



# The Book of Many Things

# **Campaign Exclusive Content**

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# The Story

In pursuit of discovering the source of the shattered worlds, the Collective found another, surprisingly mortal force at play: The Atlanteans.

When first encountered, the humanoid race was peaceful, if cautious. They were guarded by what appeared to be constructs called manussos, and while willing to trade, they were more interested in gathering samples of the existing races for experimentation and study.

It was later revealed that the manussos were only partial constructs, crafted from an ore local to the Atlantean's islands and given life by absorbing the consciousness of dying creatures. The mind-consuming power of the manussos was actually one of the reasons rifts continued to open on the material plane despite the retreating Chaos. Combined with an effect known to the Atlanteans as the Mejno Shift, the Collective concluded that the race had inadvertently created a stable tear in the fabric of reality through which creatures could pass in controlled

situations and which flared in psionic power just before each historical shift. If the Collective could aid the Atlanteans in healing the Wound of Kritis, they may yet bring an end to the ceaseless unraveling of reality created in the wake of the war between Order and Chaos.

# Navigating This Book

Chapter 1—Races: Explore the races brought through the Mejno Shift, including atlanteans and the manussos themselves. Joining them are many unique and unheard of races, such as the Forest-loving dryants, lesser forms of trox and sahuagin, landwalking cecaelias, and a multitude of uncommon world soul races.

Chapter 2—Classes: Learn to manipulate your dreamscape to craft, train, or learn new spells as a dreamwalker.

Chapter 3—Archetypes and Class Options: Life-cycle guardians and broom knights, voted on by our campaign backers, lead the charge in finding a solution to the problem of the ever-

changing islands, while it remains unclear if archetypes like the hungering invoker and the stygian gatekeeper are there to help or hinder. In addition, we continue our tradition of a minimum one archetype for each class introduced as well as those that expand on existing options.

Chapter 4—Feats: As with our other volumes, we introduce multiclass feats related to new classes, as well as offering at least 2 feats for every race and class here. Chapter 5—Magic: This chapter provides new spell lists for any spellcasting classes found here, as well as new spells that relate to the Serpentine Isles.

Chapter 6—Items and Equipment: Discover weapons and other equipment created by, for, or to be used against the atlanteans, as well as new magical locations tied directly into their everchanging home.

Chapter 7—Character Folios: In this chapter, we offer several premade characters with which you can play starting anywhere from level 1 to 20. You'll also find a summary of the campaign we played during the Kickstarter to help spur ideas for your own.







As the Mejno Shift brings the various islands of Petopolian Atlantis into a new reality, the races who dwell on them spill out into the unknown in search of freedom, adventure, and a proper home. With each different world, many stay, happy to no longer wonder where they'll end up next. Others race back to the only safety they have come to know and prepare for whatever may come.

# Atlanteans

Besides the original race who created the Kritis Schism, several more have ingrained themselves into the life that comes with traveling between realities.

#### **Atlantean Humans**

The race that started it all. Atlanteans are a variant human race who learn minor psionic talents and construct beautiful works of art and destruction.

#### Larval Trox

These smaller, two-armed trox are no less terrifying in combat before they grow into their more powerful form. The energy created by their metamorphosis is similar to convergence.

#### **Lowborn Sahuagin**

The sahuagin who lived in the ocean surrounding Atlantis have adapted to live in the ever-changing environments of the worlds to which they are pulled.

### Manussos

The manussos are a race of half-constructs created from the consciousness of dying creatures. As they collect souls, they grow in size and power.

#### **Proto-Humans**

Proto-humans are the first race the atlanteans tested to find a way back to their homeworld. Those who survived have grown strong while also regressing into near-savagery.

#### **Ursulan Cecaelias**

# The Collective

With rifts continuing to open, dragging previously unknown and different races out of their realities, the Collective continues to help make the transition easier. After explaining that most can't get back home easily, they train and bring these races into the fold.

#### **Dryants**

The children of dryads and treants, this half-bred race seeks to perpetuate nature in areas where rifts have opened to inhospitable worlds.

#### Model /s Androids

A smaller version of the android race from a world where they and other constructs are commonplace, the model /s was created to protect against the rogue creations of madmen.

#### World Soul Races of Volwryn

Sometimes allies of the Collective, the people of Volwryn travel to rifts to close or stabilize them as the situation dictates. While most races can hardly set aside their differences, these world souls do what they must to survive.

#### Catfolk

World soul catfolk are feral warriors who long battled the ghoran of their reality. In doing so, they have grown strong and focused as both hunters and predators.

#### Dragonkin

The dragonkin of Volwryn are a dragon-scaled centaur and minotaur-esque race born naturally or through alchemical transformation.

#### Dryads

Like the dragonkin, dryads from Volwryn are centaurs. The lower half of females are fawn-like, while the males are strong bucks who often grow antlers.

#### Ghoran

The homeworld of the orcs and tieflings is a wild, fertile realm of living plant creatures and ghoran who are only just now beginning to spread their seeds into new realities.

#### Ogres

In contrast to the savage orcs are ogres. Strong, intelligent, and cunning, these brutes can be just as dangerous in physical battle as they are talented with magic.

#### Vulture-Men

Cursed to never see the sky again, these vulture-men have large, colorful plumes and grow thicker feathers to hide their deformities.

# Dragonkin, World Soul

Of all the monstrous races of Volwryn, none have as much of a chaotic past as the dragonkin. Created by the elder dragons of the world and tasked with aiding them in its protection, the dragonkin spent eons mindlessly following their progenitors.

When the age of mortals came to the world, and the elder dragons lost most of their immortal power, many dragonkin found freedom and individuality enough to split away and form their own societies.

**Physical Description**: Atop the large, lower half of a draconic body rests a weaker, humanoid upper half. While some more closely resemble their draconic parents, others can appear more elven. Except for subtle differences in size, it is almost impossible for most non-dragonkin to distinguish males from females.

Base	Base	-	Weight
Height	Weight	Modifier	Modifier
m 8 ft. 6 i <mark>n.</mark>	320 lbs.	2d10	x7 lbs.
f 7 ft. 10 in.	285 lbs.	2d10	x7 lbs.

#### Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
70 years	210	420	630	+4d% years

**Society**: Dragonkin use their size to great advantage, being able to craft large structures from stone and worked metal in half the time as smaller races. Their vast cities can stretch across and through mountain ranges or underground for miles. Those who still revere the elder dragons run their society as a monarchy, while dragonkin who break that habit prefer a plutocracy ruled by the strongest and richest among them.

**Relations**: Dragonkin are surprisingly personable, despite their checkered history. Most get along well with many other races, and trade their skill and crafts for reasonable prices. Dwarves don't care too much for the race only because they take up so much space in the mountainous regions otherwise controlled by the smaller race.

Alignment and Religion: Dragonkin may have personalities likened to their heritage, or they might shy away from the stereotype and play

against it. If they worship anything, it's their former elder dragon rulers.

Adventurers: A dragonkin often leaves its home in search of fame and glory that will give it a better place in its society. When wronged, a dragonkin may swear a blood oath for vengeance, hunting its target down to the end of its many days. Dragonkin are actually quite adept at being fighters, paladins, rangers, and sorcerers. Some who once lived within a naturally existing dreamscape back on Volwryn may become dreamwalkers, instead. Despite their natural strength and power, dragonkin are rarely barbarians, since that lifestyle is considered taboo.

Male Names: Arakas, Krol, Naresh, Solris, Varentesh Female Names: Alestria, Deasis, Eolari, Nythendra, Onyxis

# World Soul Dragonkin Racial Traits (13 RP)

+2 Str, +2 Con, +2 Cha, -2 Dex, -2 Wis: World soul dragonkin are strong and magically inclined, but can be brash, and their size and shape make it hard for them to avoid attacks and area effects.

**Large**: World soul dragonkin take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. Their space is 10 feet by 10 feet and they have a reach of 5 feet. They still use weapons and armor as if they were Medium (instead of Large).

**Quadruped:** World soul dragonkin have 4 legs on which they walk and a tail that serves no other purpose than to balance them out.

Base Movement: World soul dragonkin have a base speed of 40 feet. They gain a +4 racial bonus to CMD against trip attempts. Low-Light Vision: A world soul dragonkin can see twice as far as a human in conditions of dim light. Blended-Heritage: World soul dragonkin count as dragons, monstrous humanoids, and humanoids with the elf subtype when an effect would target a creature's type, such as a ranger's favored enemy.

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**Draconic Upbringing**: Intimidate and Knowledge (arcana) are always class skills for world soul dragonkin.

**Dragon Resistance**: Choose a type of dragon. The dragonkin gains energy resistance 5 related to the chosen dragon's type (see below).

Keen Senses: World soul dragonking gain a +2 racial bonus on Perception skill checks.

**Languages**: World soul dragonkin begin play speaking Common and Draconic. Dragonkin with high Intelligence scores can choose Elf, Orc, Gnome, Goblin, and Giant.

#### **Alternate Racial Traits**

The following racial traits can be selected in place of the typical dragonkin racial traits. In addition, a world soul dragonkin can use a feat to gain any of these racial traits without losing its own.

**Dragon's Heritage**: Choose a type of dragon. The dragonkin gains +1 natural armor and a breath weapon related to the chosen dragon's type. Once per day as a standard action, the dragonborn can breathe 20-foot line of dragon breath that deals 1d6 points of energy damage (Reflex save for half damage). The type of energy is determined by the dragonborn's parentage as follows: acid (black, copper, or green), cold (silver or white), electricity (blue or bronze), fire (brass, gold or red). The dragon breath ability is renewed after resting for 8 hours, although these hours do not need to be consecutive. This replaces draconic upbringing and keen senses.

If gained as a feat, Dragon's Heritage can be gained up to 3 times. The second time requires the dragonkin to be at least 7th level, and the 3rd time requires it to be at least 15th level. Each time, increase the dragonkin's resistance by +5 and its natural armor by +1. The dragonkin can use also its breath weapon one additional time per day.

**Fearless**: Some world soul dragonkin gain a +2 racial bonus on all saving throws against fear effects. This replaces draconic upbringing.

**Two-Legs**: Some world soul dragonkin have been experimented on, mutated by nefarious dragons, and changed into something else. They count as both dragons and monstrous humanoids, gaining darkvision out to 60 feet and a +2 racial bonus on saving throws against magical sleep effects and paralysis effects, but their speed is reduced to 30 feet, and they only gain a +2 racial bonus to CMD against trip attempts thanks to their tail. Armor crafted for a two-legs dragonkin must be large. This replaces quadruped and alters dual-heritage.

# World Soul Dragonkin Favored Class Bonuses

The following options are available to all world soul dragonkin characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes found in The Book of Many Things Volume 1 or 2 are marked with <sup>V1</sup> and <sup>V2</sup> accordingly.

**Astrologer** <sup>v2</sup>: Add +1/4 to the astrologer's caster level when casting spells from the destruction constellation.

Barbarian: Add +1/5 to the dragonkin's natural armor.

**Cleric**: Add +1 on caster level checks made to overcome the spell resistance of fey.

**Fighter**: Add +1/5 damage of the same type as the dragonkin's dragon resistanceto the fighter's attacks.

Heir Apparent <sup>v1</sup>: Add a +1/2 bonus on Diplomacy checks made to influence fey and plants. At +5, the heir can take 10 when using influential in a fey or plant community.

Paladin:

#### Priest of Volwryn:

**Ranger**: Add a +1 bonus to the damage roll after confirming a critical hit against a favored enemy.

**Sorcerer**: Add +1/4 to the natural armor bonus of the shaman's spirit animal.

#### **Dragonkin Feats**

World soul dragonkin have access to the following feats.

#### **Dragonkin Homeland**

You have an affinity for the area into which you were born. **Prerequisite**: Dragonkin.

Benefit: You gain a favored terrain of your choice, as the ranger class feature.

**Special**: This feat can be chosen multiple times for the same terrain. Its effects stack, to a maximum of a +8 bonus.

#### Dryants

#### By Aaron Hollingsworth

Many dryads long for the freedom to roam their forests with the freedom of other mortals. They resent being bonded to inanimate trees. Occasionally, this wanderlust leads to an unusual, but not unnatural connection with one of the Overrealm's treelike shepherds: the treants. When the bonding is mutual, the curious results are dryants, beautiful, wood-skinned humanoids with a touch of fey in their sap-like blood. Unlike their dryad progenitors, they are not restrained by a mystic bond to nature. Unlike the treants, they lack the patience to simply stand around doing nothing for months on end. Although some dryants are content with staying in the borders of the wild lands, others venture forth in search of discovery and destiny.

**Physical Description**: Favoring dryads primarily in form, most dryants have the semblance of tall humans or half-elves. Their skin ranges in color from ruddy brown to dull grey and their hair matches the shade of their father's leaves.

Both male and female dryants have smooth slender bodies with rough bits of bark around their elbows, shoulders, knees, the backs of their hands, and the tops of their feet. Some dryants have spiky juts of bark instead of hair, or branch-like antlers adorned with leaves. Their eyes range in color from dark green to deep brown.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 10 in.	120 lbs.	2d6	x4 lbs.
f 5 ft. 7 in.	105 lbs.	2d6	x4 lbs.

#### **Aging Effects**

Adult	Middle Age	Old	Venerable	Maximum Age
30 years	92	159	205	+2d% years

**Society**: Dryant society is loose knit, at best. Instead of forming their own culture, they try to coexist with all the races and beings that are friendly toward nature. They find little reason to build complex governments or establish hierarchies. They typically inherit ponderous and/or whimsical attitudes from their parents. Some see themselves as guardians of the woodlands, while others prefer to cultivate the many wonders of the world's forests. Dryants who entertain couplings typically spawn dryants of their own.

**Relations**: Dryants are intrigued by humanoids of all kinds and seek to learn all they can about them. This is done out of fear as much as fascination. They know that many humans take from the forest more than anyone, and yet those same humans often use the raw materials to build great things. They respect the stoic attitudes of dwarves, even if they do not comprehend the reasons for it. They enjoy the humor of gnomes, even if they do not always get their jokes. They are fond of Halflings for their politeness and cunning. Strangely, they look at half-elves, halforcs, and other half breed races with bemusement, perhaps because of their varied disposition.

Alignment and Religion: Dryants favor neutrality, good, chaos, and every combination of the three. Only the most emotionally unstable find their way toward evil. Few lack the structure for law, but those who do make excellent judges and leaders of forest denizens. Nearly all dryants carry some level of respect for the gods of nature.

Adventurers: For every dryant content to remain in the calm splendor of nature, there are two who leave their forest homes in search of the great unknown. Most prefer to stay within the climates in which they were born, but will leave, should adventure draw them away. Although they enjoy learning about new cultures and peoples, they rarely settle down in the "civilized world". Dryants as a race make good barbarians, druids, dúlra, nature wardens, and rangers. Dryant clerics are not unheard of, but bards and shamans share a larger following.

**Names:** Dryant names are typically derived from the general attitudes of their dryad mothers and the tree-like natures of their treant fathers. Regardless of gender, a dryant's name could be: Proud Oak, Lascivious Birch, Sorrowful Cedar, Spiteful Pine, or Good Ashe, to name a few.

# Dryant Racial Traits (12 RP)

+2 to One Ability Score: The combination of a dryad's gifts and a treants powers manifests differently in each dryant.

**Medium**: Dryants are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Dryants have a base speed of 30 feet.

**Low-Light Vision**: Dryants can see twice as far as humans in conditions of dim light.

Forest Soul: Dryants are humanoids with the augmented, fey, and plant subtypes. Effects that target any of these types (such as a ranger's favored enemy) can target a dryant. Because of their blended heritage, dryants gain a +2 bonus on all Will saving throws.

**One with the Forest**: Dryants gain a +2 racial bonus on Knowledge (nature) and Survival checks.

**Wood Magic**: Dryants add a +1 to the DC of any saving throws involving wood or plant spells that they cast. Dryants with a wisdom of 11 or higher gain the following spell-like abilities: 1/ day – know direction, guidance, stabilize (self only), and speak with plants. The dryant's caster level for these effects is equal to its character level, and the dryant's spellcasting modifier is Wisdom. **Strengthen Wood**: The hardness of wooden objects held or carried by a dryant increases by 1.

**Leaf Sense:** Dryants receive a +2 racial bonus to saves vs effects created by plants and plant creatures and a +2 dodge bonus to AC against creatures of the plant type.

Woodworking: Dryants receive a +2 racial bonus on Craft skill checks made when crafting wooden objects.

Weapon Familiarity: Dryants are proficient with clubs, quarter staffs, great clubs, and light and heavy shields as long as they are made wood.

Languages: Dryants begin play speaking Common, Sylvan, and Treant. Dryants with high Intelligence scores can choose Elf, Orc, Gnome, Goblin, Giant, and Draconic.

#### **Alternate Racial Traits**

The following racial traits can be selected in place of the typical dryants racial traits.

**Natural Armor**: Dryants of this variety possess a thick, bark-like hide similar to a treant's. They gain a +1 natural armor bonus to their Armor Class. This replaces the strengthen wood racial trait.

**Fertile Soil**: Dryants with the verdant bloodline (typically gained by bloodragers and sorcerers) treat their Charisma score as 2 points higher for all spells and abilities tied to the class that grants them the bloodline. Clerics who are dryants with the Plant domain use their domain powers and spells at +1 caster level. This trait does not give dryants early access to level-based powers; it only affects powers that they could already use without this trait. This replaces the leaf sense and weapon familiarity racial traits.

# Dryant Favored Class Bonuses

The following options are available to all dryants characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes found in The Book of Many Things Volume 1 or 2 are marked with <sup>V1</sup> and <sup>V2</sup> accordingly.

Barbarian: Add a +1/2 bonus on Intimidate checks.

**Bard**: Add +1/6 to the number of people the bard can affect with the fascinate bardic performance.

**Cavalier**: Add +1 hit point to the cavalier's mount. If the dryant ever replaces this mount, the new mount gains these bonus hit points. These bonuses only apply to a single mount gained as part of the cavalier's class.

Cleric: Add +1 on caster level checks made to overcome the spell resistance of fey.

**Druid**: Add +1 skill rank to the animal companion. If the dryant ever replaces her animal companion, the new companion gains these bonus skill ranks.

**Dúlra** <sup>V1</sup>: Gain a +1/5 enhancement bonus to Charisma when using fae entreaty to cast *eagle's splendor*.

**Monk:** Add +1 ft. to the monk's speed when moving through undergrowth or natural difficult terrain. At +10 feet, the monk gains woodland stride, as the druid class feature, and applies additional increases directly to her base speed instead.

