked to create walls or bridges, but this requires a Craft (carpenter) check with a DC equal to the height of a tower or wall or the length of a bridge in feet. A 5 ft. section of barricade has Hardness 2, 20 hit points, and break DC 14. A creature that falls while climbing a barricade makes that wall collapse.
- *Hurdle Making (Disable Device 3 ranks)*: You can block the path behind you as you move by to create hazardous ground (Acrobatics DC 10) for pursuers. This is a free action if there is suitable furniture to

use, a move action if you have to move or unfold furniture to do it. A character who has not mastered this equipment trick can do this as a standard action. Using this trick is likely to anger bystanders.

- *Tower of Power (Acrobatics 5 ranks)*: Standing on furniture gives you height advantage against creatures of the same size category and both height advantage and cover if standing on (a wall of) furniture taller than the enemy.

Heavy Blade Scabbard Tricks

You may use these tricks with any sword scabbard designed for a heavy blade (see the fighter weapon groups). At your GM's discretion, you may be able to use some of these tricks with a scabbard intended for a light blade, but that requires a separate Equipment Trick feat and may be less effective.

- *Capture Weapon (Improved Disarm)*: When you successfully disarm an opponent's manufactured weapon, as a free action you may flip the disarmed weapon into your scabbard so long as the weapon would fit there. If you are not holding the scabbard in hand and attempt this, you have a -4 penalty on the disarm check. At the GM's discretion, you can also use this trick on any item the opponent is holding as long as it would fit in your scabbard (such as a wand). You can only use this trick if you are wearing or holding your empty scabbard.
- *Find the Hidden (Blind-Fight)*: You can use your scabbard to probe for invisible enemies. As a standard action, you may sweep your scabbard through all adjacent squares; make a touch attack ignoring the miss chance. If you hit a target, you may attack that target as a swift action with no miss chance for invisibility. All other attacks you make against that creature (whether in that round or otherwise) do not gain this benefit (though you can sweep again on your next turn). (Author: This trick has been modified for balance.)
- *Grab Purchase (Climb 5 ranks)*: With an immediate action you can use your scabbard as leverage to halt a fall, keep yourself from getting dragged, or prevent other sorts of involuntary movement by grabbing your scabbard with a free hand, jamming it into a hard surface, and clinging to it. Whenever you fail a Climb check, you may attempt to catch yourself while falling with a +10 bonus; your GM may rule that some walls require you to hold your scabbard with two hands rather than one or are too smooth

for this trick to work. If subjected to involuntary movement such as a bull rush, you may use your scabbard as an anchor, giving you a +5 bonus to your CMD to resist the movement. (Author: This trick has been modified for simplicity of use.)

- *Hurl Scabbard (Quick Draw)*: You can draw your weapon in such a way that you send your combat scabbard whirling off to strike at any creature in sight. This ranged attack is a swift action and is treated as a thrown weapon (range increment 10 ft.).
- *Steer Opponent (Improved Bull Rush)*: You can use your scabbard to move a foe into the perfect position for you to make your attack. As a swift action, use your scabbard to make a bull rush against an opponent. If you succeed, instead of pushing him back, you direct your target into the path of your next attack. You gain a +2 bonus on your next attack roll against the target, and +1 for every additional 5 feet your bull rush could have pushed your opponent if you had chosen to push him back. If you fail the bull rush attempt, you are considered flat-footed against that target until your next turn.
- *Tangle Leg (Improved Trip, Throw Anything)*: When you draw your weapon, you may send its combat scabbard whirling off to strike an opponent's legs. This bonus attack is a swift action and requires you to make a trip attack against the target. The target can be no larger than your own size category, and the range penalty applies to your trip attempt. If you succeed, the target is knocked prone. Failing this attempt does not knock you prone unless you are within your opponent's reach.

Horn Tricks

A signal horn can be used for all kinds of trickery. Other conical devices, like a drinking horn, alphorn, trumpet, or even a rolled-up paper may also work at the GMs discretion.

- *Air Horn (Swim 5 ranks)*: A horn can be used as an improvised snorkel, allowing you to remain just under the surface of water indefinitely. It can also be sealed and holds just enough air for a creature holding its breath to replenish the air in its lungs once as a move action, resetting the counter for holding your breath.
- *Alphorn (Knowledge [engineering] 5 ranks)*: In terrain where there is a risk of avalanche, landslide, earthquake, or volcanic eruption, a horn can be pointed at a fault point and blown to trigger such

an event as a full-round action that triggers attacks of opportunity; make a Knowledge (nature) check, DC 20 for an avalanche, DC 30 for a landslide, DC 40 for an earthquake, and DC 50 for a volcanic eruption. Increase the DC by 5 for every mile of distance to the fault point. This can also cause walls to collapse or ceilings to fall with a Knowledge (engineering) check, DC equal to the architect's Knowledge (engineering) +20, this is usually 25 for small houses, 30 for large buildings, and 40 or more for edifices.