Heir Apparent <sup>v1</sup>: Add a +1/2 bonus on Diplomacy checks made to influence fey and plants. At +5, the heir can take 10 when using influential in a fey or plant community.

**Nature Warden** <sup>v1</sup>: Add +1/4 to the warden's natural armor bonus when using guardian form.

**Ranger**: Add a +1 bonus to the damage roll after confirming a critical hit against a favored enemy.

**Shaman**: Add +1/4 to the natural armor bonus of the shaman's spirit animal.

**Wizard**: Add +1/4 to the wizard's caster level when casting spells of the enchantment school.

# Dryant Archetypes

Dryants have access to the following archetypes.

#### Leafmane Rider (Cavalier Archetype)

Being free of a dryad's usual bindings means dryants can enjoy the benefits of riding mounts long distances. So entranced are some by this opportunity that they become cavaliers, racing through battle on a stag, elk, or dire wolf.

Dryant cavaliers of all orders know the importance of properly caring for their mount. They employ a subtle, druidic magic to grant their steeds the features of plants.

**Photosynthesis (Ex)**: At 6th level, the leafmane rider and her mount feed upon nature's raw essence. Their need to eat and sleep is reduced as if wearing rings of sustenance, and they each gain a +2 alchemical bonus on saving throws made against poison and sleep effects. At 9th level, the leafmane rider and her mount become immune to poison and sleep effects. The leafmane rider also grants a +4 alchemical bonus on saves against poison and sleep effects to allies within 30 feet of her.

This replaces the bonus feat gained at 6th level and greater tactician.

**Plantmorph (Sp)**: At 12th level, as a full-round action, the leafmane rider can alter the size and health of plant life, as if using *plant growth* or *diminish plants*. She can also cast *barkskin* on her mount once per day, using her cavalier level as her caster level. At 15th level, she can transform her mount into a plant creature up to 3 times per day. This functions as *plant shape I*. At 20th level, she can cast *plant shape II* on her mount at will instead.

This replaces the bonus feat gained at 12th level, the order ability gained at 15th level, and supreme charge.

Take Root (Su): At 18th level, as a move action, the leafmane

rider can cause her mount to extend roots into the ground. The mount's speed is reduced to 5 feet, but it gains a +4 bonus to natural armor and a +10 bonus to CMD against bull rush, overrun, reposition, and trip maneuvers. The mount also gains tremorsense 30 feet and fast healing 1. The rider can use this power for a number of minutes each day equal to her cavalier level. This duration need not be consecutive, but it must be used in 1-minute increments.

This replaces the bonus feat gained at 18th level.

# Varnished Monk (Monk Archetype)

This archetype is also available to dryant unchained monks as well as monks and unchained monks of other plant-like races (such as vine leshys and ghorans).

Fascinated by the ways of the monk, some dryants have started training in martial arts, adapting it to their unique physical beings. to preserve their skin, they created a special varnish that is toxic to most non-plants. By applying the varnish during their training, they develop specialized defenses against effects that other monks usually cannot protect from.

Varnished Flesh (Su): At 2nd level, a varnished monk gains the bitter pill alchemist discovery.

At 6th level, she gains the preserve organs discovery.

At 10th level, she gains the mummification discovery.

At 14th level, she gains the nauseating flesh discovery.

At 18th level, she gains the spontaneous healing discovery. This replaces the bonus feats gained at the listed levels.

# **Dryant Feats**

Dryants have access to the following feats.

#### **Dryant Homeland**

You have an affinity for the area into which you were born. **Prerequisite**: Dryant.

Benefit: You gain a favored terrain of your choice, as the ranger class feature.

**Special**: This feat can be chosen multiple times for the same terrain. Its effects stack, to a maximum of a +8 bonus.

#### Manussos

By Mike Myler

The five isles of enlightenment on the world of Lemuria are home to the manussos—stewards of the atlanteans. In between developing the arts pursued during their lives and teaching others, manussos are deployed as troops for the lemurian military and navy, salvaging psi-ships crashed during a Mejnō Shift. Most importantly of all the manussos are tasked with carrying the story of their homeworld throughout history, spreading the dangers of their tale of lofty ambition.

**Physical Description**: Orichalcum and psicrystals can be fashioned into shells able to house the psyche of a humanoid's mind, transforming the body into living crystal. Back on Lemuria, this was done primarily with atlanteans, but the manussos have since adapted to accept other races into their mainframes.

Base Height	Base Weight	Modifier	Weight Modifier
m 2 ft. 10 in.	80 lbs.	2d4	x3 lbs.
f 2 ft. 7 in.	65 lbs.	2d4	x3 lbs.

#### **Aging Effects**

Adult	Middle Age	Old	Venerable	Maximum Age
3 years	90	180	270	+1d% years

**Society**: Though these construct-like amalgamations of minds and crystal have been forbidden from self-rule since the Kritis Schism, their governance is a democratic one: every five years the islands vote for a mortal to rule them, choosing from the finest students from the many universities throughout. Indeed there are fewer places in existence better suited for aspiring mages and warriors, and schools of all sorts are to be found in the vaunted halls of Manos. The payment required for tutelage varies dramatically between institutions (be that in coin, a portion of one's mortality, or even a slice of their soul), but one remains the same across them all: when an attack nears Atlantis, everyone is drafted to aid in the mainland's defense.

**Relations**: A humanoid that dies while in contact with a manussos has their mind drawn into it, gaining a life of immortal servitude at the cost of their individuality.

Alignment and Religion: Dryants favor neutrality, good, chaos, and every combination of the three. Only the most emotionally unstable find their way toward evil. Few lack the structure for law, but those who do make excellent judges and leaders of forest denizens. Nearly all dryants carry some level of respect for the gods of nature.

Adventurers: For every dryant content to remain in the calm splendor of nature, there are two who leave their forest homes in search of the great unknown. Most prefer to stay within the climates in which they were born, but will leave, should adventure draw them away. Although they enjoy learning about new cultures and peoples, they rarely settle down in the "civilized world". Dryants as a race make good barbarians, druids, dúlra, nature wardens, and rangers. Dryant clerics are not unheard of, but bards and shamans share a larger following.

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# Manussos Racial Traits (12 RP)

+2 Strength, +2 Intelligence, -2 Charisma: The shell of a manussos is built for heavy lifting, and the souls that power it increase its processing power, but the convolution of different personalities can make the race distant or overbearing at times.

Half-Construct: Manussos gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue, but they cannot be raised or resurrected. Manussos do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities (a manussos can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for them to survive or stay in good health.)

Small: Manussos are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Expanding: Manussos accrue more crystals and grow larger the more experience they gain. When a manussos reaches 7th level its size changes to Medium, when a manussos reaches 14th level its size changes to Large, and at 20th level a manussos becomes Huge. This growth does not increase the manussos's speed higher than 30 feet at Medium size.

Quick: Manussos are quick for their size, and have a base speed of 25 feet.

Darkvision: Manussos can see in the dark up to 60 feet.

Natural Armor: Manussos gain a +1 natural armor bonus to AC. Slam: Manussos have a primary slam attack that deals 1d4 bludgeoning damage. A manussos with expanding increases its slam damage accordingly when it grows in size.

Heavy: Manussos' dense bodies are prone to sink and can make it difficult to climb. Manussos suffer a –4 penalty on all Climb and Swim checks.

**Tolerance**: Manussos cannot be crushed and ignore damage dealt by falling objects. A manussos that falls still takes damage as normal.

Sonic Vulnerability: The crystalline bodies of manussos make them vulnerable to sonic damage.

Languages: Manussos begin play speaking Draconic. Manussos with high Intelligence scores can choose any of these bonus languages: Aquan, Common, Dwarven, Elven, Petōpo.

# Ogres, World Soul

For years, the ogres of Volwryn have lived with the stygma that they are nothing more than dumb brutes who dabble in magic. In truth, this proud race once ruled an entire continent of their own with the might of arcane, divine, and shadow magic at their beck and call.

Now that the ogres have been displaced once more, they seek to regain their former glory.

**Physical Description**: World soul ogres are powerfully built, sometimes rotund monstrous humanoids with a single, small horn sometimes growing from their brow and other, varying differences common to their race. Cyclopean, two-headed, and shadow-blessed ogres are the most visually different members of the race.

While on Volwryn, the ogres guarded their women so fiercely that they were rarely, if ever seen by other races. Having left that world behind, the females of the race, who are just as varied and powerful as the males, have taken a more active role in rebuilding their empire.

Base Height	Base Weight	Modifier	Weight Modifier
m 6 ft. 5 in.	220 lbs.	2d6	x10 lbs.
f 6 ft. 0 in.	205 lbs.	2d6	x8 lbs.

#### **Aging Effects**

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	75	150	225	+6d12 years

**Society**: Most world soul ogres believe in ruling through power, be it physical, spiritual, or magical. The largest empire known to ogrekind was ruled by a sorcerer king who enslaved the orcs who lived on his continent and used them to build the great cities his people were known for. While new societies are less about subservience, they still capture enemies and force them to work off their crimes. What constitues an enemy, however, depends greatly on the local ruler's whim.

**Relations:** World soul ogres are surprisingly well versed in diplomatic affairs when war isn't an option. They usually have something to offer in trade, be it physical labor or some form of magical training or items. Because of their history, orcs can be distrustful of ogres, while dwarves and elves are usually outright hostile. Trollkin and chokoku ogres shared an ancient bond that was broken by the trolls when they failed to aid the ogres during the fall of their empire.

Alignment and Religion: While viewed as savage by most races, ogres can be of any alignment, and many follow some faith or another, if only in lip service.

Adventurers: World soul ogres have a unifying goal of regaining their former glory as a race. Even adventurers who lack aboveaverage intelligence understand the need to show they are more than just monsters who lurk in ruins, slaughtering innocents and taking anything they can for themselves.

Names: Hard consonants are common in ogre naming, such as Gork, Karta, or Dentrec. Two-headed ogres are often named for each head, with a hyphen separating them. Cham is a common moniker for the smarter head possessed by these ogres.

# World Soul Ogre Racial Traits (13 RP)

+4 Strength, +2 Intelligence, +2 Wisdom, +2 Charisma, -2 Dexterity: Smart, perceptive, and deceivingly charming, world soul ogres remain as strong as their brutish cousins.

**Medium**: World soul ogres are Medium creatures and thus eceive no bonuses or penalties due to their size.

**Base Movement**: World soul ogres have a base speed of 30 feet.

**Monstrous**: World soul ogres are monstrous humanoids with the giant subtype. They gain darkvision out to 60 feet.

**Empyrial**: World soul ogres who place their favored class bonus into their hit points also gain a +1/2 bonus on Diplomacy checks.

**Ogre Weapon Training**: World soul ogres gain a +1 racial bonus to attack rolls when wielding a weapon with both hands, and they deal +1 damage with light and one-handed weapons.

**Spell Resistance**: World soul ogres have Spell Resistance 6 + their character level.

Languages: World soul ogres begin play speaking Common and Giant. World soul ogres with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

#### **Alternate Racial Traits**

The following racial traits can be selected in place of the typical ogre racial traits.

**Chokoku**: Statuesque ogres with a love of storms, lightning, and thunder, chokoku gain electricity resistance 5 and fast healing 2 for 1 round anytime they take electricity damage (whether or not this electricity damage overcomes their electricity resistance, if any). A chokoku ogre can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces ogre weapon training.

**Cyclopean**: One or both heads of an ogre can sometimes possess only a single eye. While poor in common vision, this eye can see beyond reality. Cyclopean ogres can *see invisibility* out to 30 feet, but they take a –4 penalty on Perception checks. This replaces darkvision.

**Shadow-Blessed**: A shadow-blessed ogre gains one of the following benefits of his choice. This replaces ogre weapon training.

- The ogre treats any masterwork or magic weapon he wields as a frost weapon in addition to any other properties it may have.
- The ogre treats any masterwork or magic armor he wears as shadow armor in addition to any other properties it may have.
- The ogre gains either Spell Focus (illusion) or Spell Focus (necromancy) as a bonus feat.

#### **Two-Headed Ogre Racial Traits**

Two-headed ogres gain the following traits.

**Two-Heads**: Two-headed ogres can be smarter, wiser, or more cunning than other world soul ogres, but they lack in other ways. A two-headed ogre gains one of the following at 1st level. Once this choice is made, it cannot be changed.

- +4 Intelligence, -2 Dexterity, -2 Charisma
- +4 Wisdom, –2 Dexterity, –2 Intelligence
- +4 Charisma, -2 Dexterity, -2 Wisdom

This alters the ogre's ability scores.

Innate Magic (Sp): A two-headed ogre can choose one 2ndlevel or lower spell from any spell list. He can cast that spell once per day as a spell-like ability. Once this choice is made, it cannot be changed. The ogre's caster level is equal to his character level, and his spellcasting ability modifier is his highest mental ability score.

**Dual-Minded**: Two-headed ogres gain a +2 racial bonus on all Will saving throws. This replaces spell resistance.

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# **Ogre Class Options**

World soul ogres have access to the following archetypes.

# Arcane Bloodline (Bloodrager Option)

Ogre bloodragers with the arcane bloodline add *giant form I* to the list of spells they can apply with true arcane bloodrage. They also add ogre racial feats to their list of bonus feats.

#### **Oni Bloodline (Sorcerer Option)**

Ogre sorcerers with the oni bloodline can learn *giant form I* in place of *waves of exhaustion* at 15th level, and they can choose any combat feat, metamagic feat,

or ogre racial feat in place of their normal bonus feats, but they lose Disguise as a class skill.

#### **Ogre Feats**

World soul ogres have access to the following feats.

#### **Breaker Heritage**

**Prerequisites**: Character level 5th, world soul ogre.

Benefit: You become Large, which grants you 10-

ft. reach and the ability to wield large weapons in addition to the other benefits of your new size. You also take any penalties associated with your new size. You grow up to 1d4+1 feet taller and double your weight. This does not alter your ability scores.

#### Half-Ogre

Prerequisite: World soul ogre.

**Benefit**: Choose another race. You are a half-breed who counts as both your race and the chosen race. You gain one defense or magical racial trait of your choice from that race.

#### **Ogre Noble Path**

#### Prerequisite: World soul ogre.

**Benefit**: You gain your choice of Knowledge (arcana), (history), or (religion) as a class skill. Beginning at 3rd level, you gain a moderate convergence that grants you Endurance as a bonus feat. This convergence progresses as you gain levels, increasing at 6th level, and every 3 levels thereafter, as detailed on the table here. Ogre affinity grants you a +2 racial bonus on Knowledge (arcana, history, and religion) checks and Spellcraft checks.

Ogre Noble Path (Moderate Convergence)				
Level/ Hit Dice	Trait	Renown Value (in gp)		
1	Ogre skill	1		
3	Endurance	750 gp		
6	Constitution +1	1,250 gp		
9	Ogre affinity +2	2,000 gp		
12	Rage 1/day	2,850 gp		
15	DR 1/—	4,000 gp		
18	Strength +2	5,875 gp		

**Special**: A two-headed ogre can gain a +2 racial bonus to his highest mental ability score in place of Strength at 18th level. If the convergence is removed, you lose access to the benefit of this feat until you regain it.

#### **Student of Cham-Geron**

Prerequisites: World soul ogre, two-heads ogre racial trait.

**Benefit**: Otherworldly eyes appear on your body, granting you a +4 bonus on Perception checks and making you immune to flanking. Their maddening whispers reduce your racial bonus from dual-minded to +1.

#### **Student of Dangrul**

Prerequisites: World soul ogre, shadow-blessed ogre racial trait.

Benefit: You gain an additional benefit from your shadowblessed racial trait.

**Special**: You can gain this feat multiple times. Each time, choose an additional benefit to gain.

# **True Sight**

**Prerequisites**: Character level 11th, world soul ogre, cyclopean ogre racial trait.

**Benefit**: You can *see invisibility* out to 60 feet and gain *true seeing* out to 30 feet. This is a supernatural ability that can be suppressed with a targeted *dispel magic*.







The atlanteans have learned many different tricks by studying other races as they are hurled through realities; subtle differences in how to manipulate magic and combat techniques unseen on other worlds. They have adapted these studies and incorporated them into their own military and strategic endeavors.

This has not gone unnoticed. Not to be outdone, the Collective has also reached out to the races with whom they interact to plumb esoteric knowledge and training. Together, they search for ways to counter the atlanteans should their encounters turn to skirmishes. Or war.

Veterans in recognizing looming conflict, the races of volwryn gear up for what they perceive will be a glorious three-way battle to decide who will control the rifts that continue to open unabated. As their own history shows, when they come together, these myriad warriors are a true force to be reckoned with.

#### Atlanteans

Knowledge is power. Time and again the atlanteans have held to this credo, and their tactics in combat reflect it.

#### Aeons

The study of emotions and their effects on a spellcaster's magic led to the creation of aeons. Where a good aeon's talents can be as unpredictable as her current state of mind, a great aeon can seem almost passive as she leads a charge or protects her allies from the deadly breath of a powerful dragon.

#### **Dreamwalkers**

While trying to find a way home, the atlanteans discovered the realm of dreams. Within, they found the dreamwalkers who were eager to exchange their gifts for more fuel to feed their dreamstates. Dreamwalkers use this realm to craft, study, and train. When they're done, they bring that power with them back to the waking world.

#### The Collective

Balance before peace. Since their inception, the Collective has spent years seeking that goal. They're prepared to spend many more.

#### **Elementalists**

Rovers of the planes, elementalists are sent through rifts in search of races willing to join the Collective. Should they encounter hostiles, their training helps them reach a decisive victory against their enemies.

#### Aeon

#### By Scott Gladstein.

Aeons are lords of emotion who defend themselves and their loved ones by channeling arcane constructs that embody the various schools of magic. Empowered by the strongest emotion, love, they fight fiercely to protect what they hold dear.

The constructs through which an aeon channels his emotions are known as guardians. Guardians are not conscious entities like gods but summoned manifestations of the aeon's current state of mind. By the time an aeon is ready for his first foray, he should have already learned to control his ability to call the right guardian forth for the right situation.

Aeons are not usually born to their role, but rather chosen—a deep sense of compassion is required to become one. In Atlantis, they are trained in mage towers as an exotic discipline or in specialized aeon colleges. It takes many years of study to become an aeon, though once the power is understood it is more a matter of "feeling" it than actually studying it. They are usually assigned as protectors, ambassadors, or bodyguards to vital missions.

Non-atlanteans who become aeons do so almost by accident. Most are trained by a rogue aeon defecting from his people, but a few have earned favor, or perhaps are viewed as an experiment in what it means to channel emotions through a different race.