- *Collect Substance (Disable Device 5 ranks)*: A horn can be used as a funnel to facilitate the collection of liquids and powders. This gives a +4 bonus on checks to collect or clean up such substances and to disarm traps based on such substances.
- *Deafening Blast (Intimidate 2 ranks)*: A horn can be blown to deafen an adjacent creature as a standard action that does not trigger an attack of opportunity; Fortitude (DC 12) or be dazed for one round and deafened for 1d6 rounds. This is a sonic effect.
- *Dirge (Perform [wind] 5 ranks)*: You sound a deafening, depressing dirge that demoralizes creatures. As a full-round action you can affect a 100 ft. cone, creatures in this cone must make a Will save (DC 12) or be staggered for one round. This is a sonic, mind-affecting, fear effect.
- *Fake Signals (Perform [wind] 5 ranks)*: A horn can be used so that it appears that the sound is originating in a different location, much like ventriloquism on a larger scale. This way, fake signals can be sent that seem to be originating from elsewhere. A Bluff or Perform (wind) check against the Perception skill of listeners is required, and this check suffers a penalty of -5 per mile away from you the signal is to appear to come from. A language check might be required to come up with complex signals.
- *Hearing Aid (Perception 3 ranks)*: By putting the mouthpiece to your ear and pointing the horn, you gain a +5 bonus on hearing Perception checks in the indicated direction.
- *Spreading Blast (Throw Anything)*: A horn filled with a powder or liquid (1 move action to fill it), such as alchemists fire, oil, or powder, can spread that substance in a 15 ft. cone as a move action, having its normal effect in the entire area. This can be combined with the equipment tricks of oil, soap, and powder.

Lamp Tricks

A source of light and heat can trick or startle opponents and even channel some of the supernatural quality of fire and light. Alternate light sources include the candle, lantern, celestial lamp, and torch. Everburning torches and glowrods do not work for these tricks.

- *Blinding Light (Knowledge (dungeoneering) 5 ranks)*: In a setting that has dim light or less (not counting your lamp) you can blind a creature within the primary light radius of your light source as a standard action; the target must make a Reflex save (DC 15) or be blinded for 1 round and dazzled for 1d6 rounds after that. Creatures with light sensitivity or light blindness receive a -2 penalty on their saving throws. A target dazzled this way is considered distracted for the purpose of Stealth.
- *Burning Timer (Disable Device 5 ranks)*: A burning candle or lamp can be used as a timing device to set off a mechanism or bomb, but is sensitive to drafts. The GM makes a Disable Device check for you with a DC equal to the number of minutes you wish the timer to burn. For each point you fail by, the timer burns 1d6 additional rounds. A check result of less than half the difficulty means the timer fails to activate.
- *Ignite (Disable Device 5 ranks)*: You can ignite anything that will burn as a move action, starting a fire in a 5 ft. square that will burn for 1d6 rounds. A flammable substance is automatically ignited, but most substances require a Disable Device check (DC equal to object's Hardness x 4) to catch on fire. A substance that does not normally burn, such as metal or stone, must either be soaked in a flammable like oil, or you must sacrifice your lamp to make it burn. A burning object or creature suffers 1d6 fire damage per round, ignoring Hardness. A creature must be targeted with a melee touch attack and can avoid catching on fire with a DC 15 Reflex save and can re-try this save each round to put out the fire. A creature adjacent to a fire can attempt a DC 15 Reflex save to put it out as a full-round action. See environment in the core rulebook for details.
- *Improvised Bomb (Throw Anything)*: The oil in a lit lamp is hot and burns easily. A lamp or lantern can be thrown as alchemist's fire. A torch does 1d6 fire damage when thrown this way, but does not splash or cause continuing damage. A celestial lamp causes damage as holy water. A candle causes no damage but can ignite flammables.

- *Light in Darkness (Use Magic Device 5 ranks)*: A mundane light source can be made to shine even in magical darkness with the Use Magic Device skill check, DC 10 + 5 per spell level of the darkness spell or 10 + three times the hit dice of a creature using a (su) darkness power. A *celestial lamp* adds +5 to this roll, and an additional +5 if it is filled with holy water.
- *Signaling Device (Linguistics 5 ranks)*: You can send messages over miles of distance in dim light or less. A move action transmits one simple word. If you and the recipient both know signaling as a language, you can transmit complex words.

Map Tricks

Most of these tricks rely on the geographical information of maps. The map must actually depict the area with reasonable detail; fake maps will not work.

- *Analyze Map (Perception 5 ranks)*: By inspecting the map of an area, you can draw conclusions about the architecture and geography of the area, discerning likely locations of traps and secret passages. After 10 minutes of observation, the GM makes a Knowledge roll (engineering for built-up areas, geography outdoors, dungeoneering in caverns) as if it was a Perception check to spot each trap and secret passage in an a particular acre of land. The map must have a reasonable scale and accuracy for this to work, but need not actually show where such devices are present; you infer the location of each feature by tactical insight. You can only use this ability once per day with a particular map.
- *Fake Map (Knowledge [geography] 5 ranks)*: You can fake a map so that it appears useful to casual inspection, but actually provides a -10 penalty on Knowledge (geography) and Survival checks to get lost. You must either have an accurate map, see the area to be mapped, or have a very clear mental image of the area to do this. A character inspecting the map can make an opposed Knowledge (geography) check to realize it is fake.
- *Follow Landmarks (Survival 5 ranks)*: As long as you know where you are, you get a +4 bonus on Survival checks to avoid getting lost when traveling. If you get lost, this reverts to the map's normal +1 bonus on Survival checks until you again find your way.
- *Quick Mapping (Knowledge [geography] 5 ranks)*: You can draw maps very fast, a move action each round maps the area you pass. You can also make a map

in your head as a free action and then jot it down on paper afterwards; when your memory is tested, make a Knowledge (geography) check with a DC of one per distinct room or area on your mental map. Faulty recall means areas are missing or not mapped right.

- *Spot Map Error (Knowledge [geography] 5 ranks)*: When you read or make a map and come to an area of discrepancy, where map and reality does not match, you can make a Knowledge (geography) check against DC 10 + the challenge rating of the situation. On a success, you understand what the problem is, but you do not automatically solve it. Examples of issues this can resolve are illusory rooms, subtle changes in height, overlapping areas in other dimensions, subtle teleportation, magically distorted distances, and faulty maps.