**Role**: Aeons are arcane defenders who can also provide front line support to their allies. They "fight" mostly with their guardians. Charisma helps their spells and class features grow stronger, while Constitution allows them to survive against enemy attacks easier. As a result, both are very important to them.

Alignment: Any non-Evil. Aeons tend towards being Chaotic and Good but it is not an absolute. Evil characters are too selfish to partake of the unconditional love an aeon must feel.

Hit Die: d10.

Starting Wealth: 5d6 x 10 gp (average 175 gp).

#### Class Skills

The aeon's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Profession (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

#### **Class Features**

All of the following are class features of the aeon.

Weapon and Armor Proficiency: Aeon's are proficient with all simple and martial weapons, as well as shields (including tower shields). They are not proficient with any type of armor. Armor interferes with an aeon's gestures, which can cause his spells with somatic components to fail.

Arcane Armor (Sp): The aeon can create a suit of translucent, glowing, arcane energy around his body as a swift action. This functions like a *mage armor* spell, except the armor bonus it grants is equal to 4 + half the aeon's level (+5 at 2nd, +6 at 4th, and so on). An aeon wearing armor cannot benefit from this class feature.

**Spells**: An aeon casts arcane spells drawn primarily from the aeon spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, an aeon must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an aeon's spell is 10 + the spell level + the aeon's Charisma modifier.

Like other spellcasters, an aeon can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Aeon. In addition, he receives bonus spells per day if he has a high Charisma score.

An aeon knows all spells of a level he can cast on the aeon spell list. Unlike a wizard or a cleric an aeon need not prepare his spells in advance. He can cast any spell from the aeon spell list at any time, assuming he has not yet used up his spells per day for that spell level.

**Guardian Summoning (Su):** An aeon knows how to use his power and training to summon forth an arcane construct that feeds off of his emotional state. As a standard action, the aeon can summon a guardian in an unoccupied, adjacent square. Doing so does not provoke an attack of opportunity against either the aeon or his guardian. An aeon may only have a single guardian active at a time; any new summon dismisses the previous guardian instantly.

#### Table: Aeon Base

	Dase											
	Attack	Fort	Ref	Will		Arcane	Spe	ells pe	r Day			
Level	Bonus	Save	Save	Save	Special	Armor	1st	2nd	3rd	4th	5th	6th
1st	+1	+0	+0	+2	Arcane armor, guardian summoning	+4	1	_	_	_	_	_
2nd	+2	+0	+0	+3	Guardian ward	+5	2	_	_	_		_
3rd	+3	+1	+1	+3	Adaptation +1	+5	3	_	_	_	_	_
4th	+4	+1	+1	+4	-	+6	3	1	_	_	_	_
5th	+5	+1	+1	+4	Comradery	+6	4	2	_	_		_
6th	+6/+1	+2	+2	+5	Adaptation +2	+7	4	3	_	_	_	_
7th	+7/+2	+2	+2	+5	-	+7	4	3	1	_		_
8th	+8/+3	+2	+2	+6	Guardian sacrifice	+8	4	4	2	_	_	_
9th	+9/+4	+3	+3	+6	Adaptation +3	+8	5	4	3	_	_	_
10th	+10/+5	+3	+3	+7	-	+9	5	4	3	1		_
11th	+11/+6/+1	+3	+3	+7	Guardian ward (allies)	+9	5	4	4	2		_
12th	+12/+7/+2	+4	+4	+8	Adaptation +4	+10	5	5	4	3	_	_
13th	+13/+8/+3	+4	+4	+8	-	+10	5	4	4	3	1	_
14th	+14/+9/+4	+4	+4	+9	Enhanced Armor (+1)	+11	5	4	4	4	2	_
15th	+15/+10/+5	+5	+5	+9	Adaptation +5	+11	5	5	5	4	3	_
16th	+16/+11/+6/+1	+5	+5	+10	-	+12	5	5	5	4	3	1
17th	+17/+12/+7/+2	+5	+5	+10	Enhanced Armor (+2)	+12	5	5	5	4	4	2
18th	+18/+13/+8/+3	+6	+6	+11	Adaptation +6	+13	5	5	5	5	4	3
19th	+19/+14/+9/+4	+6	+6	+11	Enhanced Armor (+3)	+13	5	5	5	5	5	4
20th	+20/+15/+10/+5	+6	+6	+12	Guardian ward, undying loyalty	+14	5	5	5	5	5	5

A summoned guardian functions like a druid's animal companion, except that it uses the statistics here rather than one of the more typical animals.

Arcane Guardian (magical beast)

Starting Statistics

Size Medium, Speed 30 ft.; AC +4 natural armor; Attack slam (1d6); Ability Scores Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; Special Qualities DR 1/- (+1 per 4 aeon levels).

7th-Level Advancement

Size Large; AC +3 natural armor; Attack slam (1d8); Ability Scores Str +8, Dex –2, Con +4; Special Qualities -.

When a guardian takes hit point or ability score damage, the effect is instead transferred to the aeon who summoned it.

There is no maximum range to the distance an aeon's guardian can travel away from him, and it will continue to function even on other planes. An aeon can dismiss his guardian as a swift action.

An aeon can have a guardian summoned for a number of rounds each day equal to 4 + his Charisma modifier. For each aeon level obtained after 1st, the aeon can have a guardian summoned for 2 additional rounds per day. All guardians summoned by the same aeon share these rounds. If the aeon runs out of rounds, his guardian dissipates at the start of his next turn.

*Creating a Guardian*: Guardians are treated as animal companions, except as noted here. When an aeon summons a guardian, he decides the emotion to which he is tying it. This gives the construct one of the guardian forms listed at the end of this section, which also grants it additional abilities. While the aeon can direct his guardian using the Handle Animal skill, it is considered a magical beast for the purpose of spells and other effects that rely on creature type. Because new guardian constructs are created with each summoning, they cannot benefit from items and equipment not given to them when first summoned.

**Guardian Ward (Su)**: At 2nd level, while the aeon has a guardian summoned, he also gains the benefits of its ward. At 11th level, this ward extends to the aeon's allies within 10 feet of him. At 20th level, it extends to the aeon's allies within 30 feet instead.

If a guardian's ward overlaps with the aeon's adaptation, use the higher value.

Adaptation (Su): Starting at 3rd level, an aeon's arcane armor gains the ability to adapt to specific situations. When the aeon is dealt damage or fails a saving throw against a spell, trap, or other effect while his arcane armor is active, he can transform his arcane armor as an immediate action to prevent further damage or bolster his protection against the specific source. He gains a +1 bonus that can be applied in one of the following ways.

*Bolster*: The aeon adds his current bonus to his saves, CMB, and CMD to prevent or avoid the source. If the source is ongoing (such as a grapple or a *grease* spell), the aeon can attempt a new check or save against that effect at the start of each of his turns while adaptation lasts, before any other effects or saves would occur.

Damage Reduction: The aeon gains DR /– against attacks made by the source of his adaptation equal to his current bonus. Once this has prevented an amount of damage equal to the aeon's current bonus x 10, it ceases to function until he uses adaptation again.

*Energy Resistance*: The aeon gains energy resistance equal to his current bonus x 5 against the type of damage dealt by the source of his adaptation. Once this has prevented an amount of damage equal to the aeon's current bonus x 10, it ceases to function until he uses adaptation again.

Spell Resistance: The aeon gains spell resistance equal to 10 + his current bonus x 3 against spells cast by the source of his adaptation.

The aeon's adaptation bonus increases by +1 at 6th level and every 3 levels thereafter, to a maximum of +6 at 18th level. It lasts for a number of rounds equal to the current bonus, or until the aeon uses it to adapt to another attack. **Comradery (Ex or Su):** To be an aeon, one must possess a compassionate soul. Starting at 5th level, allies adjacent to the aeon gain the benefits of his current guardian's ward ability. In addition, each ally within 30 feet of the aeon gains a bonus equal to the aeon's adaptation bonus to saves made against death effects.

Guardian Sacrifice (Sp or Su): At 8th level, an aeon can cause his arcane guardian to implode violently, granting him its sacrifice benefit. Using this ability costs 3 rounds of the aeon's guardian summoning.

Once an aeon uses sacrifice, he cannot summon another guardian for 3 rounds, and he cannot resummon a sacrificed guardian for 24 hours.

**Enhanced Armor (Su)**: At 14th level, the aeon can choose a single +1 magic armor property to apply to his arcane armor when he summons it. Once chosen, this property can only be changed once per day, when the aeon regains spells.

At 17th level, the aeon can instead apply a single +2 property, or 2 +1 properties of his choice.

At 19th level, the aeon can instead apply a single +3 property, or any combination of +1 or +2 properties totaling +3.

**Undying Loyalty (Su)**: At 20th level, allies within 30 feet of the aeon are immune to death effects and gain the benefits of his current guardian's ward ability.

# Arcane Guardians

An aeon can tap into his emotions with his magic to summon one of the following arcane constructs as a standard action.

Each guardian is described in a similar manner and gains the same general benefits, as noted here. In addition, each guardian progresses as an animal companion, gaining Strength and Dexterity bonuses, natural armor, and tricks as the aeon who summons the guardian gains levels. Each guardian automatically knows a special trick that allows its aeon to direct it to use a special ability as a free action once per round.

**Summoning**: Any requirements to summon a guardian must be met within 24 hours of doing so. While most aeons learn to live in a way that maximizes their ability to summon particular guardians at any time, they are not required to do so.

**Alignment**: A guardian's alignment is not influenced by the aeon's own alignment, nor does the guardian care if its alignment is different from the aeon's, so long as the aeon meets the requirements to summon it.

Special Abilities: Each of a guardian's special abilities are listed, in order, after its alignment. A guardian uses the aeon's caster level to determine the strength of its special abilities.

**Ward**: When summoned, each guardian grants its aeon a ward that protects him or harms his enemies in some way.

**Sacrifice**: At 7th level, a guardian can be sacrificed to grant a more powerful benefit to its aeon. Once sacrificed, a guardian cannot be resummoned for 24 hours.

#### Abjuration - Sinja, the Warden

Sinja appears as a great, horned lizard made of iron with large, red eyes and a curious horn.

**Summoning**: To summon Sinja, an aeon must have no fear in his heart, no cowardice. Sinja can be summoned if the aeon has shared his goods or services with others.

Alignment: LN

Damage Reduction: Sinja's damage reduction improves by +1 per 2 aeon levels. This alters Sinja's special quality.

# **Emotional States**

You are in the right emotional state to summon a specific guardian construct so long as you are expressly NOT in the wrong one. For example, you feel brave unless you are suffering from a fear effect. You are also happy unless you are expressly under an effect that makes you sad or describe your character as being sad.

Consider tying the character's background and memories into certain emotions when describing your actions. This will not only make for good roleplay, but also add to the depth of the character as a whole.

**Natural Armor (Ex)**: Sinja's base natural armor bonus is +6 at 1st level, and +10 at 7th level. This alters Sinja's AC.

**Shield Other (Sp)**: Sinja can be directed to cast *shield other* as a spell-like ability.

Ward: The aeon and Sinja each gain spell resistance equal to 10 + the aeon's level + his Charisma modifier.

Sacrifice (Su): Sinja's sacrifice creates an *antimagic field*, as the spell, centered her space or the aeon.

#### **Conjuration - Pauper, the King**

Pauper appears as a great eagle with feathers of rainbow and the head of a beautiful woman. Although beautiful, the head is disheveled and unkempt, in stark contrast of the majesty of the eagle's body.

**Summoning**: To summon Pauper, an aeon need be humble and respectful, without pride. Pauper can be summoned if the aeon bows while formally introducing the guardian.

Pauper can only be called by the humble and respectful. The act of summoning it requires that one bows. Pauper comes only to those whose pride does not hold them back and it never bows before kings.

#### Alignment: LN

**Claws**: Pauper uses a claw attack that deals 1d8 slashing damage on a hit. At 7th level, it deals 1d10 instead. This alters Pauper's attack.

**Fly**: Pauper has a fly speed of 60 feet with average maneuverability and a bonus on Fly checks equal to the aeon's level + his Charisma modifier. This alters Pauper's speed.

**Splendorous Energy (Sp)**: Pauper can be directed to spread her wings in splendor as a standard action, creating a blast of energy before it. The blast affects all creatures in a 120-ft. line, dealing 1d6 damage per 2 aeon levels or healing the targets for the same amount. The damage type can be acid, cold, electricity, fire, positive energy, or negative energy. A successful Reflex save (DC 10 + half the aeon's level + his Charisma) halves the damage. **Ward:** The aeon gains fast healing equal to his adaptation bonus (minimum 1). Once a creature heals 5 hit points per aeon level with this ability, the ward ceases to function for that creature until the aeon rests for at least 8 hours.

Sacrifice (Su): Pauper's sacrifice creates a channel energy effect, as the cleric ability, centered on its space or the aeon. The aeon's effective cleric level is equal to his aeon level, and he gains the benefits of Selective Channeling when using channel energy in this way.

#### **Divination - Durel, the Gluttonous Seer**

Durel appears as a a humanoid, star-nosed mole mole with a crown of gold and regal cape. Its long mouth is always questing for food.

**Summoning**: To summon Durel, an aeon must have no undue courage, reckless self-confidence, or unbridled ego. Durel can be summoned if the aeon has reflected on his actions or doubts.

If an aeon becomes frightened or panicked, any active summon he has turns into Durel instantly. If Durel has been sacrificed, this does not occur.

#### Alignment: LN

Augury (Sp): Durel can cast *augury* at will as a spell-like ability. This functions as the spell, except the casting time is only 1 round. The chance of receiving a meaningful answer from this ability is reduced by 5% each time it is cast within a 24-hour period.

Blind Sense: Durel is blind but has blindsense out to 20 feet. This alters Durel's senses.

Burrow: Durel has a burrow speed of 30 feet. This alters Durel's speed.

**Claws**: Durel uses a claw attack that deals 1d8 slashing damage on a hit. At 7th level, it deals 1d10 instead.

**Insightful:** Allies adjacent to Durel gain the benefits of its ward.

Ward: The aeon and Durel each gain evasion, as the monk class feature. In addition, the aeon gains an insight bonus on all saving throws equal to his current adaptation bonus (minimum 1).

**Sacrifice (Su)**: Durel's sacrifice creates a *legend lore* effect on a creature or object at hand, or at the current location.

#### Enchantment - Lumendra, the Forbidden Treasure

Lumendra appears as a beautiful and voluptuous woman, grown from a cactus. Strands of silk hang suggestively from the spines that cover her body.

Summoning: To summon Lumendra, an aeon must have experienced pain in the form of jealousy, broken trust, or spurned advances, however petty.

#### Alignment: CN

Hardened Soul: Lumendra is immune to mind affecting effects, but can choose to be affected by one as a free action.

**Ward**: The aeon and Lumendra each gain the effects of *thorn body*, as the spell.

**Sacrifice (Su):** Lumendra's sacrifice creates a *mass suggestion* effect, centered on its space or the aeon.

#### Evocation - Krak, the Tempest Knight

Krak appears as a barrel-chested humanoid in armor made of lightning and fire. He wields an axe and shield.

**Summoning:** To summon Krak, an aeon cannot be calm or tranquil. If an aeon becomes enraged, any active summon he has turns into Krak instantly. If Krak has been sacrificed, this does not occur.

#### Alignment: LN

Axe: Krak uses a dwarven waraxe sized for him in combat. The axe has an enhancement bonus equal to 1/4 of the aeon's level. If disarmed, dispelled, or otherwise destroyed Krak can summon it back as a swift action. This alter's Krak's attacks. **Shield**: Krak has a shield permanently attached to his arm which grants him a +4 shield bonus to AC. This alter's Krak's AC.

**Tempest Damage**: When Krak hits a creature with its axe, the aeon can choose to deal damage as normal, or change the damage to acid, cold, electricity, fire, force, or sonic damage (or any combination thereof).

Warrior: Krak uses the aeon's level as his base attack bonus.

**Ward**: The aeon gains energy resistance equal to 10 + his aeon level. The energy type resisted can be any type Krak can deal with his dwarven waraxe. Once this choice is made, it cannot be changed until Krak is dismissed and summoned again.

**Sacrifice (Su)**: Krak targets each enemy within 60 feet of it and makes a single ranged touch attack that it compares to the touch AC of those enemies. On a hit, an enemy takes damage equal to the aeon's Charisma modifier + 1d6 per 2 aeon levels. The type of damage dealt can be any type Krak can deal with his dwarven waraxe. The aeon can choose to deal a different type of damage to each creature struck.

#### Illusion - Moogen, the Lost Lover

Moogen appears as a constellation of stars, given life, nigh impossible to see by any save its aeon.

**Summoning**: To summon Moogen, an aeon must have unyielding faith in his allies.

#### Alignment: LN

**Naturally Invisible**: Moogen can cast *invisibility* on itself as a swift action at will. This is active when Moogen is first summoned.

**Sneak Attack (Ex)**: Moogen gains sneak attack as a rogue of the aeon's level.

**Ward**: The aeon gains an enhancement bonus on all Bluff, Diplomacy, Intimidate, Sense Motive, Sleight of Hand, and Stealth checks equal to 1/4 of his aeon level.

**Sacrifice (Su)**: When Moogen is sacrificed, the aeon and each of his allies within 30 feet of his or Moogen's space gain the effects of *greater invisibility* for a number of rounds equal to the aeon's Charisma modifier.

#### Necromancy - Death's Head

Death's Head appears as a moth with a body of bone and crimson wings. Its head is that of a human skull. It chitters and rattles incessantly.

**Summoning**: To summon Death's Head, an aeon must express genuine remorse or sadness about something that has happened to him or a loved one.

#### Alignment: N

**Fly**: Death's Head has a fly speed of 60 feet with average maneuverability and a bonus on Fly checks equal to the aeon's level + his Charisma modifier. This alters Death Head's speed.

Wither (Ex): Death's Head's attacks deal 1 point of Constitution damage instead of their normal damage. At 7th level, Death's head deals 2 points of Constitution damage with its attacks instead. This alters Death's Head's attacks.

**Ward**: The aeon is immune to ability and energy drain. He also gains *death watch* and *detect undead* as constant, spell-like abilities. Finally, the first time Death's Head deals Constitution damage while summoned, the aeon gains temporary hit points equal to half his aeon level. These temporary hit points do not stack, but can be refreshed if Death's Head is dismissed and summoned again.

**Sacrifice (Su)**: When Death's Head is sacrificed, the aeon can create a *resurrection* effect on a creature that he can touch that has died within 1 minute.

#### Transmutation - Kinja, the Unbound

Kinja appears as a genderless humanoid mannequin made of a plasma-like substance. It flows between other forms, dances erratically, and moves like a flame flickering in the wind.

Summoning: To summon Kinja, an aeon must express genuine happiness or joy about something that has happened to him or a loved one.

## Alignment: CN

Fluid Body: Kinja is considered incorporeal. It is immune to precision-based damage, such a sneak attack, and polymorph effects.

**Controlled Chaos (Ex)**: Kinja's Damage Reduction can be overcome by lawful weapons and creatures with the lawful subtype. It is vulnerable to these attacks.

**Ward**: The aeon gains a bonus equal to 1/4 of his aeon level. This bonus applies as a resistance bonus on Reflex saves and saving throws against polymorph effects. It also applies as an enhancement bonus to the aeon's combat maneuver checks and his CMD.

**Sacrifice (Su)**: When Kinja is sacrificed, the aeon can create a transmutation effect on himself and each of his allies within 30 feet of his or Kinja's space. This effect counts as the aeon's choice of *bear's endurance* or a similar spell, and the aeon can choose a different effect for each ally. Alternatively, the aeon can increase an enhancement bonus already affecting one of a creature's ability scores by +2 for 1 minute per aeon level.

#### **Universal - Arcanus**

Arcanus appears as a carp, regal and transluscent. It swims just a foot of the ground, and sings to itself in an angellic voice.

**Summoning**: To summon Moogen, an aeon must be adjacent to at least 2 allies with whom he shares comradery, friendship, or greater feelings.

#### Alignment: N

**Fly**: Arcanus has a fly speed of 60 feet with average maneuverability and a bonus on Fly checks equal to the aeon's level + his Charisma modifier. This alters Arcanus's speed.

**Flop**: Arcanus's attacks deal damage equal to 1 + its Strength modifier. This alters Arcanus's attacks.

**Disruptive (Su)**: As an immediate action, Arcanus can force a creature that casts a spell within 30 feet of it to succeed at a Concentration check (DC 10 + the spell level) or lose the spell.

Magical Fish (Sp): Arcanus can cast *magic missile* and any sorcerer/wizard cantrip at will as a spell-like ability.

**Ward**: The aeon gains a bonus on Concentration checks equal to half his aeon level and does not provoke attacks of opportunity when casting a spell.

**Sacrifice (Su)**: The aeon and his allies within 30 feet of his or Arcanus's space increase their effective caster levels by +1 for 1 hour per aeon level. This effect does not stack with other abilities that increase caster level.

# Aeon Spell List

**1st-Level**: cure light wounds, deathwatch, magic stone, magic weapon, remove fear, shield other

**2nd-Level**: bull's strength, calm emotions, cat's grace, cure moderate wounds, eagle's splendor, fox's cunning, heroism

**3rd-Level**: cure serious wounds, communal delay poison, dispel magic, good hope, haste, protection from energy, remove curse, remove disease

**4th-Level**: break enchantment, communal protection from energy, cure critical wounds, death ward, greater dispel magic, greater heroism, spell immunity **5th-Level**: breath of life, mass cure light wounds, raise dead **6th-Level**: analyze dweomer, brilliant inspiration, heal, mass bull's strength, mass cat's grace, mass cure moderate wound, mass eagle's splendor, mass fox's cunning

# Dreamwalker

Beyond the wall of sleep lies a dimension of unbridled imagination, where impossible hopes find fulfillment, deepest fears take monstrous forms, and inexplicable whimsy governs reality. This place has many names, but is commonly referred to as The Realm of Dreams; a demiplane composed of the unbridled imaginings of sleeping mortals. It is here where dreamwalkers explore the nature of dreams to gain power and influence over their own realities.

Gifted with profound imaginations, dreamwalkers cultivate their skills and powers while they sleep, as they meet and interact with other dreamers and entities in that occult plane. Many dreamwalkers consider the Realm of Dreams their true home and the ideal final resting place of their souls. In the waking world, dreamwalkers adventure to stimulate their own dreams in hopes that refining their minds will make their dreamscapes more of a reality.

**Role**: Like dreams, the role of a dreamwalker is whatever he makes of it.

Hit Die: d8.

#### **Class Skills**

The dreamwalker's class skills are Craft (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

#### **Class Features**

All of the following are class features of the dreamwalker.

Weapon and Armor Proficiency: Dreamwalkers are proficient with all simple weapons and light armor, but not with shields.

Lucid Dreamer: Each dreamwalker earns his title by mastering the basic art of lucid dreaming. While everybody occasionally realizes they are dreaming and can manipulate their environment while doing so, a dreamwalker goes to sleep in the waking world with the purpose of entering his dreamscape and controlling it to master his gifts. He gains each of the following.

- 4 additional class skills of his choice and 2 extra skill ranks per level.
- Proficiency in up to 2 weapons of his choice. If he chooses proficiency in only 1 weapon, he gains Weapon Focus as a bonus feat with that weapon.

**Dream Shift (Su)**: Each dreamwalker coexists on his current plane and that of the demiplane known as the Realm of Dreams. While he sleeps, any attack roll or spell used to harm a dreamwalker has a 5% chance of automatically failing and instantly waking him. This chance increases by 5% for each dreamwalker level obtained after 1st, up to a maximum of 100% at 20th level.

Dream shift only functions while the dreamwalker sleeps, not while he is unconscious for any other reason.

*HP Recovery*: When a dreamwalker sleeps for at least eight hours, his dream shift allows him to recover up to 3 Hit Points per character level. 24 hours of complete rest allows a dreamwalker to recover 6 hp per character level.

Ability Damage: Eight hours of dream shift sleep also restores up to 2 points to each ability score that has been damaged. 24 hours of complete rest restores up to 4 points to each ability

#### Table: Dreamwalker Base Will Attack Fort Ref Level Bonus Save Save Save Special +0 Dream shift, insight (+1), lucid 1st +0 +0 +2 dreamer 2nd +0 +0 Dream talent, elusive will +1 +3 3rd +2 +1 +1 +3 Dream sense (+1), skill training 4th +3 +1 +4 Dream talent, dream touch, +1 sleepwalking 5th +3 +1 +1 +4 Insight (+2), surreal skill 6th +4 +2 +5 Dream sense (+2), dream talent +2 7th +5 +2 +2 +5 Weapon training 8th +6/+1 +2 +2 +6 Dream talent, improved sleepwalking 9th +6/+1 +3 +3 +6 Dream sense (+3) 10th +7/+2+3 +3 +7 Dream talent, insight (+3), surreal skill Skill training 11th +8/+3+3 +3 +7 Dream sense (+4), dream talent +9/+412th +4 +4 +8 13th +9/+4 +4 +4 +8 Weapon training +4 +4 +9 14th +10/+5Dream talent +5 +9 15th +11/+6/+1 +5 Dream sense (+5), insight (+4), surreal skill 16th +12/+7/+2 Dream talent +5 +5 +10Weapon training 17th +12/+7/+2 +5 +10 +5+13/+8/+3 18th +11 Dreamsense (+6), dream talent +6 +6 +14/+9/+4 19th +11 +6 +6 Skill training 20th +15/+10/+5 +6 +6 +12 Dreams do come true, insight (+5), sureal skill

score that has been damaged.

**Insight (Ex):** A dreamwalker's prophetic visions reveal subtle hints on the possibilities of the waking world, giving him cryptic clues concerning the past, present, and future. After sleeping for at least 8 hours, he gains a +1 insight bonus to attack rolls, armor class, saving throws, and ability checks. This insight bonus increases by +1 at 5th level and again every 5 levels thereafter, to a maximum bonus of +5 at 20th level.

When fatigued or exhausted, a dreamwalker loses his insight bonus until he is able to sleep for at least 8 hours.

**Dream Talents:** Starting at 2nd level, a dreamwalker gains one dream talent. He gains an additional dream talent for every 2 levels of dreamwalker attained after 2nd level. Unless noted otherwise, a dreamwalker cannot select an individual talent more than once. A full list of dream talents can be found at the end of this section.

**Elusive Will (Ex)**: At 2nd level, If a dreamwalker makes a successful Will save against a spell, supernatural effect, or similar power, he negates all the effects including half and partial effects normally given on successful saves.

**Dream Sense (Ex)**: At 3rd level, a dreamwalker develops a minor sense of precognition that aids him against some magic and creates a sense of déjà vu. He gains a +1 bonus on Will saves to disbelieve illusions and resist enchantments, as well as a +1 dodge bonus to AC against attacks made during a surprise round. In addition, he gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 dreamwalker levels thereafter (to a maximum of +6 at 18th level).

**Skill Training (Ex):** At 3rd level, and again at 11th and 19th level, a dreamwalker's training in his dreamscape manifests in the waking world as a new class skill he adds to his list of class skills. The dreamwalker automatically gains skill ranks in that class skill equal to his dreamwalker level.

Dream Touch (Su): Starting at 4th level, the dreamwalker can bring the dreams of others to the surface of their waking minds, confounding their perception of reality. As a standard action, the dreamwalker can cause a living creature to become confused for 1 round as a melee touch attack. If the touch attach is a critical hit, the confusion lasts for 2 rounds, instead. Creatures with more Hit Dice than the dreamwalker's level are unaffected. The dreamwalker can use this ability a number of times per day equal to 3 + his Charisma modifier.

**Sleepwalking (Ex)**: Starting at 4th level, if the dreamwalker is asleep or unconscious (but not dead or dying), he can enter a dream-like state as a an immediate or swift action. While in this state, the dreamwalker is not consciously aware of his opponents, allies, or surroundings, but can stand up, fall prone, crawl, move at half his speed, and retain his Dexterity modifier to his Armor Class. He cannot be caught flat-footed. When he wakes, the dreamwalker retains only vague memories of what has transpired in his dream state. The dreamwalker can be woken or revived normally while in this state.

This ability grants the player this limited control over their dreamwalker, as described above. The dreamwalker can effectively travel while in his dream state and still get a full 8 hours of rest, but cannot not receive the benefits of his interplanar slumber ability while doing so.

Surreal Skills (Ex): At 5th level, a dreamwalker has mastered a single skill beyond that skill's

normal boundaries, gaining results that others can only dream about. He gains the skill unlock powers for that skill as appropriate for his number of ranks in that skill. At 10th, 15th, and 20th levels, he chooses an additional skill and gains skill unlock powers for that skill as well. This is identical to the rogue's edge ability and counts as that ability for the purpose of qualifying for feats.

Weapon Training (Ex): At 7th level, a dreamwalker gains weapon training 1, as the fighter class feature. He gains weapon training 2 at 13th level, and weapon training 3 at 17th level.

**Improved Sleepwalking (Ex)**: Starting at 8th level, the dreamwalker becomes less limited while in his dream state. He is able to make attacks and skill checks at a –8 penalty while resting. He can also take the full defense action, but cannot fight defensively.

**Dreams Do Come True**: At 20th level, the dreamwalker is finally able to make his dreams a reality. He can make three wishes, within the parameters of a *wish* spell. The dreamwalker can select dream talents he qualifies for in place of these wishes.

#### **Ex Dreamwalkers**

A dreamwalker draws his powers from the chaotic demiplane of dreams, a place where Law is unwelcome. A dreamwalker that becomes a lawful alignment loses all dreamwalker spells and class features, but not weapon and armor proficiencies). He may not progress any further in levels as a dreamwalker. He regains his abilities and advancement potential if he changes back to a non-lawful alignment.

# **Dream Talents**

Each of the following dream talents detail the levels they can be chosen at, and by which choice of lucid dreamer.

# **Alien Vistas**

A dreamwalker can choose this talent up to 3 times; at 2nd, 8th, and 18th level.

At 2nd level, the dreamwalker can spend his sleep traveling between random locations in the multiverse, observing strange creatures and events. When he wakes, the dreamerwalker gains his insight bonus on Knowledge (planes) checks until he sleeps again.

At 8th level, the dreamwalker can include a number of willing participants equal to his Charisma bonus (if any) on his journey, granting them the insight bonus above as well. Each included ally must be asleep or resting and within 30 feet of the dreamwalker to gain this benefit.

At 18th level, the dreamwalker's journey counts as an *astral projection* spell, except that it only lasts up to 8 hours, while all participants are asleep or resting.

#### **Bonus Feat**

The dreamwalker gains one of the following feats. He must meet the prerequisites in order to select these feats. This talent can be select multiple times. Each time, it applies to a different feat. Alertness, Blind-Fight, Combat Expertise, Deceitful, Empower Spell-like ability, Improved Feint, Persuasive, and Skill Focus (Sense Motive).

#### Dreamsmith

An dreamwalker can choose this talent up to 3 times; at 6th, 10th, and 14th level.

At 6th level, the dreamwalker gains Master Craftsman or 1 item creation feat for which he qualifies as a bonus feat (treat his dreamwalker level as his caster level). The dreamwalker can spend his sleep making progress on a crafted item as if he possessed the necessary spells and materials. Until the item is complete, it only exists in his mind, but once it is finished, if the dreamwalker has available materials present in the waking world, the item manifests and the materials disappear.

At 10th level, the dreamwalker gains another of the bonus feats listed above. Once per day, the dreamwalker can cast *fabricate* as a spell-like ability in the waking world.

At 14th level, the dreamwalker gains another of the bonus feats listed above. The next time the dreamwalker wakes after taking this talent, he gains 1 item worth no more than 10,500 gold. The item must be one the dreamwalker is able to craft.

#### **Dream Companion**

A dreamwalker can choose this talent twice.

The dreamwalker gains a familiar, using his dreamwalker level as his effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature. A dreamwalker can choose this talent twice.

The second time this talent is chosen, the dreamwalker either gains Improved Familiar as a bonus feat, or can change his familiar into an animal companion. This functions as the druid class feature, and the dreamwalker's effective druid level is equal to his dreamwalker level.

#### **Dream Lover**

A dreamwalker can choose this talent twice.

The first time he chooses this talent, the dreamwalker finds somebody to love who he can manifest as an illusion within his dreamscape. He gains the True Love story feat as a bonus feat.

The second time, the dreamwalker completes the goal of the feat. If his true love is a real person, he can draw them into his dreamscape while they both sleep and interact with his love while there.

#### Dream Magic (Sp)

A dreamwalker can choose this talent up to 6 times; at 2nd, 4th, 8th, 10th, 14th, and 16th level.

At 2nd level, the dreamwalker learns one 1st-level enchantment or illusion sorcerer spell of his choice. He can cast this spell up to 3 times per day.

At 4th level, the dreamwalker learns one 2nd-level enchantment or illusion sorcerer spell of his choice. He can cast this spell up to once per day. Alternatively, he can learn a 1st-level spell from any school that he can cast up to 3 times per day.

At 8th level, the dreamwalker learns one 3rd-level enchantment or illusion spell of his choice, or a 2nd-level or lower spell from any school. He can cast this spell once per day.

At 10th level, the dreamwalker learns one 4th-level enchantment or illusion spell of his choice, or a 3rd-level or lower spell from any school. He can cast this spell once per day.

At 14th level, the dreamwalker learns one 5th-level enchantment or illusion spell of his choice, or a 3rd-level or lower spell from any school. He can cast this spell once per day.

At 18th level, the dreamwalker learns one 6th-level enchantment or illusion spell of his choice, or a 4th-level or lower spell from any school. He can cast this spell once per day.

#### **Dream Warrior**

A dream walker can choose this talent up to 3 times. Each time he chooses this talent, the dreamwalker gains a favored enemy, as the ranger class feature. In addition, each time he chooses this talent after the first, the dreamwalker also increases any one of his bonuses, as a ranger.

#### Dreamweaver

A dreamwalker who chooses this talent must also choose either cleric or witch. He can trade up to 1 sorcerer spell per spell level he knows with dream magic for a spell of the same spell level from the chosen spell list.. When he gains new spells of another spell level, he can choose from the chosen spell list.

#### **Insightful Combatant**

A dreamwalker can choose this talent up to 3 times. Each time he does, he gains one of the following benefits.

**Insightful Aid (Su)**: The dreamwalker can apply his insight bonus to the bonuses granted when using the aid another action.

**Insightful Initiative (Su):** The dreamwalker can apply his insight bonus to initiative checks.

**Insightful Maneuvers (Su)**: The dreamwalker can apply his insight bonus to his CMB and CMD.

Insightful Strike (Su): The dreamwalker can apply his insight bonus to his melee and ranged damage rolls made with manufactured weapons, unarmed strikes, or natural attacks, up to a maximum range of 30 feet. This extra damage counts as precision damage, but is also multiplied on a critical hit.

#### Weave Nightmare

A dreamwalker who chooses this talent must also choose either invoker or necromancer. He can trade up to 1 sorcerer spell per spell level he knows with dream magic for a spell of the same spell level from the chosen spell list.. When he gains new spells of another spell level, he can choose from the chosen spell list.

#### Wildest Dreams

A dreamwalker who chooses this talent must also choose either druid or dúlra. He can trade up to 1 sorcerer spell per spell level he knows with dream magic for a spell of the same spell level from the chosen spell list.. When he gains new spells of another spell level, he can choose from the chosen spell list.

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# Cavalier

The following archetypes are available to characters with levels in the cavalier class.

# Broom Knight (Archetype)

#### By Aaron Hollingsworth. Art by AngusBurgers (DeviantArt)

Also called witchknights, these mysterious cavaliers are suspected of infiltrating all orders for some nefarious purpose, and that all were born from and trained by the same coven of scheming witches. Rumor or not, they are still useful in a war.

**Class Skills**: Broom knights add Knowledge (arcana) and Use Magic Device to their list of class skills. They remove Climb, and Handle Handle. This alters the cavalier's class skills.

Weapon and Armor Proficiencies: Broom knights are not proficient with heavy armor.

**Broom Flight (Su)**: At 1st level, a broom knight is given a special broom by his coven that grants him the flight witch hex. He treats his cavalier level as his witch level for the purpose of this hex and any other hex he gains. He must be holding his broom in at least one hand to use *featherfall* or cast *levitate*. At 5th level, the cavalier must be seated on the broom like a mount in order to fly. The cavalier treats his broom as a mount and can make Ride checks in place of Fly checks when flying in this manner. A broom knight cannot use this hex while wearing heavy armor or carrying a heavy load. If the broom is damaged, it is restored to full hit points the next time the cavalier gets 8 hours of rest. If the broom is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per cavalier level. This ritual takes 8 hours to complete. Brooms replaced in this way do not possess any of the additional enchantments of the previous broom.

This alters and replaces mount.

**Incendiary Magic (Sp)**: In war, the proper application of fire can spell easy victory. At 1st level, a broom knight can use *spark* at will as a spell-like ability. At 9th level, he can also cast *burning hands* 3 times a day as a spell-like ability. At 17th level, the broom knight can cast *fireball* in place of *burning hands*. These spell-like abilities are Charisma-based.