Mirror Tricks

Mirror tricks allow you to look at things safely and even to reflect gaze effects. A masterwork slashing weapon or a pane of ice can be polished to temporary mirror sheen. A shield that can be polished to mirror sheen costs an additional 100 gp. A still pool or puddle can work as a mirror, but a stationary mirror or the reflection in a pool will only work once, thereafter the enemy will avoid the precise positioning an unmoving mirror demands. A room full of mirrors can be used again and again.

- *Cover Vision (Perception 5 ranks)*: When you are in cover with a mirror at hand you gain improved cover while still able to see around the corner.
- *Drawing Lead (Quick Draw)*: You can draw an easily accessible mirror from a pack as an immediate action. If the mirror contains lead (which most do, either in the glass, in the silvered back, or in the plating of a reflective shield) you can use this to prevent detection spells stopped by lead from detecting you or your gear.
- *Heat Ray (Disable Device 5 ranks)*: A mirror in strong sunlight can be used to light a small fire as a move action. The focused ray of sunlight can be used as a ranged touch attack, range increment 10 ft, 1 point of fire damage for an ordinary hand mirror, 1d3 damage for a polished heavy shield, 1d6 fire damage for a mirror as large as a tower shield. This damage scales by the size category of the user.
- *Reflect Gaze (Sleight of Hand 5 ranks)*: You can reflect a gaze attack with a mirror as an immediate action. You are allowed a Sleight of Hand check against the

save DC of the gaze attack, if this check is successful you are immune to the gaze attack until the end of your next turn and are considered to possess the same gaze attack during this time.

- *Reflection of Truth (Sense Motive 5 ranks)*: Inspecting a creature or scene in a mirror gives a +10 bonus on Perception to penetrate a disguise or spot an invisible creature.
- *Signaling Device (Linguistics 5 ranks)*: You can attract attention and send messages using reflected light over miles of distance. A move action transmits one simple word. If you and the recipient both know signaling as a language, you can transmit complex words.

Net Tricks

To use any of these equipment tricks, you must be proficient with nets.

- *Binding Trick (Improved Dirty Trick)*: When you succeed at a dirty trick combat maneuver check against a target entangled by a net whose trailing rope you control, the target cannot take an action to remove the condition imposed by the dirty trick until it escapes from or bursts free of the net.
- *Grappling Net (Improved Grapple)*: When you attempt a grapple combat maneuver check against a foe entangled by a net whose trailing rope you control, you do not take a penalty on the grapple combat maneuver check for not having two hands free, and you gain a +4 bonus on the check. If you successfully pin the target while it is still entangled by the net, you can use the net to tie up the target as a swift action.

Oil Tricks

Different kinds of oils have different uses, some of the equipment tricks require a specific oil to work, this is noted in prerequisites.

- *Burn (Disable Device 5 ranks)*: As long as you have access to fire, you can use oil to ignite anything as a move action, starting a fire in a 5 ft. square that will burn for 1d6 rounds. A creature must be targeted with a ranged touch attack and can avoid catching on fire with a DC 15 Reflex save and can re-try this save each round to put out the fire. A creature adjacent to a fire can attempt a DC 15 Reflex save to put out a fire as a full-round action. A burning object or creature suffers 1d6 fire damage per round,

ignoring Hardness. See the environment rules in the core rulebook for full rules.

- *Lubricant (Knowledge [engineering] 1 ranks)*: Oil poured over a mechanism (move action) acts as a lubricant, giving a +4 bonus on any Stealth and Disable Device checks with that device. By taking a minute applying oil, only minute amounts are needed to achieve the same effect and you leave no obvious trace.
- *Oil Puddle (Throw Anything)*: A flask of oil can cover a 5 ft. square within 30 ft. on a hard floor to create hazardous ground (Acrobatics DC 15). If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area, prone creatures take 1d6 damage. Reflex DC 15 negates this damage.
- *Stink Splash (stink oil)*: Thrown as a splash weapon, this makes each target dazzled and unable to use the scent ability for 1 minute. A creature with the scent ability and an Intelligence of 5 or lower must make a Will save DC 13 (DC 9 on a splash) or become frightened for 1d6 rounds.
- *Stink Ward (stink oil)*: You can ward an area against creatures with the scent ability. You can cover up to six 5 ft. squares as a move action with a single flask of stink oil. Creatures with scent will not cross this barrier. Creatures of Intelligence 6 or more, and creatures handled by an intelligent master, can make a Will save DC 12 each round to cross the warded area.
- *Stomach Lining (Heal 5 ranks)*: You drink a flask of oil. For the next 8 hours, you are resistant to ingested poisons and ignore ingested drugs, like alcohol; you gain a +4 bonus on saving throws as applicable. Before the time is up, you need to vomit up the mix of oil and everything you have consumed in this time, or you will be sickened for 1d20 hours minus your Constitution bonus (minimum zero hours).
- *Super-chilled Puddle (quickfreeze oil or liquid ice)*: You can cover a 10 ft. radius burst within 30 ft. with ice, creating hazardous ground (Acrobatics DC 10).
- *Super-chilled Spray (quickfreeze oil or liquid ice)*: You can use the oil as a splash weapon with a range increment of 10 ft. that staggers targets (Fortitude DC 13 negates, DC 9 on a splash). A new saving throw is allowed at the end of each of the target's turns to negate the effect.

Outfit Tricks

These are equipment tricks that use yours and others' overall state of dress for tricks.