This replaces tactician, greater tactician, and master tactician.

Witch-Reared: A broom knight treats any witch levels he gains as an additional favored class and gains either +1 hit point or +1 skill point whenever he takes a level in witch. If he already has witch levels, the benefits of this ability are retroactive.

If the broom knight takes levels in witch with an archetype that bases the witch class features on Charisma instead of Intelligence, then the broom knight's levels stack with his witch levels when determining the power of his hexes gained in either class.

Living Broom (Su): At 4th level, when not riding his broom, the broom knight treats his broom as a masterwork quarterstaff with the throwing magic weapon special ability (on one end). At 8th level, the broom also gains the returning magic weapon special ability (on the same end). These magic weapon special abilities do not count as present enhancement bonuses. The broom can receive additional enchantments like any masterwork weapon.

This replaces expert trainer.

Sign of Woe (Su): Starting at 5th level, the broom knight leaves terrifying messages in the form of black smoke or some other ghostly vapor. As long as the cavalier and his broom are clearly visible, all enemies within 60 feet receive a -2 penalty on saving throws against fear and a -1 penalty on attack rolls if under a fear-effect. At 10th level, and every five levels thereafter, these penalties increase by -1. This is a fear-effect. This replaces banner.

**Hexes**: At 6th, 12th, and 18th level, a broom knight gains a witch hex, treating his cavalier level as his witch level. The broom knight must meet the prerequisites of these hexes. These hexes are based on Charisma instead of Intelligence.

This replaces the cavalier's bonus feats.

**Greater Sign of Woe (Su)**: At 14th level, the broom knight's ghostly messages literally spell out the doom of his enemies. He gains the Dazzling Display feat, even if he does not meet the prerequisites. If he is riding his broom, the effect of this feat is 60 feet instead of 30 feet. This replaces greater banner.



# Druid

The following archetype is available to characters with levels in the druid class.

# Life Cycle Guardian (Archetype)

#### By Margherita Tramontano.

Worlds have to die before others can be born. It is the life cycle guardian's duty to watch over the rise and fall of civilizations, planets, and stars, so that all happens in the right cosmic order.

Class Skills: A life cycle druid adds Knowledge (planes) to his list of class skills and removes Knowledge (geography).

Armageddon Bond: The life cycle guardian chooses a domain at 1st level. He can choose from the Badlands, Death, Destruction, Erosion, Repose, Ruins, or Vulture domains or the Ancestors, Ash, Catastrophe, Decay, Entropy, Loss, Petrification, Psychopomp, or Souls subdomains. This modifies nature's bond.

Balance of Suffering: A life cycle guardian adds all inflict spells (spells with "inflict" in their name) to his spell list. He can channel stored spell energy into both cure and inflict spells that he did not prepare ahead of time. The life cycle guardian can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure or inflict spell of the same spell level or lower. This ability replaces spontaneous casting and wild empathy.

**Cosmic Sense (Ex)**: A life cycle guardian gains a +2 bonus on Knowledge (planes) and Survival checks. This replaces nature sense.

**Balanced Stride (Ex)**: Beginning at 2nd level, a life cycle druid can move through any sort of difficult terrain at his normal speed. Terrain that is enchanted or magically manipulated to impede movement, however, still affects the guardian. This replaces woodland stride.

**Channel Energy (Su)**: At 4th level, the life cycle guardian gains the channel energy ability of a cleric of his same alignment. For the purpose of this ability, his cleric level is equal to his druid level -3. This replaces wild shape.

Balance of Power (Ex): At 9th level, a life cycle guardian gains Versatile Channeler as a bonus feat, even if he doesn't meet its prerequisites. At 13th level, he channels his opposed energy at his equivalent cleric level. This ability replaces venom immunity and a thousand faces.

**One with the Cycle (Su)**: At 20th level, when the life cycle guardian dies, he is reincarnated as an infant version of herself 1 minute later and matures rapidly over the next 1d3 days until he reaches his correct age (if the guardian died of old age, he remains dead). This replaces wild shape (at will).

# **Generational Hero**

The following archetype and class options are available to characters with levels in the generational hero class.

#### Ageless Hero (Archetype)

An ageless hero is not one of a long line of heroes, nor was he born to a family of them. Instead, he has always been the hero of which the stories speak. The hero will appear for some time, battle some great evil or defend his place in the world, then he simply disappears, leaving behind only faded portraits and broken statues created in his likeness.

Ageless heroes are not immortal, though, and like anybody, time does catch up to them eventually. They are at their most vulnerable when first awakened to quest once again and must regain the power they possessed before through training and adevnture. **Class Skills**: An ageless hero adds all Knowledge skills to his list of class skills. This alters the generational hero's class skills and replaces heroism at 1st level.

**Skill Ranks per Level**: 8 + Int modifier. This alters the generational hero's skill ranks per level.

**Trapfinding and Danger Sense**: An ageless hero does not gain trapfinding at 1st level, nor does he gain danger sense beginning at 3rd level. He can select both as hero talents, though. Danger sense increases only to +3, but can be chosen twice to reach +6 by 18th level.

Ageless (Ex): At 2nd level, an ageless hero no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue. When the hero would die of old age, he can instead enter a trance-like sleep which lasts for up to 100 years. For every 25 years he sleeps, the ageless hero reduces his effective age (the age at which he entered his sleep) by 1/4, to the point at which he would wake up as an adult member of his race. Short-lived races (those who reach venerable and die before 100) need only sleep for the number of years it would take for them to reach venerable from adulthood, adjusting their 1/4 reduction of age accordingly.

Starting at 15th level, an ageless hero always receives the venerable age bonus to his Intelligence, Wisdom, and Charisma scores, regardless of his effective age. He also doubles the length of each age category before he must enter his trance again.

This replaces Combat Expertise and heroism gained at 15th level.

**Necromantic Resistance (Ex)**: At 3rd level, an ageless hero gains a +2 bonus on all saving throws against necromancy spells and effects. This bonus increases by +1 at 6th level and every 3 levels thereafter, to a maximum of +7 at 18th level. This replaces danger sense.

Wisdom of Ages: At 2nd level, an ageless hero begins to remember ancient battles and combat techniques not seen in hundreds of years. As a standard action, the hero can make a melee attack or ranged attack against an enemy within 30 feet of him. If the attack hits, it deals +1d6 damage. This extra damage is precision-based damage, and creatures immune to sneak attack are immune to it unless the ageless hero trades one of his hero talents to affect them as well.

At 5th level, and every 3 levels thereafter, the hero remembers another technique, further refining his combat ability and increasing his extra damage by +1d6.

At 10th level, the hero can apply his wisdom of ages to up to 2 attacks made in the same round. At 20th level, he can apply it to all of his attacks. This replaces bomb and heroism at 10th and 20th level.

# Mutagenic Research (Heroism Option)

A generational hero who devotes himself to mutagenic research fights the evils of the world with their own power under his control, mostly. He gains mutagen, which functions as the alchemist class feature except that it only lasts 1 minute per generational hero level. He can also select mutagen discoveries as hero talents. If the generational hero chooses mutagenic research again, his mutagen lasts the full 10 minutes per level instead.

# Invoker

The following archetypes are available to characters with levels in the invoker class.

# Hungering Invoker (Archetype)

# Based on the patron of meat concept by Mike Myler.

Hungering invokers have pledged themselves to a being of terrible power and voracious need. They see other beings as little more than food to quell their insatiable cravings. As a hungering invoker gives into his patron's will, he finds a peace in the knowledge that the creatures he consumes are serving a greater purpose.

**Unending Hunger**: An invoker who makes a pact with the Unending Hunger adds the following spells to her invoker spell list.

- 1st decompose corpse, false life
- 2nd ghoul hunger, hold person
- 3rd slow, vampiric touch
- 4th greater false life, symbol of exsanguination
- 5th hold monster, hunger for flesh

At 1st level, the invoker is wracked with hunger for the flesh of intelligent creatures (Int 3 or higher). She learns *bleed* as a 0-level invoker spell in addition to the other knacks she chooses. When she consumes at least 1 lb. of flesh from an intelligent creature (living or dead), the invoker gains a +2 insight bonus on attack rolls, skill checks, and ability checks for 24 hours. This bonus increases to +3 at 5th level, +4 at 9th level, and +5 at 14th level.

**Pact Boon**: Hungering invokers have particular gifts they receive for their dedication to the Unending Hunger. This choice alters the invoker's normal pact boon and replaces the 1st-level spell gained at 3rd level and the 2nd-level spell gained at 8th level.

Commanding Leash (Ex): A hungering invoker with this boon gains a fiendish familiar (as Improved Familiar), as the wizard's arcane bond class feature. Her effective wizard level is equal to her invoker level. At 8th level, her familiar becomes a homunculus instead.

*Eldritch Weapon (Sp)*: An invoker with this boon gains proficiency with her choice of scimitar or great axe and Weapon Focus as a bonus feat with that weapon. As a standard action, the invoker can create and wield the chosen weapon. This weapon is conjured as a supernatural ability, and functions as a nonmagical, masterwork weapon sized appropriately for the invoker. The weapon persists until the invoker dismisses it as a free action or fails to retrieve it within 1 minute of letting it go.

Upon reaching 5th level, the invoker's eldritch weapon is able to draw more of her patron's power into it, becoming stronger. The invoker can enhance her weapon as a standard action by calling upon her otherworldly patron's aid for 1 minute per invoker level. When empowered, the weapon quivers and gasps any time it scores a critical hit or reduces a creature to 0 or fewer hit points.

At 5th level, the invoker's patron grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: corrosive, corrosive burst, disruption, ghost touch, keen, invigorating, speed, stalking, vorpal, and wounding. Adding these



properties consumes an amount of bonus equal to the property's cost. Duplicate abilities do not stack. At least a +1 enhancement bonus must be added before any other properties can be added.

The bonus and properties granted by the invoker's patron are determined when the weapon is empowered and cannot be changed until a new weapon is conjured. These bonuses apply to only one end of a double weapon. An invoker can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

Tome of Secrets: An invoker with this boon gains the curse of corruption oracle class feature. Her tome is made of flesh and mouths that babble frequently of the hunger for flesh while the book is being read. At 6th level, and again at 9th, 12th, 15th, and 18th level, the invoker can choose a spell from the bones, dark tapestry, occult, or outer rifts oracle mysteries to add to her tome. The spells she chooses must be of a level 1 less than the highest spell level she can cast (if she can cast 4th-level spells, she can add a 3rd-level or lower spell to her tome of secrets, and so on), and cannot be changed later.

# The Unending Hunger

The Unending Hunger is based on the Patron of Meat by Mike Myler, which is available in the 5th-Edition RPG book *The Book of Exalted Darkness*, available on the Legendary Games website. (Warning: Contains Adult Content)

http://www.makeyourgamelegendary.com/productspage/5th-edition/book-of-exalted-darkness-5e/

# Necromancer

The following class options are available to characters with levels in the necromancer class.

# **Necromantic Studies**

By Aaron Hollingsworth.

#### **Carrion Necromancy**

Carrion necromancers are able to transform into crows, vultures, and other scavengers to better feast upon the dead and relish in the power they have over it.

Scavenger Form (Ex): At 4th level, the necromancer can become a medium or small crow, hyena, jackal, or vulture. This otherwise functions as the druid's wild shape class feature.

At 8th level, the necromancer can become a tiny or large version of the above creatures and also adds tiny vermin to the list of creatures he can become. When in one of these forms, his scavenger form functions as *beast shape II*.

At 12th level, the necromancer can become a medium gnoll or vulture-man. When in this form, his scavenger form functions as *monstrous physique I*.

At 16th level, the necromancer can become a giant demon gnoll or vrock. When in this form, he can give up an hour of his transformation to use smite good (as the gnoll) or stunning screech (as the vrock) and his scavenger form functions as monstrous physique II.

**Carrion Necromancer Spells** 

**0-Level**: resistance

**1st-Level:** charm animal, commune with birds, magic fang, speak with animals

2nd-Level: eagle's splendor, wild instinct 3rd-Level: blood scent, greater magic fang 4th-Level: bloody claws, giant vermin 5th-Level: strong jaw, vile dog transformation 6th-Level: greater insect spies, swarm skin 7th-Level: creeping doom 8th-Level: frightful aspect 9th-Level: summon elder worm

#### **Reaper Necromancy**

Necromancers who study psychopomps and the infamous reapers gain a better grasp on the intracacies of life, death, and the transition between. Their training leads to familiarity with the deadly scythe commonly wielded by such creatures.

**Reaper's Scythe (Ex)**: At 4th level, the necromancer gains proficiency with the scythe. If he already has proficiency, or would gain it later, he gains Weapon Focus (scythe) instead.

The necromancer treats any scythe he wields as magical and ghost touch for the purpose of overcoming the resistances of undead. At 8th level, the necromancer also treats it as cold iron and silver. At 16th level, he also treats it as adamantine.

At 12th level, the necromancer can perform a special, 5-minute ritual that grants a scythe he wields the bane magic property for a specific creature type or subtype. This is a supernatural effect that lasts until the necromancer regains his spells or performs the ritual again to change the property. It does not interfere with the weapon's other enhancements or magical properties.

#### **Reaper Necromancer Spells**

#### **0-Level**: *disrupt undead*

**1st-Level**: carrion compass, hide from undead, magic weapon, sanctify corpse

2nd-Level: death knell, life shield
3rd-Level: greater hide from undead, greater magic weapon
4th-Level: anti-incorporeal shell, rest eternal
5th-Level: disrupting weapon, hasten judgment
6th-Level: speak with soul, undeath to death
7th-Level: banishment
8th-Level: soulseeker
9th-Level: judgment undone

#### Sanjanje Necromancy

Sanjanje necromancy is an old practice, even by necromancer standards. Practitioners of sanjanje look to the endless sleep for their power. In death, they glean necromantic secrets the likes of which others could only dream.

**Deathly Sojourn (Sp)**: When a sanjanje necromancer sleeps, he travels to a dreamscape on the edge of death where he can continue his studies uninterrupted. At 4th level, the necromancer adds two skills of his choice to his list of class skills. He also gains skill ranks equal to the total skill ranks he has placed in Knowledge (arcana) and Knowledge (religion). He can spend these additional skill ranks on any skills, up to his necromancer level.

At every necromancer level beyond 4th, a sanjanje necromancer gains a free skill rank in both Knowledge (arcana) and Knowledge (religion).

**Eternal Respite (Su)**: At 4th level, when the necromancer is asleep or unconscious, he becomes undead. Except for requiring no sleep, he gains all undead traits until he regains consciousness.

**Dream Talents**: At 8th, 12th, and 16th level, a sanjanje necromancer gains a dream talent, as the dreamwalker class feature.

Sanjanje Necromancer Spells 0-Level: *lethargy* 

1st-Level: hypnotism, silent image, sleep, unprepared combatant 2nd-Level: daze monster, minor image 3rd-Level: deep slumber, major image 4th-Level:dreadscape,

shadow conjuration

**5th-Level**: *dream*, *nightmare* 

**6th-Level**: cloak of dreams, permanent image

**7th-Level**: greater shadow conjuration **8th-Level**: greater shadow evocation **9th-Level**: astral projection

#### Nexus

The following archetypes are available to characters with levels in the nexus class.

# Stygian Gatekeeper (Archetype)

Have you met Death? In person, I mean. She's quite pleasant.

When the planes intersect, they bear raw power into the nothingness between. Sometimes, this power coalesces into planes of existence, sometimes it dissipates before any being even knows it's there. On rare occasion, it finds its way into a mortal creature, shaping that creature's very soul and changing it forever into a nexus. For how little this event occurs, its even less likely that one realizes they are imbued with such talent.

When the plane of shadow casts itself over another plane, the convergence can create a stygian gatekeeper; a nexus whose gifts more directly affect the undead and other creatures who call the Underrealm home.

**Convergence**: A stygian gatekeeper must choose underworld as his first convergence.

This ability alters the nexus' convergence ability.

**Undead Companion (Sp)**: At underworld tier two, the stygian gatekeeper can invest 1 point of essence to summon an undead companion that fights by his side. Treat this as the true necromancer's undead companion, except the gatekeeper can choose to summon a zombie or skeleton the first time he invests essence each day.

The companion remains until destroyed or until the gatekeeper reinvests his essence. If the companion is destroyed, the gatekeeper cannot summon a new companion for 1d4 rounds. If he dismisses and resummons his companion before shaping his veils for the next day, it comes back in exactly the same state it left, sans any effects it suffered with a duration that has run out.

This ability replaces the underworld tier 2 ability.

**Companion Chakras (Su)**: At underworld tier three, the stygian gatekeeper gains the ability to bind chakras to his companion. He can bind 1 chakra to his companion for every additional point of essence he invests when summoning it. Treat the companion as having the same chakras as the gatekeeper, even if it would normally lack them. The gatekeeper can bind the same chakra to himself and his companion.

**Lesser Death's Bargain (Sp)**: The stygian gatekeeper's ability gained at underworld tier three only works as though using a breath of life spell, with all of its requirements for doing so, and only to return a recently slain creature to life.

At underworld tier four, the stygian gatekeeper gains full use of his tier three ability.

This ability alters the underworld tier three ability.

**Undead Cohort (Su)**: At underworld tier four, the first time a stygian gatekeeper summons an undead companion each day, he may choose one of the undead cohorts available to a necromancer of his level instead.

This ability replaces the underworld tier four ability.

### Pythia

The following archetype is available to characters with levels in the pythia class introduced in *The Book of Many Things Volume* 2: Shattered Worlds.

# Life Cycle Protector (Archetype)

By Margherita Tramontano.

Worlds flourish as others are destroyed. Life cycle protectors know this, having seen the rise and fall of their own civilization as well as countless other planets, and stars. It is nothing more than the cosmic order at work.

Weapon and Armor Proficiencies: Life cycle protectors are proficient with the following weapons: club, dagger, dart,



quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. Life cycle protectors are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A protector may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. Protectors are proficient with shields (except tower shields) but must use only wooden ones.

A life cycle protector who wears prohibited armor or uses a prohibited shield is unable to cast druid spells or use any of his supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Armageddon Bond: The life cycle protector chooses a domain at 1st level. He can choose from the Badlands, Death, Destruction, Erosion, Repose, Ruins, or Vulture domains or the Ancestors, Ash, Catastrophe, Decay, Entropy, Loss, Petrification, Psychopomp, or Souls subdomains. This replaces naturalist.