- *Clothes Make the Man (Disguise 5 ranks)*: By putting on the clothes and kit of a particular role, such as a maid, courtier, or guard, you naturally fall into the role. This gives a +4 bonus on Disguise checks, and allows you to don a disguise in 1d4 rounds (plus the time to don any armor). To imitate a specific creature using this ability, you must actually be wearing that creature's clothes—imitations will not do.
- *Clothing Calamity (Improved Sunder)*: As a sunder combat maneuver, you give an adjacent character an appearance they never want to be seen in. The victim suffers a -5 penalty on all Charisma checks and Charisma-based skill checks. If the victim is in a non-combat situation they must make a Will saving throw (DC 18) against this shame to willingly show themselves to another intelligent creature, on a failed saving throw they are either frightened or terrified for one round, whatever will hide them best, and must save again in later rounds if there is a risk of exposure. Once they have passed this saving throw, or when the situation escalates to be life-threatening, they overcome the shame for 24 hours but still suffer the Charisma penalty. A change of clothes negates the effect. This is a mind-affecting fear effect. Creatures that do not wear clothes or that wear only rags are immune.
- *Concealing Clothes (Sleight of Hand 5 ranks)*: It is surprising how much can be hidden under clothes. As long as you wear sufficient clothes, you gain a +4 bonus on Sleight of Hand checks to manipulate or steal items. It takes a large bustle skirt or formal long coat to manipulate an item one size category smaller than you (such as a one-handed weapon). An object 2 categories smaller (a light weapon) can be concealed under normal street clothes, while an object three size categories smaller (a dagger or other item that normally gets a bonus on Sleight of Hand checks to hide) can be handled as long as you are wearing anything at all.
- *Fit the Mood (Sense Motive 5 ranks)*: The right attire can be used to play on a certain mood or occasion (impressive, sultry, festive, sad, dramatic, respectable and so on). It gives a +4 bonus on Bluff, Diplomacy, and Intimidate checks that go along with the mood of your outfit.
- *Lost Flair (Sleight of Hand 5 ranks)*: You subtly alter another's outfit to make them look ridiculous, and they won't even know it. This is done by adding or removing some accessory or item of clothing. The victim suffers a -5 penalty on all Charisma checks and Charisma-based skill checks. This requires a Sleight of Hand check against the victim's and her allies' Perception to be successful, and a new check is required each time the victim makes a penalized roll.
- *Martial Marvel (Intimidate 5 ranks)*: You can wear armor or weapons openly by making it a part of your style. You can be dressed for any occasion this way and normally no-one will question your right to wear these things if you are otherwise properly attired for the occasion. If you encounter security where such items are banned, you can make an Intimidate check (DC 10 + the target's Hit Dice + the target's Wisdom modifier) to bully your way through. This is a mind-affecting fear effect.
- *Shed Clothes (Agile Maneuvers)*: An opponent trying a combat maneuver against you may be fooled by lose clothing and grab nothing but cloth. trick can only be used once in a particular outfit. There is a 50% chance a combat maneuver will catch only a piece of clothing.
- *Venom Wear (Poison Use)*: You steep an item of clothing or an accessory like jewelry or a flower in a dose of contact poison. You know how to safely wear this item, but anyone else who puts it on will be slowly but surely poisoned. Each hour they wear the item, the victim must make a Fortitude save or be injected with the poison. Wearing it for less than an hour is not harmful. Even if they shrug off the poison's effect, they risk being injected again as long as they continue to wear the item, as can anyone else that does it. Venom Wear stays poisonous for 4 hours.

Pole Tricks

A pole is a slightly flexible wooden rod between 8 and 12 ft. tall, sometimes shod with iron. A pole has a multitude of uses, usually involving leverage. A 10 ft. pole, balancing pole, collapsible pole, or long quarterstaff can be used with these tricks.

- *Double Maneuver (Cleave)*: You can use a pole to perform any combat maneuver except grapple against two opponents adjacent to each other at once. Make a separate CMB check against each opponent. Subtract the damage of all attacks of

opportunity this combat maneuver triggers from both combat maneuvers.

- *Leverage (Knowledge [engineering] 5 ranks)*: A pole can be used to apply leverage for Strength checks, providing a +4 bonus and allowing up to five people within 10 ft. to aid other.
- *Probe (Disable Device 1 rank)*: You can use a pole to trigger traps in a 15 ft. wide field 10 ft. ahead of you while moving. It is a move action to probe ahead; this triggers any traps with a location or proximity trigger and allows a Disable Device check at +10 against the disarm difficulty to trigger any other trap. Many but not all traps are harmless when triggered at 10 ft. range.
- *Quarterstaff (Proficient in quarterstaff)*: A pole can be employed as a quarterstaff and a long quarterstaff can be used as a pole.
- *Reach Maneuver (Lunge)*: Can be used to perform any combat maneuver except grapple with a reach of 10 ft., in many castes preventing the opponent from making the attack of opportunity triggered by initiating a combat maneuver.
- *Vaulting Pole (Acrobatics 5 ranks)*: You halve the difficulty of both high and long jumps when pole vaulting heights less than the length of the pole and distances less than twice the length of the pole, but must let go of the pole after a high jump. Standard practice is to then hoist the pole on an attached string (a move action).
- *Whirlwind Maneuver (Whirlwind Attack)*: You can use a pole to perform one combat maneuver except grapple against all adjacent opponents at once. Make a separate CMB check against each opponent. Subtract the damage of all attacks of opportunity these combat maneuvers trigger from all the combat maneuvers.

Powder Tricks

Fine powders can be spread as clouds, tossed in an opponent's face, and sprinkled to reveal the invisible. Flour, charcoal, mica, chalk, dust, and fine sand can all be used for this. Since objects an invisible creature picks up do not become invisible, powers are commonly used to find invisible opponents. If the target comes under a new invisibility effect, that makes the powder invisible, restoring full invisibility.

- *Disappearing Powder (Sleight of Hand 5 ranks)*: Create a puff of powder as a move action that works as an automatic distraction to hide.

- *Powder Splash (Throw Anything)*: You can throw a packet of powder as a splash weapon. An invisible creature splashed has *invisibility* reduced to mere concealment. A creature that suffers a direct hit stops being invisible and must make a DC 10 Reflex save or be blinded 1d6 rounds.
- *Choking Attack (Close-Quarters Thrower)*: Spray powder into an adjacent square, an opponent in that space loses any invisibility it may have and must make a Fortitude save (DC 15) or become sickened for 1d6 rounds. A sickened target is nauseated instead. Creatures that do not breathe do not become sickened or nauseated.
- *Dust Cloud (Sleight of Hand 5 ranks)*: Powder can be used to create a cloud of dust in a 15 ft. square area within 30 ft. as a move action. This dust cloud offers concealment to those within or behind it. An invisible creature who has been in the cloud has *invisibility* reduced to concealment.
- *Powdered Floor (Disable Device or Survival 5 ranks)*: Powder can be spread on a 5 ft. square of ground (a move action) to create a sort of trap.

Powdered Floor Trap

Type mechanical; **Perception** DC 5;

Disable Device DC 15

Trigger location; **Reset** automatic, immediate

Effect A character that steps in powder will make clear tracks, revealing its location while in the powder and 1d6 rounds after. An invisible creature is reduced to concealment. Tracking the character has a DC 10 lower for 1 hour. A scrubbing is needed to remove this penalty.

Prosthetics Tricks

If you are actually using a prosthetic to replace lost body parts, you gain Item Trick with prosthetics as a bonus feat.

- *False Grab (Disguise 5 ranks)*: An opponent trying a combat maneuver against you may be fooled by a prosthetic. It gives an 50% chance for a combat maneuver, and 20% for a general attack, of hitting the prosthetic instead of you. An opponent will only fall for this trick once a day.

- *Prosthetic Distraction (Sleight of Hand 5 ranks)*: By wearing a prosthetic arm, having it simply hang limply by your side, your concealed hand and arm can do things without attracting attention. This gives a +4 bonus on Sleight of Hand checks. This works even against observers aware of the trick; the sight of your prosthetic arm hanging there lulls their suspicions on a subconscious level.
- *Prosthetic Prop (Disguise 5 ranks)*: A prosthetic limb can be used with a Bluff, Diplomacy, or Intimidate stunt, as a distraction, to provoke pity by faking a physical handicap or to seemingly hurt yourself for shock value. It gives a +4 bonus to such stunts.
- *Prosthetic Surprise (Proficient with weapon)*: A prosthetic weapon can often score an unexpected strike. When you use Bluff to feint and succeed you can make an attack with a prosthetic weapon as a swift action.

Rope Tricks

These tricks can be performed with ropes, wines and similar things. You can use a whip or scarf as a short rope. As rope is abundant on ships, sailors often learn these tricks.

- *Coil (Sleight of Hand 5 ranks)*: You can coil rope rapidly, requiring only 1 round to coil 20 feet of rope. (Coiling 20 feet of rope normally takes 1d6 rounds.)
- *Hogtie (Improved Grapple)*: When you attempt to tie up an opponent you are grappling, your penalty is only –5 instead of the normal –10.
- *Knotted Weapon (Weapon Proficiency [spiked chain])*: You can use a knotted length of rope as a spiked chain that inflicts bludgeoning damage instead of piercing damage.
- *Lash (Weapon Proficiency [whip])*: You can use a length of rope as a whip at no penalty. The piece of rope that is used as a whip must be 10 feet long—length in excess of this must remain coiled or otherwise unused at your feet or side.
- *Lifeline (Climb 5 ranks)*: When you or a nearby creature is falling (from a failed Climb check or otherwise), you can throw a held rope as an immediate action, maintaining a grip on one end. If you are falling, this is treated as an attempt to catch yourself while falling made with a +10 bonus, but there must be some sort of solid anchor available for your rope to loop around. When attempting this check on another creature, treat it as if you yourself

were falling. If the weight of the creature exceeds twice your heavy load limit (your own equipment does not count against this maximum), you are pulled after it.

- *Quick Release (no additional prerequisites)*: You can secure a rope such that you can loose it from either end by making a quick series of tugs (a move action) at any point along the rope's length.
- *Rope Manipulation (Sleight of Hand 5 ranks)*: You can use a rope to grasp an unattended Small or Tiny object within 15 ft. and pull that object into your square. To do so, you must hit AC 10 with a melee touch attack. Further, you can use a rope to grasp onto an object within 15 ft., using 5 feet of your rope as if it were a grappling hook, allowing you to use the rest of your rope to swing on. As a free action, you can release the object your rope is grasping.
- *Secure Climbing (Climb 5 ranks)*: A grappling hook you have placed will never fail, and an attached rope will never tear or fray. A creature trying to dislodge or cut a rope you fastened or are climbing must roll for this as a Sunder combat maneuver against your CMD. You can rappel down a rope at double your land speed as a move action.
- *Sonic Snap: (Weapon Proficiency [whip])*: You snap a whip or rope in the air to create a sonic boom. Creatures of Intelligence 5 or less and commoners (creatures with class levels only in the commoner NPC class) are often scared by the sharp rapport. As a standard action, you can force such creatures within 10 ft. of the end of the whip to make a Will save (DC 15) or become frightened or a single creature to become cowering for 1d6 rounds (your choice). Creatures scared away this way will generally not approach or attack you again unless instructed to do so.
- *Slip Away (Escape Artist 5 ranks)*: You gain a +10 bonus on Escape Artist checks to escape from ropes and rope-like restraints (such as vines).
- *Swinging (Acrobatics 5 ranks)*: Holding a rope attached at least as far above you as the distance you wish to jump forward, you can halve the DC of long jumps. This trick is often used when boarding enemy ships.
- *Tackle (Knowledge [engineering] 5 ranks or Profession (sailor) 2 ranks)*: By arranging a rope using pulleys or simply winding it and applying a friction-reducer such as oil or lard, you can create great pull at the cost of time. Effectively, this allows you to

«collect leverage» by spending additional actions on a Strength check—for each move action spent arranging tackle, you gain a cumulative +1 bonus on Strength checks for one specific task. This bonus cannot exceed your skill bonus in Knowledge (engineering) or Profession (sailor) and you need 5 ft. of rope for each point of bonus.