Balance of Suffering: A life cycle protector adds all inflict spells (spells with "inflict" in their name) to his spell list. This ability replaces manipulate artifice.

**Channel Energy (Su)**: At 4th level, the life cycle protector gains the channel energy ability of a 1st-level cleric of his same alignment. At 7th level and every four levels thereafter, his channel energy ability improves by another 1d6 damage. This ability replaces wild shape.

**Balance of Power (Ex)**: At 9th level, a life cycle protector gains Versatile Channeler as a bonus feat, even if he doesn't meet its prerequisites. At 12th level, he channels his opposed energy at his equivalent cleric level. This ability replaces speak with animals.

**One with the Cycle (Su)**: At 20th level, when the life cycle protector dies, he is reincarnated as an infant version of herself 1 minute later and matures rapidly over the next 1d3 days until he reaches his correct age (if the protector died of old age, he remains dead). This replaces defiance (rebirth).





After a harrowing evening fighting a crazed construct from a mysterious island that materialized off the coast the day before, our generational hero convinced the city's mayor to let him investigate further. With the man's blessing our hero located his sailor friend, who promised him one of the fastest and most reliable ships available.

The next morning, our hero found his boat, which looked anything but reliable. A fishing boat, mostly, it was only big enough for a crew of about seven. Worse, there was no crew. Thankfully, it was about that time that a halfling walked up, interested in joining our hero's crew.

"I'll man the crow's nest," the winged ranger stated happily, "what with the wings and the bow and all."

Our hero pointed to the boat, which of course didn't have a crow's nest. Still, the halfling stated he wanted to get back to the island after they shot at him the day before. As he explained that he was investigating the island when one of their constructs chased him back to land, a young boy with yellow tattoos approached cautiously.

"I'm trying to get to the island, so I can find a way back to my reality," the boy responded when asked why he wanted to risk his life against potential hostiles. It helped that he was also packing a sword and a special crossbow in which he seemed particularly well trained. Still in need of a couple more hands to sail the boat, our hero welcomed him aboard.

"Are you the ferry headed to the island this morning?" a feminine voice called out just before the three adventurers were finally ready to take off. Naturally, it was a beautiful woman, dressed in fancy clothes with very well-made boots and a couple potions at her belt. She introduced herself as Katrina, an heiress hoping to prove her skill with alchemy. She was accompanied by a large, draconic centaur carrying what could only be a falchion at each of his hips. The pair were keen to get to the island and see what it offered by way of trade and allies. While our hero wasn't sure they'd find what they were looking for, he agreed that the larger one at least could be of some help.

Sensing the heiress' misunderstanding of the situation, the halfling held out his hand, "It's 5 gold apiece if you're sailing with us." The woman gladly paid 15, accounting for her friend's larger size. There was the question of why he got the gold when it was our hero's boat, but the halfling brushed it off and the party left for the distant shore.

"I'm Gideon, by the way," the young man finally told his new companions, but the rest of them were too preoccupied to reply.





Travel to the island was surprisingly swift given the boat's condition and crew. When they got close enough, the group noticed several of the metal ships the halfling described before. Constructs of all shapes and sizes were loading the vessels, directed by strange, blue-skinned humanoids. With the halfling's previous experience to guide them, everybody decided to sail away from the docks and land further west.

The halfling offered to scout ahead once the boat was tied off, and upon doing so discovered a building at the edge of what now appeared to be a vast city with strange architecture, glass-like sand, and roads paved in a way he'd never seen. Surrounding the metropolis was a large walkway that looked like a fast way to get to any of the districts at the city's edge. Drawing closer, the halfling could see a building, whose sign was unreadable at first, but after a moment or two flickered to read, "Welcome visitors."

Satisfied with his observation, the halfling flew back and reported his findings. It was decided that the party would give the welcome center a chance, and they walked there, cautious of the constructs and what appeared to be their operators. While a few looked back at them with a mix of worry and trepidation, they quickly lost interest as the party stepped into the building welcoming them to the island.

Inside the establishment were three tables; one with rubber-soled boots, another with maps of the city drawn on strange, glossy parchment, and the last with fruity confections flavored with citrus. A member of the blue race from outside greeted the party.

The man explained that the party was on the Isle of Manos, which had been teleported onto their world by an ancient force found in the center of the city. They had nothing to fear from the inhabitants of the island as long as they weren't hostile (the halfling's flying in the day before was viewed as hostile because of his weapons). The boats that were being loaded with food and ore were for trade, and they were being given weapons in case they must defend themselves.

Since the party was there anyway, the man said they were welcome to walk around the city and enjoy its sights. He didn't know how long it might be here, but he did know they should be fine for a few hours, anyway. If they were up to earn some rewards, they could even help quell a bit of trouble going on in the central portion of the city. It seemed some of the constructs had absorbed a consciousness they weren't familiar with and were going berserk. If they had to be put down, the man's race would understand. Better safe than sorry, afterall.

Before the group could decide their course of action, Gideon stepped up and asked if there were any portals here that could lead him back to his homeworld. The greeter hesitated, but finally confessed that there was a portal in the city's center, built on the ley line that carried the whole island through realities. The race used this portal sometimes to retrieve their people who may have been left back on another world during the shift. It wasn't a guaranteed transport, but if the young man could attune it to his world, he would have a chance. The downside was, he'd have to fight his way down there through the malfunctioning constructs. The group agreed this was fine and left to get the lay of the city.



Climbing onto the pathway surrounding the city, the group traveled for several minutes, trying to find a good vantage point to see the battle going on in the middle of town. While they walked, they witnessed a huge contstruct being taken down by several smaller ones in the distance. There was a purple flash and moments later everybody had to brace themselves to keep from falling over as a result of a resounding burst of sound.

Looking down from where they stood, our hero noted that his team was standing over a handful of shops where several blue people and a few constructs went about their business, ignoring what was happening down the road from them. As he watched, one of the constructs got too close to one of its malfunctioning brethren. With a twitch and a jump, the thing's face turned from a blue hue to red and it lashed out at one of the blue men as he was leaving his building.

Literally leaping into action, our hero landed between the fallen man and the construct, lashing out with his scorpion whip and striking the monster much as he had the one he fought with the guards back on the coast the night before. The thing recoiled, but turned its attention away toward the halfling, who was now hovering over the rest of the group, readying an arrow. As our hero struck it with his whip once more, the construct launched a crossbow bolt into the halfling's wing, drawing him down into the battle and slamming him with its shield.

At this time, everybody else in the area dissipated, and as one of the remaining constructs moved to aid the party, the last guarded the citizens as they ran. Gideon and Katrina took this time to start down the stairs, the young man's tattoos glowing with energy as he studied his potential target.

Wasting now time, the dragonkin followed our hero's example and hurled its massive body down onto the construct, cutting it into three sections with falchions drawn. Falling inert, the creature "popped" with a similar burst of purple energy to what the group witnessed before, almost knocking over a couple of them. Everybody was prepared to clean up when the dragonkin pointed behind our hero.

"Behind you!"

Deftly rolling to the side, our hero avoided a shield to the face. It appeared as though the death of the last construct caused the one near it to not only grow in size, but also to malfunction. The monster tried once more to knock our hero around, but again he was too fast.

Taking no chances, our hero lashed his whip around the construct's leg and pulled, knocking it to the ground. As it toppled, the halfling placed a few arrows in its side, learning quickly that piercing weapons wouldn't quite do the trick. Switching to his jagged arrows, he slashed at the creature's armor with more success.



It was finally Gideon's turn to combat his malfunctioning foe. Drawing his sword, he drove it into the construct's core, destroying it with a more powerful burst of energy than the smaller one. Quickly analyzing the creature's power, Gideon was able to assess that he could learn how to temporarily absorb the consciousness of other constructs, preventing them from grouping up and growing more powerful as they died. Concentrating, he cast his new spell, feeling the collective intelligence of the construct he'd slain draw into him, but also realizing that something wasn't right about it.

In his mind's eye, Gideon suddenly could see several blue-skinned people, all of whom were perplexed that they had been absorbed into him. To the rest of the party, his tattoos glowed a bright purple color, then flashed red briefly before going back to the yellow they were before.

"I probably should have mentioned I'm an android like these things," the augur told his bewildered allies. He then pointed out that the constructs were not entirely unliving, which explained why they weren't as formidable as the constructs our hero had dealt with on previous occasions.

After accepting the fallen man's thanks for saving him, and some of his delicious bread, our hero pointed back toward the center of the city, ushering his companions toward adventure once more.

When the coast was clear, the group reassessed their maps, and the halfling disappeared once more to look ahead for them. On his journey, he came to the central roadway leading to the city's center, but it was patrolled by too many constructs to reasonably deal with. In addition, several strange, metal carts had been abandoned on the road with cages containing cattlelike creatures the halfling referred to as aurochs. The aurochs, from what he could gather, were stuck without help in the cages and might die if left unattended. So, the decision was made to use the beasts as a distraction to get past the constructs. Loving this plan, the halfling flitted off and proceeded to deftly unlock six cages without being seen. Handling the animals as he'd been trained, the halfling was able to rile them into a stampede and directed them at the constructs, who were unprepared for such a force. As they ran at the androids, the aurochs battered into other cages, freeing more of their number and building strength before crashing into a line of constructs who began forming when they finally noticed the disturbance.

Standing for a moment to admire their handiwork, the party almost missed their opening, but finally headed around their preoccupied enemies. Unfortunately, one of the constructs did see them and gave chase. It was dealt with quickly enough, and Gideon drew its power in quickly to avoid alerting more to their presence.

Now that he'd absorbed another

of the consciousnesses, the android noticed two new entities trying to hide among the blue people in his head. They were imps, demons from another plane who were causing all of this trouble. Quickly, the battle augur told his friends of this realization as mentally he slammed the imps into poofs of smoke and watched them dissipate.

Aware now of the threat that Manos faced, the party changed their plans a bit. Instead of just getting to the portal to send Gideon home, they would first use it to draw the demons away from the constructs, saving the city and preventing further harm. At least, that was the working theory. With their new goal in mind, they found the nearest staircase leading down further into the city's center and beelined for the portal.



In the underground passageways leading to the city's core, the group encountered a couple of functioning constructs, who were about to help them when Gideon drew too close and the imps he thought were dead leaped from him into them. With the androids now a danger to them, the party was forced to dispatch them, returning the imps to Gideon's consciousness, where they tried to overtake him, but failed once more. Unfortunately, before they could finish the last one off, it set off an alarm that would call the many forces above back to the portal to protect it from intrusion.

Rushing to beat the constructs, the party made it to the city's core with little time to spare. Already four shield guards, two larger constructs with hammers in place of arms, and a huge android with a greatsword attached to it were waiting for them. The portal's controls, conveniently enough, was behind everything.

Drawing his whip, our hero stepped up and attempted to trip one of the lead constructs, but was himself pulled over when his weapon got caught around the creature's foot. Searching around from the floor, our hero noticed the man-sized grate next to him as well as another some yards off, behind the portal and the constructs. Before his enemy could strike him with its shield, he quickly rolled into the grate and closed it to prevent the android from following.

Meanwhile, the remaining shield constructs fired crossbows at Katrina and the halfling, pulling them both in and slamming them hard. While Gideon moved to fire his own crossbow at the hammer constructs, the dragonkin dealt with the other on his way to the greatsword android. Slashing his blades into the hammer construct, the dragonkin realized that its defenses were different than the others, making it harder to strike with these particular weapons. Still, the fury warrior continued his assault, wearing the monster down until finally it collapsed.

Digging into his quiver, the halfling pulled out a coiled arrow that he stabbed into the construct that had him grappled, he then cut himself loose and shuffled back as the projectile exploded in a jolt of electricity that changed the android back to normal. Seeing this, the halfling quickly drew out several of his other lightning arrows and proceeded to shoot them at nearby constructs, hoping to shock them back to normal as well. This opened up a chance for Gideon to move in on the huge construct, but one of the imps he'd trapped was able to leap into a freed construct, turning it evil once again.

Ignoring the smaller android behind him, Gideon slashed into the huge construct, who had just pierced the halfling through the chest while he was firing arrows. He struck it, but not before the monster could swipe at him as well, nearly taking his head off.

Rushing to the halfling, Katrina was able to heal him back to fighting condition with one of her potions, she then took the brunt of two more attacks as she moved to her dragonkin ally who had just been similar struck with the huge construct's sword. She was, unfortunately, run through by the huge greatsword while rescuing him after transmuting the power of her boots into healing magic.

As combat raged, our hero finally popped his head back out of the grate on the other side by the portal. Rushing to the console, he quickly flipped several levers that looked like they could work and, as luck would have it, they did. The portal began to whir into motion, opening up to the demon's homeworld. On the other side, a colossal demon waited for its chance to push through the portal to wreak havoc on the world outside.



Ducking another crossbow bolt that would have pulled him away from his duty, our hero deftly located the part of the magical device that reversed the portal's power, pulling the demons from their possessed constructs and sending them away. As a last act of vengeance, the huge construct cut Gideon in two, killing him and absorbing his consciousness.

Inside the construct, Gideon rallied the blue men and women he found cowering before a massive frog demon. As they moved to take the creature's power, it was ripped back to its world, leaving the huge construct under Gideon's control temporarily.

With the portal deactivated, the party was able to regroup; their only true loss being Katrina. Being an outsider herself, the god-blooded's body was pulled with the demons into their world, where it would be too dangerous to retrieve. With his magic beginning to fade, Gideon faced the possibility of dying as well if he couldn't get back into his body. Thankfully, the constructs who had been racing to stop them were now back to normal and able to quickly repair his vessel before his spell's duration ended.

As their last, brave act before leaving to claim their reward, the heroes gathered around the portal and said their farewells to Gideon, who returned home, now a champion of two worlds.

JAIHFINDER	Battle Augur 6		PLAYER
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TOTAL BASE ATTACE BENERIC	DESTINGTY SUR MODIFIER MODIFIER	KNOWLEDGE (HISTORY)*	6 =INT 2 + 1 +
WEAPON	ATTACK BONILS CRITICAL	KNOWLEDGE (LOCAL)*	<u>6</u> =INT <u>2</u> + <u>1</u> +
Crossbow vs. Studied Target	+12 (+10/+10) 19 x2	KNOWLEDGE (NATURE)*	=INT + + +
FI FANGE AMMIINITION	DAMAGE	KNOWLEDGE (PLANES)*	6 =INT 2 + 1 +
P 30 ft. 1 grit = vs. touch	1d8+4 +2d6 precision	KNOWLEDGE (RELIGION)*	$6 = I_{NT} 2 + 1 +$
WEAPON	ATTACK BONUS CRITICAL	LINGUISTICS*     PERCEPTION	$\frac{-1}{8} = \frac{-1}{8} + \frac{-1}{6} $
Bastard Sword vs. Studied Target	+9 19 x2	PERFORM	=Сна ++
VPE RANGE AMMUNITION	DAMÁGE	Perform     Profession*	= CHA+++
S Melee	1d8+3 +2d6 precision	PROFESSION*	$=$ $=$ $W_{1S}$ $=$ $+$ $+$ $+$ $+$ $+$ $+$
WEAPON	ATTACKBONIDE CRITICAL	ORIDE	=DEX+_+
+1 Crossbow of Endless Ammunition	+9 (+7/+7) 19 x2	SENSE MOTIVE	$5 = W_{1S} = -1 + 3 + -3 +$
TT KANGE AMMUNITION	DAMAGE	SPELLCRAFT*	=DEX++
P 120 ft.	1d8+1	C STEALTH	=Dex++
WEAPON	A THE ROOM OF T	SURVIVAL SWIM	-5 =Wis $-1$ + $-3$ + $-3$ + $-3$ = $-1$ = $-3$
Masterwork Bastard Sword	+7 19 x2	USE MAGIC DEVICE*	=CHA+
	+7 19 X2	CLASS SKILL * TRAINED ONLY	
S Melee	1d8+1	Conditional Modifiers: Traits: Reckless (combat	:), Chance Savior (campaign)
WEAPON		-	
MEANON	ATTACKBONUS CRITICAL	LANGUAGES:	
TYPE RANGE AMMUNITION	DAMAGE	Common, Elvish, Goblin	

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AC ITEMS	BONUS	ТҮРЕ	CHECK PENALTY SPEL	L FAILURE WEIGHT PROPER	RTIES SPEL	.LS
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TOTALS						1
GEAR			FE.	ATS		
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+1 xbow endless ammun.	8	3: Ranged St			704	[
Handy Haversack	5	5: Point Blan			811	1
50 ft. silk rope	5	J. FUIIIL DIdi	K SHOL		978	i
elven rations (1 day) x10	10				Constitutioneus Micoardina	
bedroll	5					
Tent	20	-				
canine whistle					DOMAINS/SPECI.	ALIY
sunrod x8	8				•	
coins	3				daze, detect magic, de	etect p
					guidance, know directi	ion, r
	$\square$				resistance	
						_
			SDECIAL	ABILITIES	grit (3 points, 6 hours),	, anti
					blend, borrow skill, ide	entify
				android's speed is never		
			lified by armor or	encumbrance.		_
		Low-Light Vi		spell gauge, bestow ins	ciabt	
			uct: Counts as hu		signt	
			icient with light/n	nedium armor. Treats arr	nor	_
		-		Not affected by special		_
		mate	erials or other effe	ects).		
		mate Nanite Surge	erials or other effe e: Once per day as	ects). s an immediate action, a	keen edge	
		mate Nanite Surge mod	erials or other effe e: Once per day as lel /s can cause its	ects). s an immediate action, a s nanites to surge, grantin	ng	
		mate Nanite Surge mod a +9	erials or other effe e: Once per day as lel /s can cause its bonus on any one	ects). s an immediate action, a s nanites to surge, grantin e d20 roll; this ability mu	ng	
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# PATHFINDER RPG CHARACTER SHEET

SPELLS PER DAY

a/w

6

5

3

BONUS SPELLS

1

1

1

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# **Character Background**

Originally created to be nothing more than an assistant around its creator's lab, this android didn't need to be as complex or large as the others that populated its world. Unfortunately, when its home was attacked by rogue androids hoping to erase the human virus, the model /s was forced to upgrade itself to survive in combat. Outfitted with specially crafted armor and a customized crossbow it made itself, the android was able to defeat the renegades by turning their power against them.

Before it could put an end to the threat that was its creator's rival, the android was pulled through a tear in reality into the Collective. Unsure how it came to be in this alien universe, the android had to relearn how to apply many of its talents as a battle augur. As it did so, the Collective observed the smaller, more compact build put into the model s/ and learned how to replicate it to save on already dwindling resources.

Now, the android has left the Collective's sanctuary to search for a way back to its plane of origin. After several failed leads, it has been directed to an island off the nearby coast that just appeared out of the blue one day, in much the same way as the android did. With luck, the model /s can find the answers it needs in order to get home and save its creator.

# Model /S Android Racial Traits (13 RP)

+2 Dex, +2 Int, -2 Wis: Model /s androids have similar strengths to their counterparts, but gain them for different reasons. Their smaller size makes them more adroit, and while they're younger appearance makes them easier to get along with, they can sometimes act without regard to the outcome.

**Small:** Model /s androids are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks. As a small creature, the model /s can squeeze into places larger models cannot, making it a better assistant in tight spaces.

**Slow and Steady**: Model /s androids have a base speed of 20 feet, but their speed is never modified by armor or encumbrance. While slower than other models, a model /s is still able to carry similar loads.

**Alert:** Androids gain a +2 racial bonus on Perception checks.

**Hero Construct:** The model /s, when reformatted for adventure, doesn't gain the same resistances as other androids. This is because they develop stronger personalities, which can be more easily affected by spells and abilities that target emotions. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), model /s androids count as both humanoids and constructs. They are proficient with light and medium armor, and treat any armor they wear as one category lighter than it is naturally. This does not apply to armor that is already lighter than normal, whether through material (such as mithral) or another effect.

**Low-Light Vision**: A model /s can see twice as far as a human in conditions of dim light.

Nanite Surge: An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.

# **Character Level Progression**

The following are class features and character advancements related to the model /s android battle augur. Using the information and suggestions here, you can begain playing this character anywhere between 1st and 20th level.

#### **1st Level**

**Ability Scores**: Str 12, Dex 15, Con 14, Int 17, Wis 9, Cha 8. **Hit Points**: 11; **Base Attack**: +0; Base **Saves**: +0, + 0, +2.

**Skills**: Knowledge (arcana, dungeoneering, engineering, history, local, planes, and religion) each gain 1 skill rank.

Feat: Weapon Focus (crossbow).

O-Level Spells: daze, detect poison, guidance, know direction. 1st-Level Spells (4/day): anticipate peril, blend. Equipment: Llamelar leather armor, crossbow, 50 bolts, 5 gp.

Battle Augury (1/day): 1 ability (currently smite evil).

Studied Target (Ex): +1 vs. 1 target.

## 2nd level

**Hit Points**: 19; **Base Attack**: +1; Base **Saves**: +0,+0, +3.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Studied Strike (Ex): 1d6.

**0-Level Spell**: resistance.

1st-Level Spells (5/day)

**Equipment**: Masterwork agile breastplate, masterwork crossbow, backpack, bedroll, canine whistle, rations (10 days), sun rods x4, 50 bolts, 40 gp.

#### **3rd Level**

Hit Points: 26; Base Attack: +2; Base Saves: +1,+1, +3.

**Skills**: Acrobatics and Perception each gain 2 ranks. Craft (weapons), Handle Animal, and Knowledge (dungeoneering) each gain 1 skill rank.

Feats: Ranged Study.

**Echoes of Battle**: 4 abilities (currently vigilant loading, divine grace, and lay on hands).

1st-Level Spells (6/day): borrow skill.

**Equipment**: Masterwork agile breastplate, +1 crossbow, backpack, bedroll, canine whistle, rations (10 days), sun rods x4, 50 bolts, 40 gp.

#### 4th Level

Ability Score: +1 Dex.

Hit Points: 34; Base Attack: +3; Base Saves: +1,+1, +4.

**Skills**: Craft (weapons) and Handle Animal each gain 2 ranks. Acrobatics, Knowledge (dungeoneering), and Perception each gain 1 skill rank.

**Battle Augury (2/day)**: 2 abilities (currently bolt ace grit and sharp shoot).

**Echoes of Battle**: 5 abilities (currently vigilant loading, divine grace, and lay on hands).

**0-Level Spell**: *detect magic*.

**1st-Level Spells (7/day)** 

2nd-Level Spells (4/day): spell gauge.

**Equipment**: +1 agile breastplate, +1 crossbow, bedroll, canine whistle, handy haversack, rations (10 days), sun rods x4, 50 bolts, 40 gp.

# **5th Level**

#### Hit Points: 41.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Feats: Point Blank Shot.

Studied Target: +2 vs. up to 2 targets at once.

Studied Strike: 2d6.

1st-Level Spells: identify.

2nd-Level Spells (5/day): bestow insight.

**Equipment**: +2 agile breastplate, +1 crossbow, bedroll, canine whistle, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 160 gp.

#### **6th Level**

#### Hit Points: 49; Base Attack: +4; Base Saves: +5,+ 2, +5.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Echoes of Battle: 6 abilities.

**0-Level Spell**: read magic.

2nd-Level Spells (6/day)

3rd-Level Spells (4/day): keen edge.

**Equipment**: +2 agile breastplate, +1 crossbow of endless ammunition, bedroll, canine whistle, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 10 pp, 55 gp, 45 sp, 50 cp.

#### **7th Level**

Hit Points: 56; Base Attack: +5.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Feats: Rapid Shot.

**Battle Augury (3/day)**: 3 abilities (currently bolt ace grit, sharp shoot, and vigilant loading).

**Studied Target**: Can study an opponent as a move or swift action.

1st-Level Spells: technomancy.

**2nd-Level Spells (7/day)**: investigative mind.

**3rd-Level Spells (5/day)**: heart of the metal.

**Equipment:** +2 agile breastplate, +1 crossbow of endless ammunition, bedroll, canine whistle, cloak of resistance +2, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 10 pp, 55 gp, 45 sp, 50 cp.

#### 8th Level

Ability Score: +1 Int.

Hit Points: 64; Base Attack: +6/+1.; Base Saves: +5, +2, +6. Skills: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense

Motive, and Survival each gain 1 skill rank.

Echoes of Battle: 7 abilities.

Studied Strike: 3d6.

**0-Level Spells**: arcane mark.

**3rd-Level Spells (6/day)**: heart of the metal. **4th-Level Spells (4/day)**: lesser spellcrash.

**Equipment**: +2 agile breastplate, +1 crossbow of endless ammunition, bedroll, canine whistle, cloak of resistance +2, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 10 pp, 55 gp, 45 sp, 50 cp.

#### **9th Level**

#### Hit Points: 71; Base Saves: +6, +3, +6.

Skills: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Swift Augury: Use battle augury as a swift action.

Feats: Rapid Reload.

2nd-Level Spells: bullet shield.

3rd-Level Spells (7/day): pierce disguise.

4th-Level Spells (5/day): detect scrying.

**Equipment:** +3 agile breastplate, +1 crossbow of endless ammunition, bedroll, canine whistle, cloak of resistance +3, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 10 pp, 55 gp, 45 sp, 50 cp.

#### 10th Level

# Hit Points: 79; Base Attack +7/+2; Saves: +6, +3, +7.

Skills: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

**Battle Augury (4/day)**: 4 abilities (currently bolt ace grit, divine grace, sharp shoot, and vigilant loading).

Echoes of Battle: 8 abilities.

Studied Target: +3 vs. up to 3 targets at once. 0-Level Spells: virtue. 4th-Level Spells (6/day) 5th-Level Spells (3/day): spell absorption.
**Equipment:** +3 agile breastplate, +1 crossbow of endless ammunition, bag of holding IV, bedroll, canine whistle, cloak of resistance +3, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 610 pp, 55 gp, 45 sp, 50 cp.

#### 11th Level

#### Hit Points: 86; Base Attack: +8/+3.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Feats: Crossbow Mastery.

Studied Strike: 4d6.

2nd-Level Spells: perceive cues.

3rd-Level Spells: arcane sight.

4th-Level Spells (7/day): legend lore

**5th-Level Spells (4/day)**: siphon magic.

**Equipment:** +3 agile breastplate, +2 crossbow of endless ammunition, bag of holding IV, boots of striding and springing, bedroll, canine whistle, cloak of resistance +3, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 705 pp, 55 gp, 45 sp, 50 cp.

#### 12th Level

**Hit Points:** 94; **Base Attack**: +9/+4; **Saves**: +7, +4, +8.

**Skills:** Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Ability Score: +1 Int.

**Challenging Augury** 

Echoes of Battle: 9 abilities.

**5th-Level Spells (5/day)** 

6th-level Spells (3/day): analyze dweomer

**Equipment:** +5 agile breastplate, +2 crossbow of endless ammunition, bag of holding IV, bedroll, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 105 pp, 55 gp, 45 sp, 50 cp.

#### 13th Level

Hit Points: 101.

Skills: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Feats: Snap Shot.

**Battle Augury (5/day)**: 5 abilities (currently bolt ace grit, divine grace, lay on hands, sharp shoot, and vigilant loading).

4th-Level Spells: imbue with spell ability

5th-Level Spells (6/day): spellsteal.

6th-level Spells (4/day): globe of invulnerability.

**Equipment:** +5 agile breastplate, +3 crossbow of endless ammunition, bag of holding IV, bedroll, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), handy haversack, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 1,505 pp, 55 gp, 45 sp, 50 cp.

#### 14th Level

Hit Points: 109; Base Attack: +10/+5; Saves: +7, +4, +9.

Skills: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Echoes of Battle: 10 abilities. Studied Strike: 5d6.

#### 6th-level Spells (5/day) 7th-Level Spells (3/day): vision.

**Equipment:** +5 agile breastplate of spell resistance (13), +4 crossbow of endless ammunition, bag of holding IV, bedroll, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), handy haversack, potion of cure serious wounds (2), scroll of resurrection, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 3 pp, 30 gp, 45 sp, 50 cp.

#### **15th Level**

Hit Points: 116; Base Attack: +11/+6/+1; Saves: +8, +5, +9.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Feats: Precise Shot.

Studied Target: +4 vs. up to 4 targets at once.

5th-Level Spells: permanency.

6th-Level Spells (6/day): spellcrash

7th-Level Spells (4/day): expend.

**Equipment:** +5 agile breastplate of spell resistance (13), +4 keen crossbow of endless ammunition, bag of holding IV, bedroll, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), handy haversack, potion of cure serious wounds (2), scroll of resurrection, unfettered shirt, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 1,903 pp, 30 gp, 45 sp, 50 cp.

#### **16th Level**

Hit Points: 124; Base Attack: +12/+7/+2; Saves: +8, +5, +10.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Ability Score: +1 Int. Battle Augury (6/day) Echoes of Battle: 11 abilities. 7th-Level Spells (5/day) 8th-Level Spells (3/day): mind blank

**Equipment:** +5 agile breastplate of moderate fortification and spell resistance (13), +4 keen crossbow of endless ammunition, bag of holding IV, belt of physical might +4, bedroll, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), handy haversack, potion of cure serious wounds (2), scroll of resurrection, unfettered shirt, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 2,303 pp, 30 gp, 45 sp, 50 cp.

#### 17th Level

Hit Points: 131.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Feats: Focused Shot.

Studied Strike: 6d6.

7th-Level Spells (6/day): spell turning.

8th-Level Spells (4/day): greater spellcrash.

**Equipment:** +5 agile breastplate of moderate fortification and spell resistance (13), +4 keen crossbow of endless ammunition, bag of holding IV, belt of physical might +4, bedroll, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), handy haversack, manual of quickness in action +4, potion of cure serious wounds (2), scroll of resurrection, unfettered shirt, sun rods (8), tent, 50-ft. silk rope, 50 bolts, 803 pp, 30 gp, 45 sp, 50 cp.

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#### 18th Level

Hit Points: 139; Base Attack: +13/+8/+3; Saves: +12, +6, +11. Skills: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Echoes of Battle: 12 abilities.

Perfect Augury: Free action.

8th-Level Spells (5/day)

9th-Level Spells (3/day): spellbane.

**Equipment:** +5 agile breastplate of moderate fortification and spell resistance (13), +4 keen crossbow of endless ammunition, bag of holding IV, bedroll, belt of physical might +4, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), greater gauntlet of rust, handy haversack, headband of mental prowess +6, manual of quickness in action +4, potion of cure serious wounds (2), scroll of resurrection, sun rods (8), tent, unfettered shirt, 50-ft. silk rope, 50 bolts, 353 pp, 30 gp, 45 sp, 50 cp.

#### 19th Level

Hit Points: 146; Base Attack: +14/+9/+4.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Feats: Prone Shooter.

Battle Augury (7/day)

8th-Level Spells (6/day): greater spell immunity. 9th-Level Spells (4/day): foresight.

**Equipment:** +5 agile breastplate of moderate fortification and spell resistance (13), +4 keen crossbow of endless ammunition, bag of holding IV, bedroll, belt of physical might +4, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), greater gauntlet of rust, handy haversack, headband of mental prowess +6, manual of quickness in action +4, potion of cure serious wounds (2), scroll of resurrection, sun rods (8), tent, tome of clear thought +5, unfettered shirt, 50-ft. silk rope, 50 bolts, 2,103 pp, 30 gp, 45 sp, 50 cp.

#### 20th Level

Hit Points: 154; Base Attack: +15/+10/+5; Saves: +12, +6, +12. Ability Score: +1 Int.

**Skills**: Acrobatics, Craft (weapons), Handle Animal, Knowledge (dungeoneering), Knowledge (engineering), Perception, Sense Motive, and Survival each gain 1 skill rank.

Echoes of Battle: 13 abilities.

Studied Strike: 7d6.

**Studied Target**: +5 vs. up to 5 targets at once.

8th-Level Spells (6/day): mage's magnificent enclosure.

**Equipment**: +5 agile breastplate of moderate fortification and spell resistance (13), +5 keen crossbow of dispelling burst and endless ammunition, bag of holding IV, bedroll, belt of physical might +4, boots of striding and springing, canine whistle, cloak of resistance +5, elven rations (10 days), greater gauntlet of rust, handy haversack, headband of mental prowess +6, manual of quickness in action +4, potion of cure serious wounds (12), scroll of true resurrection (3), sun rods (8), tent, tome of clear thought +5, unfettered shirt, 50-ft. silk rope, 50 bolts, 2,575 pp, 80 gp, 45 sp, 50 cp.

#### Android Feats

The following feats are also available to androids and model /s androids.

#### Detect Glitch

You can find hazards and traps that affect the general layout of a location.

Prerequisites: Disable Device 1 rank, android.

**Benefit**: Disable Device becomes a class skill for you and you gain trapfinding, as the rogue class feature. If you already have trapfinding, increase your danger sense or trap sense by +1.

#### Defibrillate

While your nanites course through you, you can stun enemies or save an ally from certain death.

Prerequisites: Endurance, character level 9th, android.

Benefit: When you use nanite surge or repairing nanites, you also gain the benefits of Stunning Fist until the next time your regain your racial ability. In addition, if you have at least 1 use of Stunning Fist remaining, you can give up all remaining uses of that ability to cast *breath of life*, as the spell. Doing so is exhausting, however, and you take 1 point of nonlethal damage per hit die (referred to as burn) which lasts until the next time you rest.

#### **Exploit Flaw**

You can find the weakness in something with relative ease.

Prerequisites: Detect Glitch, Disable Device 1 rank, android.

**Benefit**: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

**Special**: You qualify for feats that require Improved Sunder and its prerequisites.

#### **Hydraulic Lift**

While your nanites course through you, you become stronger. **Prerequisites**: Endurance, character level 3rd, android.

**Benefit**: When you use nanite surge or repairing nanites, you also gain the benefits of *bull's strength*, as the spell, for a number of minutes equal to your character level. You do not need to use these minutes consecutively, but they are spent in 1-minute incremements, and you lose any remaining minutes of the effect the next time you regain your racial ability.

#### More than Meets the Eye

You are able to shift your nanites around, granting you the ability to become another creature temporarily.

Prerequisites: Endurance, character level 9th, android.

**Benefit**: When you use nanite surge or repairing nanites, you also gain the benefits of *beast shape III*, as the spell, for a number of minutes equal to your character level. You do not need to use these minutes consecutively, but they are spent in 1-minute incremements, and you lose any remaining minutes of the effect the next time you regain your racial ability.

#### **Overclock**

While your nanites course through you, you are able to move more quickly.

Prerequisites: Endurance, character level 5th, android.

**Benefit**: When you use nanite surge or repairing nanites, you also gain the benefits of *haste*, as the spell, for a number of rounds equal to your character level. You do not need to use these rounds consecutively, but you lose any remaining rounds of the effect the next time you regain your racial ability.



AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
+2 Mithral Chain Shirt	+6	Light	0	-	25 lbs.	
Heavy Steel Shield	+2					
TOTALS						

## PATHFINDER RPG CHARACTER SHEET

As	а	standar	ď	action,	you	can
mak	e a	disarm	or	trip ma	neuve	er

with a whip. If it succeeds, you can make an additional disarm or trip maneuver with the same bonus against any target within your

#### whip's reach.

In addition, you can use your whip to perform reposition maneuvers,

though you take a -4 penalty on

your CMB and you may move the target creature to any point within your whip's reach.

You can also use a whip to grasp an unattended Small or Tiny object within your whip's reach and pull

that object into your square. To do

so, you must hit AC 10 with a melee touch attack. Further, you can use

the whip to grasp onto an object within your whip's reach, using

5 feet of your whip as if it were a grappling hook, allowing you to use the rest of your whip to swing

on like a rope. As a free action, you can release the object your whip is

grasping, but you cannot use the

whip to attack while the whip is grasping an object.

You can attempt a Knowledge (religion) check as a move action to find an undead creature's weak spot. (DC 10 + its CR). If you succeed, you gain a +3 trait bonus on rolls to confirm critical hits against that undead until the end of the battle.

# GEAR 5 Backpack -- bomb components 3 Scorpion whip Heavy steel shield 15 Cloak of Resistance +2 23 TOTAL WEIGHT LITOM 50 150 Loss HINO Menny Linon 300 100 Loss Ganuing Hann Dani ce 150 750 Pena MONEY CP 52 Ċ1 10

## FEATS

1: EWP (scorpion whip)GH 1: EWP (whip)H: Serpent LashGH 1: Weapon Finesse (whip)

3: Greater Serpent Lash GH 2: Whip Mastery

5: Improved Whip Mastery

#### SPECIAL ABILITIES

Find Adventure (5/day): the hero discovers something about his immediate area that may not have been there previously.

Smite Evil 1/day: +2 Attack / +6 damage vs. evil

Danger Sense +2: on Reflex saves, AC vs. traps, and Perception to avoid surprise.