- *Tangle (Throw Anything)*: You can throw a coiled length of rope as a ranged weapon with a range increment of 10 ft. If you hit with a ranged touch attack, the target becomes entangled. It can cut or burst the rope, or escape with a DC 15 Escape Artist check. The rope must be unsecured to use this trick.
- *Tripwire (Stealth 5 ranks)*: Tie or hold a rope at knee height; it is a move action to tie each end of a tripwire. A character holding one end of a tripwire can pull it taut as an immediate action. A tripwire forms a line between squares; the line is always straight in the game world but can be represented by a zigzag line on the map grid. Crossing the line counts as hazardous ground (Acrobatics DC 15). A creature can cross the line safely at one-quarter speed. If the tripwire has concealment, it must be spotted as a trap (Perception DC 10) and creatures that do not know of it cannot slow down to avoid it.

Shield Tricks

You may use these tricks with any light or heavy shield. At your GM's discretion, you may be able to use some of these tricks with a tower shield or buckler, but that requires a separate Equipment Trick feat for that kind of shield and may add a penalty on the associated roll.

- *Break Ground (Improved Trip, Throw Anything)*: In place of a melee attack, you can throw your shield at an opponent's feet, interfering with his movement and perhaps tripping him. You must be holding (not wearing) your shield or using a throwing shield to use this trick. Make a trip attack against your opponent. The opponent can be no larger than your own size category, and the range penalty applies to your trip attempt. If you succeed, the target is knocked prone. Failing this attempt does not knock you prone unless you are within your opponent's reach. Whether or not you succeed, as long as your shield remains where you threw it, the opponent treats that square as difficult terrain until he moves out of the square.
- *Hurl Shield (Throw Anything)*: You can throw your shield as a ranged improvised weapon. You must be holding (not wearing) your shield to perform this trick. If you are using a throwing shield, there is no reason to use this trick.
- *Little Wall (Escape Artist 5 ranks)*: You can contort your body behind your shield in order to gain a brief moment of security. Whenever you use the total defense action, you may choose to gain cover instead of the normal dodge bonus to AC.
- *Keen Eye (Perception 5 ranks)*: You have mastered the art of using the reflective surface of your shield to locate foes that you dare not look at directly. On your turn, you may choose to forfeit your shield's AC bonus for 1 round to improve your defenses against one creature using a gaze attack. Your chance to avoid having to make a saving throw against that creature's gaze attack increases to 100%, and the creature does not gain concealment against you. For every 5 ranks in Perception you have above 5, you may simultaneously use this ability against another creature with a gaze attack.
- *Release Shield (no prerequisites)*: You may remove a light or heavy shield as a swift action instead of a move action. You may remove a throwing shield as a free action. Once you've removed the shield, you may hold it in one hand or drop it as a free action.
- *Ricochet Shield (Deadly Aim, Throw Anything)*: When you throw a shield, you can bounce it off one or more hard surfaces in order to strike a target from an unexpected angle or to bypass an obstacle such as cover. Each object you ricochet your shield off of imposes a –2 penalty on the attack roll. Range increments apply for the total distance the shield travels, not just the direct distance between you and the target.
- *Shield Gag (Improved Grapple, Throw Anything)*: You can force your shield into the mouth of a creature to prevent it from using bite attacks or other mouth-based abilities. Make a grapple check against a creature at least two sizes larger than your size category. If you succeed, you wedge your shield into its mouth. At any time you may release your shield, which means you both lose the grappled condition, though your shield remains in its mouth. The creature may remove the shield by destroying it, forcing the shield out of its mouth with a grapple check against your CMB, or swallowing it (if it has the swallow whole ability) as if the shield were a creature. While the shield is in place, the monster cannot use its mouth to make attacks (such as a bite or a giant frog's sticky tongue) against anything

but the shield and cannot speak clearly enough to cast spells or use items requiring speech. If it uses a breath weapon, its range is half normal and any damage dealt must first get through the shield, with any remaining damage affecting the area normally.

Soap Water Tricks

Soap is not used by itself but added to water to make soap water. Making a gallon of soap water takes 1 move action, a gallon of water, and one use of soap. A character who has not mastered Equipment Trick with soap takes one minute to create a gallon of soap water.

- *Clean Getaway (Escape Artist 5 ranks)*: A gallon of soap water helps clean off grapples, infestation, and harmful or clingy substances, giving a +4 bonus on Escape Artist, Fortitude saves, and Reflex saves for this purpose. Applying the soap water is a move action.
- *Hygiene (Heal 5 ranks)*: A gallon of soap water used with each patient reduces all kinds of health issues, giving a +4 bonus on Heal checks.
- *Lubricant (Knowledge [engineering] 3 ranks)*: A gallon of soap water poured over a mechanism (move action) acts as a lubricant, giving a +2 bonus on any Sneak and Disable Device checks involving that device. After 10 minutes, the water has dried out, removing the effect and possibly damaging a sensitive device.
- *Quench (Craft [alchemy] 5 ranks)*: A gallon of soap water can be splashed over a Medium creature to negate any ongoing acid or fire damage and give the creature acid and fire resistance equal to half your skill bonus in Craft [alchemy] for 1 minute. Normal water without soap is effective against fire, but not against acid.
- *Soaped Floor (Throw Anything)*: You can spread a gallon of soap water in a 10 ft. spread within 30 ft. as a move action. This creates hazardous ground (Acrobatics DC 10) on any hard surface. An invisible creature in this area makes visible footsteps that reduces it to concealment while in the puddle and for 1 round after.