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Martin		
AATE TAILE OF CHURACTER NAME		AYEB
Barbarian (fury		
Casacita Charles Control International Contr	D	EITY HOMELAND
CHARACTER SHEET RACE	SIZE GENDER AGE H	EIGHT WEIGHT HAIR EYES
ARLITY NAME ADDITIS ADDITIS ADDITIS ADDITIS ADDITIS	SPEED 50	TIMP WOOD
STR 20 5 22 6 25 75	SPEED 50 rr.	ар 50 гг. ар
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CON 16 3		SKILLS
INTE 11 0 NONLETINE DAMAGE		Totas Amurr Mas
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	ACROBATICS	$5^* = D_{EX} 0 + + _5$
CHA 10 0 INITIATIVE 6 0 6	Appraise	=INT++
TOTAL BOST MEN		=Снл + + +
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TOTAL ABAOR SHEED DEX SITE NATURAL DEFICICION ARE: ROWLD ROWLD MODIFIER MCENTER ADAOR MCONTRA MCONTRA		=INT + +
OUCH 10 FLAI-FOOIED 10	CRAFT	++
SAUNG THROWS TOTAL BAS ABLTY MALE MIC TURCAMY WOOTHER	DIPLOMACY	+++
SAVE MORTH MORTH MORTH	DISABLE DEVICE*	=DEX + +
FORTITUDE 5 5 3 + + +	DISGUISE	=CHA + + +
REFLEX 2 - 2 + 0 + + +	ESCAPE ARTIST	=Dex++
WILL 2 - 2 + 0 + - +	D FLY	
	HANDLE ANIMAL*	=Wis + +
BASE ATTACK BONUS +6/+1 SPELL RESISTANCE	INTIMIDATE	9 =CHA 0 + 6 + 3
CMB 12 - 6 + 6 + MODELAN		9 =INT 0 + 6 + 3
TOTAL MAR ATTACK WINDOWS +4 CMD vs. trip	KNOWLEDGE (DUNGEONEERING)*	=INT + +
Route Route Accura	Knowledge (engineering)*	=INT++
	CKNOWLEDGE (GEOGRAPHY)*	=INT++
TOTAL BOND MIGHTA MODIFIA MODIFIA	KNOWLEDGE (HISTORY)*	=INT+++
WEAPON ATTACK BONIES ERIFICAL	KNOWLEDGE (LOCAL)*	=INT + +
+1 Falchion x2 +10/+10/+5/+5 18x2	C KNOWLEDGE (NOBILITY)*	=INT + +
TYPE RANGE AMMUNITION DAMAGE	KNOWLEDGE (PLANES)*	=INT + +
S - +1 to confirm crit 2d4+6/2d4+3	KNOWLEDGE (RELIGION)*	=INT + +
	LINGUISTICS*	=INT ++
WEAPON ATTACK BONHS CRITICAL		$9 = W_{15} = 0 + 6 + 3$
Furious Slash+14/+9 v. touch18x2	Perform     Perform	=Снл + + +
TYPE RANGE AMMUNITION DAMAGE	PROFESSION*	=Сна + + +
S - 1 fury/2fury 2d4+6	PROFESSION*	=Wis + +
WEAPON ATTACK BONNE CRUTICAL	I RIDE	=DEX++
WEAPON ATTACK BONILE CHIFTEAL	LI SENSE MOTIVE	=Wis ++
	SLEIGHT OF HAND*	=DEX++
TYPE KANGE AMMUNITION DAMAGE	SPELLCRAFT*	=INT++
	SURVIVAL	
WEAPON ATTACKBONUS CRITICAL		<u>-5</u> = WIS <u>-0</u> + <u>-0</u> + <u>-5</u> =STR + + +
ATTACKMENTS CRITCH	USE MAGIC DEVICE*	=Сна + +
TYPE BANGE AMMUNITION DAMAGE	CLASS SKILL * TRAINED ONLY	
	Conditional Modifiers: Traits: Anatomist (comba	t) Warrior of Old (race)
	*+5 on Acrobatics checks	
WEAPON ATTACK BONUS CRITICAL	Service of the service of the	
	LANGUAGES:	
TYPE RANGE AMMUNITION DAMAGE	Common, Draconic	
	-	

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C ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

# GEAR Boots of striding/springing 1 Belt of Giant Strength +2 16 Falchion x2 17 TOTAL WEIGHT Lay Outs Lican 133 400 Losp Hite



### FEATS

- 1: Weapon Focus (falchion) B1: Two-Weapon Fighting (1 fury point remaining)
- 3: Improved Initiative
- B4: Charging Hurler (1 fury point remaining)
- 5: Toughness

B6: Improved Two-Weapon Fighting (1 fury point remaining)

#### SPECIAL ABILITIES

Fury: 3 points, regained of	on a critical hit, killling	a creature,
or when critically	/ hit by an attack.	
Deeds: Volwryn's Grasp	(1 point remaining)	
Twin Strike	(1 point)	
Furious Slash	(1 point per –2 on at	tack)
Bloodthirst	(1 point per enemy)	
Heroic Throw	(1 point remaining)	
Enrage	(1 point)	
Low-Light Vision		-
Fire Resistance 5		
Counts as dragon, elf, and	d monstrous humanoi	d.
Quadruped		

## PATHFINDER RPG CHARACTER SHEET



As a standard action, you can spend 1 fury point and make one attack at your highest attack bonus

with each of up to two melee weapons. Each attack takes a -2 penalty.

You can spend 1 fury point as a free action and choose one creature you can see and which can see you. Increase the threat

range of one of its weapons by 1 when used against you. If the creature attacks you with that weapon, you increase the threat range of your weapons by 1 when used to attack that creature.

You can send 1 fury point to cast enrage, which lasts for 3 rounds.

EVBEDIENCE BOINTS	NUMBER OF STREET
EXPERIENCE POINTS	NEXT LEVEL

DAILHEINDER .	Ranger (skirm	isher) 6	AUGNMENT	PLAYER		
	ARACITER CLASS AND I	LEVEL	1.	Derry		HOMELAND
CHARACTER SHEET	alfling	Sar	GENDER ACE	Неснт	WEIGHT H	AIR EYES
same same True			SALADER AGE	musin	ation H	
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		ACROBATI	cs		=DEX _5	+ 6 +
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	L BESSONER MESS			_	=STR	++
	+ + +	CRAFT -			=INT	++
TOTAL BONES BONES MOENTER MOENTER ADMOR	woomen woom	CRAFT -			=INT	++
PUCH 15 FLAT-FOOTED 17 +1 AC vs. non-ma		Domonus			=INT =Сна	·::
SAVE MODIFIER MODIFIER MODIFIER MO	OFER SOUTH	DiPLOMAC			=Dix	+ +
ORTITUDE 7 5 1 1 1		Discuise			=Сна	++
REFLEX 11 - 5 + 5 + + 1 +		ESCAPE A	RTIST		=Dex	++
WILL 5 - 2 - 2 - 1 - 1 -		IN FLY	NDA1 -		=Dex _5 =Сна 0	+ 2 + + 5 + +
		HANDLE /	INDAL"		=Wis	++
BASE ATTACK BONUS +6/+1 SPE	INCE	INTIMIDAT			=Сна	++
CMB 5 - 6 + 0 + -1	90000		GE (ARCANA)*		=INT	+ +
TOTAL MAR ATTACH WEINER MOOTER MOOTER		A CONTRACTOR OF A CONTRACTOR OFTA CONTRACTOR O	CE (DUNGEONEERING) GE (ENGINEERING)		=INT 0	-+_6_+
CMD 20 - 6 + 0 + 5 +	-1 + 10		GE (GEOGRAPHY)*		=INT 0	+ 2 +
TOTAL MARAPINER WEDTER DESTRATY	MCOOPIER	C KNOWLED	GE (HISTORY)*		=INT	++
WEAPON ATTACKBO	NUS CRITICA	KNOWLED			=INT	++
+1 Composite Longbow (+0) +10/+10/	+5 x3		GE (NATURE)* GE (NOBILITY)*		=INT 0	- + <u>2</u> +
VPI RANGE AMMUNITION D	AMAGE		GE (PLANES)*		=lsr	++
P 110 ft. See Special Abilities 1	.d6+1		GE (RELIGION)*		=INT	++
WEAPON ATTACK IN					=INT =Wis 2	+ + + +
Longsword +6/+1		PERCEPTIC	10		=WIS	+ +
	AMAGE	PERFORM			=Сна	++
	.d6	PROTESSIC			=Wts	++
			N*		=Wis	++
WEAPON ATTACK IN	NITE CHITICA	RIDE SENSE MC	TIVE		=DEX =WIS	+ +
		SLEIGHT O			=DEX	+ +
YPE KANGE AMMUNITION D	AMAGE	SPELLCRAF	т*		=INT	++
		STEALTH			=DEX	+ 6 +
WEAPON ATTACK III	INUS CRITICA	SURVIVAL			=Wis =Str	+ 6 +
ATTACKIN	CALLER ON THE A	Use Mag	C DEVICE*		=Сна 0	+ 6 +
VPE RANGE AMMUNITION D	AMAGE		* TRAINED ONLY			
		Traits: [	AL MODIFIERS: Dangerously Cu	rious (mag	ic), Evasive	Sting (comb
			<u> </u>	, -0		5, -
WEAPON	NUS CRITICA	LANGUAGES	-			
			on, Halfling			
TYPE RANGE AMMUNITION D	ONDAGE	57				

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## PATHFINDER RPG CHARACTER SHEET

AC ITEMS	R-CANING.	71×10-F	ALLER APPLIES	200011 P101100	MUTLEU IT	AB O BE STREET
+2 Chain Shirt	BONUS	TYPE	CHECK PENALTY	SPELLFAILURE	TELCHI	PROPERTIES
+2 Chain Shirt	+6	Light	-1			
+1 Buckler	+2					
TOTALS						

GEAR	
ITEM	WT.
Belt of Incredible Dex +2	-
Composite Longbow (+0)	1.5
Efficient Quiver	2
Arrows x60	
	-
	-
TOTAL WEIGHT	3.5
	115
LIND HIND	
Mitotov 76 Lintov 2	230
HEANY 115 DANG ON PLEM	575
	-
CP	
SP	

1: Point Blank Shot
R2: Rapid Shot

3: Precise Shot

5: Clustered Shots (retrained)

R6: Many Shot

#### SPECIAL ABILITIES

anger's Focus: 2/day

Ferrain Bond: Urban

Hunter's Trick: 5/day Tangling Attack

rrows:

- 20x Jagged (minimum slashing damage miss by 4 or less)
- 10x titan (-1 attack, damage as 1 category larger)

• 2x Whistling x2 (heard within 500 ft.)

- 4x Incendiary (-1 attack, +1 fire damage)
- 1x Slow Burn (–1 attack, +1d6 fire next round)
- 5x Thistle (damage is bleed damage for 1d6 rounds)
- 5x Static (-1 attack, +1 electricity damage)
- 1x Coiled (-1 attack, +1d6 electricity next round)
- 5x Lye-Tipped (–1 attack, +1 acid damage)
- 1x Ooze (-1 attack, +1d6 acid next round)
- 5x Chilled (–1 attack, +1 cold damage)
- 1x Permafrost (-1 attack, +1d6 cold next round)

EXPERIENCE POINTS NEXT LEVEL

Twice per day you can focus on

Twice per day, you can focus on a single enemy within line of sight as a swift action. That creature remains your focus until it is reduced to 0 or fewer hit points or surrenders, or until you designate a new focus, whichever occurs first. You gain a +4 bonus on attack and damage rolls against the target.

You grant all allies within line of sight and that can hear you a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks in urban areas.

When you make an attack.If the attack hits, the targetis entangled for 1 round.

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SATHFINDER Heir Apparent		LAYEB
YON ALL OF LETET A CONTINUES A COMPANY OF A CHARACTER CLASS AND	LEVEL D	HOMELAND
CHARACTER SHEET God-Blooded	SIZE GENDER ACE H	EICHT WEICHT HAIR EYES
sterry sterry The The		
STR 14 2	SPEED 30	sp. m. sp.
		WEST AKAOA
	TT. INCOMPANY INCOMPANY	rt. rt. rt.
		SKILLS
16 3 18 4 MORENTING DAMAGE	_	Totas Amurry M
	Skill NAMES	BOND MOD. ROND M =DEX + +
	Acrobatics	$13 = I_{NT}$ $4 + 6 + $
	C Puter	4 =CHA 3 + +
AC 14 - 10 + 4 + + + + + + + + + + + + + + + + +		$-\frac{-13}{13} = S_{TR} - \frac{-4}{4} + \frac{-6}{6} + -$
TOTAL REVEL SOND MCSTER CONTRACTOR MORE MODEL		
OUICH 10 FEAFFOOIED 14	U CRAFT	=INT + + + +
	N Descovery	13 =CHA 3 + 6 +
SALE SALE SALE SALE SALE SALE SALE SALE	DISABLE DEVICE*	=Dix++
	Discuise	=CHA + +
REFLEX 4 2 0 2 -	ESCAPE ARTIST	=Dex+++
WILL 7 5 0 2 + +	HANDLE ANIMAL*	
	O HEAL	=Wis + + +
BASE ATTACK BONUS +3 SPIL RESISTANCE	INTIMIDATE	$\frac{-13}{13} = C_{RA} - \frac{+}{4} + \frac{-}{6} + -$
CMB 5 - 3 + 2 + MODE	Knowledge (arcana)*	$\frac{13}{=I_{NT}} = \frac{4}{+} + \frac{6}{+} + \frac{6}{+}$
TOTAL BASE AFTACE WEINCEN ACCOUNT	KNOWLEDGE (ENGINEERING)*	=INT + + +
CMD 15 - 3 + 2 + 0 + + 10	KNOWLEDGE (GEOGRAPHY)*	=INT + +
TOTAL BASE AFENCES BRENCTH DESTRICTION BEES	KNOWLEDGE (HISTORY)*	=INT++
WEAPON ATTACKBONUS CRITICA	KNOWLEDGE (LOCAL)*	=INT + + +
Alchemist's Fire +6 x2	KNOWLEDGE (NATURE)*	$-\frac{-13}{13} = I_{NT} - \frac{-1}{4} + \frac{-1}{3} + \frac{-1}{4} - \frac{-1}{3} + \frac{-1}{4} - \frac{-1}{3} + \frac{-1}{3}$
FYFE RANGE AMMENITION DAMAGE	KNOWLEDGE (PLANES)*	=lsr + +
fire15 ft.See Special Abilities1d6 +1d6 next round	KNOWLEDGE (RELIGION)*	=lst++
AUT A DONN	LINGUISTICS*	$11 = 1_{NT} 4 + 3 +$
WEAPON ATTACK BONILS CRITICA	Perception     Perform	=Wis+++
Masterwork Sap (haversack)     +6     x2       TYPE     FANCE     FANCE     FANCE		=CHA + +
B - 1d6+2 nonlethal	PROFESSION*	=Wis++
	PROFESSION*	=Wis + +
WEAPON ATTACK BONIES CRETICA	RIDE SENSE MOTIVE	-9 $-10 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 = 0 =$
	SLEIGHT OF HAND*	=Dix + + +
TYPE KANGE AMMUNITION DAMAGE	SPELLCRAFT*	=INT + +
	C STEALTH	=DEX++
WEARON	Survival.	=Wis++
WEAPON ATTACK BUNNIS CRIFTCA	SWIM	<u>12</u> =STR <u>3</u> + <u>6</u> +
	CLASS SKELL * TRAINED ONLY	
TYPE BANGE AMMUNITION DAMAGE	CONDITIONAL MODIFIERS:	ous (magic), Evasive Sting (comba
WEAPON ATTACK BONUS CRUTICA	LANGUAGES:	
		an, Celestial, Draconic, Dwarve
TYPE RANGE AMMUNITRON DAMAGE	Elven, Giant, Gnome,	Halfling, Orc, Pidgin, Sylva
	Undercommon	

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AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES	-		SPELLS	5		
				-			SPELLS KNOWN	SPELL SAVE DC	LIVEL	SPELLS PER DAY	BONUS SPELLS	
									0		-	
							F	一	ber	F		
							H	H	240	H	H	
		-					H	H		H	H	
	-								Tap	H	H	
TOTALS	2								414			
GEAR		-		FEATS					Sox			
ITEM	WT.	1: Curative N	lasterv	H1: Brew	Potion	_			679			
Headband of vast int +2		3: Splash Pot			/ Anything				764			
Potion's Pouch	1	5: Extra Train			Anything				811			
5x lesser restoration	-	5. Extra fram		or magic)	_		F	F	978	F	F	
5x remove paralysis		Divine Gift: 3	/day throw s	sap and it r	eturns. 1/dav	identify	Congentions	LL MANDERE		<u> </u>	_	
10x alchemist's fire 5x acid												
5x bottled lightning							D	MAINS/	SPECIAL	ту ѕено	OL.	
SX Dottied lightning	$\vdash$						10					
		-					° 00	00000	000			
Currency Purse	2						_				_	
Ring of arcane signets							_				_	
Immovable Rod												
Boots of Escape							ter CC					
Cloak of Resistance +2	<b>-</b>		AL ABIL			cure li	ght wou	nds, ma	ge armo	or,		
		Personal Trai	-	ce potion,	student of ma	agic	sanctu	iary, var	nish			
		Capital Expe					_				_	
		Boots: Once per day, when you are grappled, pinned, or entangled, you may transfer to any spot within 30 feet as if						00000				
	$\square$	using a <i>dimension door</i> spell. Conjuration CL 5th.					cure moderate wounds, resist energy					
		Ring: You can, as a standard action, embed this image on					resist	energy			_	
	+	any object (a	s if using arc	ng arcane mark) simply by pressing the				00000	000		_	
	$\square$	ring against i	ainst it. You may choose the color and other cosmetic					bear's endurance, cure serious				
		features of th	-		-		wound	ds				
			,		ction, you car			00000	200			
		your boots to moderate wo				ay or cure	_		1000000		_	
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PATHFINDER RPG CHARACTER SHEET

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#### Credits

#### Lead Design, Layout, Project Head: Kevin Glusing

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Want to pick up another copy of volume 1, volume 2, or the campaign content as a gift for a friend or family member? You can buy multiple print on demand copies for \$10 each.

## The Book of Many Things Volume 3 (\$10 USD)

We've been asked if the Book of Many Things will continue after Volume 2, to which we want to say resoundingly yes! If you've enjoyed the work we're doing here so far, you'll love what we have planned down the road. Even better, you can get in on the groundwork now for less than the final cost when it goes live in (planned) 2019.

## Pathfinder Playtest Group (\$60 USD)

We're going to expand the Book of Many Things into Pathfinder 2 when it comes out in 2019, and to facilitate that, we have created a private Facebook group where we're testing, discussing, and updating content from all existing volumes of the Book of Many Things.