Sunrod Tricks

Sunrods provide for a number of light-based tricks.

- *Flare (Craft [alchemy] 5 ranks or alchemist bomb class feature)*: As a standard action, you can expend the remaining life of a sunrod (lit or unlit) in an instant.

Sighted creatures within a 20-foot-radius burst of the sunrod must succeed at a DC 15 Fortitude save or be dazzled for 2d4 rounds. Creatures with light sensitivity or light blindness receive a –2 penalty on their saving throws. Alternatively, as a full-round action, you can strike a creature with the sunrod or throw the sunrod as a ranged attack with a range increment of 10 feet. When it strikes a hard surface, it flares as describe above. Since you don't have to hit a specific target, you can simply aim at the corner of particular 5-foot square. Treat the target corner as AC 5. If a creature is struck by the sunrod and fails its Fortitude save, it is blinded for the first round of its dazzled condition.

- *Fast Sunrod (Quick Draw)*: You can draw and light an easily accessible sunrod from a pack as a swift action.
- *Like the Sun (ability to cast any spell with the light descriptor)*: You can use a sunrod as an additional material component for any spell that bears the light descriptor. The spell is treated as one spell level higher (to a maximum of 9th level) for all purposes, including the calculation of saving throw DCs and its ability to overcome sources of magical darkness.
- *Lodge Sunrod (Throw Anything)*: You can throw your sunrod as a ranged improvised weapon. If you hit with a ranged touch attack, the sunrod does no damage, but stays lodged on the target until the target or another creature spends a move action to remove it.
- *Lure (Handle Animal 5 ranks)*: As a move action while holding a lit sunrod in your hand, you can attempt to move an animal or vermin in any direction you desire. Make a Handle Animal check against a DC of 15 + the target creature's CR. If you are successful, the creature moves 5 feet in the desired direction on its next turn. For every 5 points by which your check exceeds the DC, the creature moves another 5 feet, up to its maximum speed. This movement provokes attacks of opportunity as normal, though if one is taken, the creature immediately stops moving (whether or not the attack hits). You cannot move an animal into an obvious hazard with this trick, but you can (for example) lure it into an open cage.
- *Twice as Brightly (Craft [alchemy] 5 ranks)*: As full-round action, you can tamper with an unused sunrod such that it burns out in a single hour, but shines much more brightly. It sheds bright light in a 30-foot radius and increases the light level by

two steps for an additional 30 feet beyond that area (darkness becomes normal light, and dim light or normal light becomes bright light). It does not increase the light level in bright light.

Thieves' Tools Tricks

Indispensable to a rogue or any other adventurer who wishes to crack open a lock or disable a trap, a set of thieves' tools contains a number of sharp picks and coarse files.

- *Dirty Pick (Disable Device 1 rank)*: You don't take any penalties for using a set of thieves' tools as an improvised melee weapon. A set of thieves' tools used as an improvised weapon deals 1d3 points of piercing damage. Additionally, when you attempt a dirty trick combat maneuver check to impose the blinded condition with a set of thieves' tools, you don't provoke an attack of opportunity. Masterwork thieves' tools grant a +1 enhancement bonus on attack rolls and combat maneuver checks for these purposes.
- *Let Myself In (Knowledge [engineering] 3 ranks)*: Whenever you succeed at a Disable Device check to unlock an object that requires a move action to open, such as a door, you can immediately open that object as a free action instead.
- *Ranged Chicanery (Disable Device 1 rank, Sleight of Hand 1 rank, ability to cast mage hand)*: You can use mage hand to attempt Disable Device and Sleight of Hand checks at range. Working at a distance increases the normal skill check DC by an amount equal to 5 + 1 for every 5 feet the range is greater than 25 feet. You can't take 10 or 20 on this check. Any object manipulated must weigh 5 pounds or less. If you also possess the ranged legerdemain class feature, you no longer increase the skill check DC by 5 while using Disable Device and Sleight of Hand at range.

Whistle Tricks

A whistle can perform the fake signals, deafening blast, and alphorn tricks of the horn in addition to the following tricks. Pipes, pan pipes, trumpets, and bagpipes are alternatives when using these tricks.

- *Scare Beasts (Handle Animal 5 ranks)*: Creatures of Intelligence 5 or less are often scared by high, shrill sounds. As a standard action, you can force such creatures within 30 ft. to make a Will save (DC 12)

or become frightened for 1d6 rounds. Creatures scared away this way will generally not approach or attack you again unless instructed to do so. This is a sonic, mind-affecting, fear effect.

- *Shatter Crystal (Knowledge [engineering] 5 ranks)*: You can shatter crystalline structures using resonating harmonics. As a standard action you can inflict 1d6 sonic damage on each crystalline or glass object or creature within 30 ft., ignoring Hardness. A Fort save DC 18 avoids this damage.
- *Quickstep (Perform [wind] 5 ranks)*: By playing a quickstep tune, you can coax listeners to a little additional effort. As a move action, you increase the speed of allies within 30 ft. by 10 ft. A creature that charges, runs, or takes a double move cannot benefit from this ability. This is a sonic, mind-affecting, morale effect.

Wondrous Item Tricks

You can use these tricks with any wondrous item that can be worn in a specific magic item slot, such as the body or wrists.

- *Aura Mastery (Use Magic Device 1 rank)*: Once per day, you can choose a single school of magic represented by one of your wondrous items' auras; you treat your caster level as 1 higher when casting a single spell of that school. You can make this choice at any time during the day, but you must choose the item (and school) before casting the spell.
- *Counter Dispelling (Spellcraft 3 ranks)*: When a foe attempts a dispel check, such as via *dispel magic*, against either a wondrous item that you are currently wearing or wielding or a spell effect created by such an item, you can use your ranks in Use Magic Device as the item's caster level instead of its actual caster level when calculating the dispel check DC. You must be aware of the spell that is being cast and identify it with a successful Spellcraft check in order to receive this benefit.
- *Favored Item (Magical Aptitude)*: Once per day, you can spend 1 hour practicing with a wondrous item to designate it as your favored item for that day. If the favored item functions for a specific number of rounds or minutes per day greater than 1 round or 1 minute, you increase the maximum number of rounds or minutes it can function that day by an amount equal to half your ranks in Use Magic Device (minimum 1 round).

Kelvin Finn

Oh, just give me a minute, I have just the thing. Let me look in my pack...

Kelvin Finn (CR 1/2; XP 200)

Male furnace elf quartermaster 1

N Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception -1

Defense

AC 12, touch 10, flat-footed 12

(+2 armor)

hp 10 (1d8+2)

Fort +2, **Ref** +2, **Will** +1; +2 vs. enchantment

Immune sleep

Offense

Speed 30 ft.

Melee flail +1 (1d8+1)

Ranged chakram +0 (1d8+1)

Spell-Like Abilities (CL 1st; concentration +4)

1/day—*comprehend languages*, *detect magic*, *detect poison*, *read magic*

Statistics

Str 12, **Dex** 10, **Con** 15, **Int** 17, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** +1; **CMD** 11

Feats Throw Anything

Skills Appraise +8 (+10 non-magical goods), Bluff +5, Knowledge (alchemy) +8, Craft (traps) +8 (+10 stone or metal), Disable Device +9, Knowledge (engineering) +8, Sleight of Hand +4, Stealth +4, Use Magic Device +8;

Racial Modifiers +2 Appraise for non-magical goods, +2 Craft/Profession for metal and stone, +1 Disable Device, +1 Knowledge (engineering)

SQ asset mastery +1, craftsman, deeds (field instruction, makeshift crafting, peak performance), deep pockets (50 gp), elven magic, master tinker, resources (3), weapon familiarity (furnace elf)

Languages Common, Draconic, Elven, Orcish, Ignan

Combat Gear acid (2), alchemist fire (2); **Gear** armored boots, blanket, chakram, flail, collapsible pole, hooded lantern, leather armor, oil (5), mirror, signal horn; **Coins** 17 gp

Kelvin Finn was born and raised in the town of Nicnfoot. This rural bordertown lies at the southern edge of the Abancoi Nicn mountains and guards the northern-most route to the Northlands. Work is always available for tradesman and those diverse skill sets. Recently, Kelvin was hired on by a group looking to explore the Mountains for pre-Calling relics.

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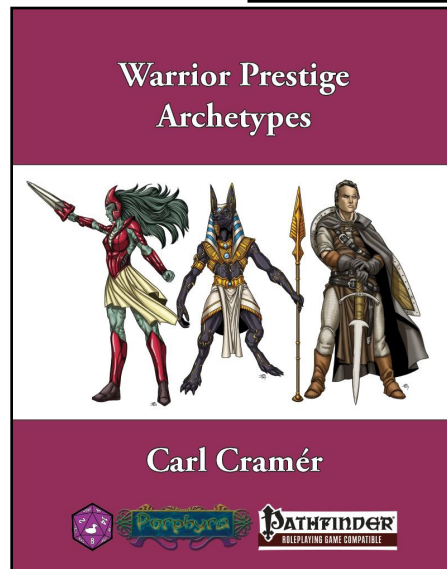
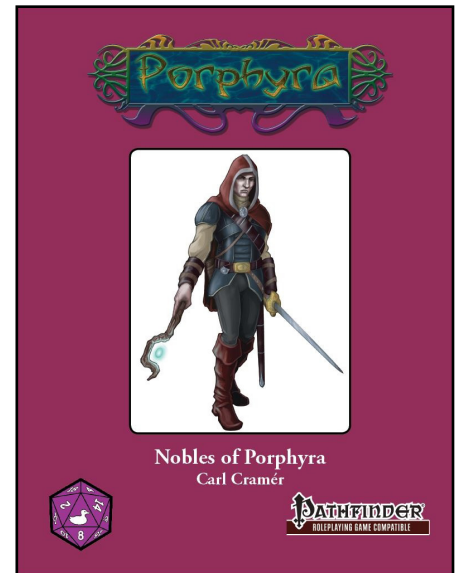
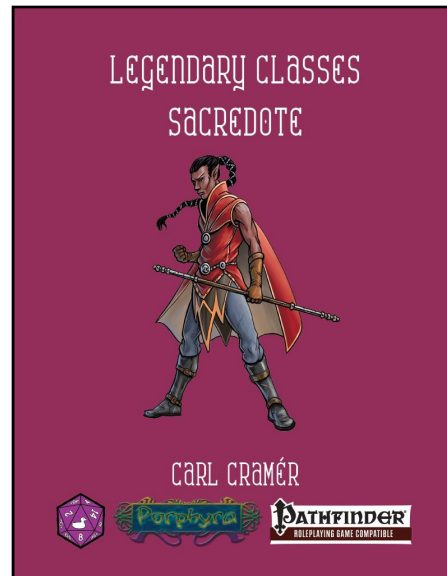
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