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SHATTERED SKIES

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CAMPAIGN SETTING



INCARNATE

HYBRID CLASS
BY RODNEY SLOAN



INCARNATE

HYBRID CLASS

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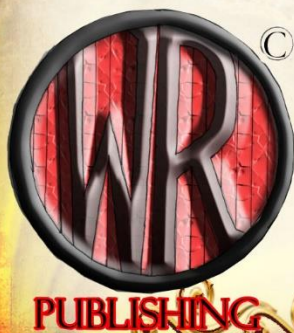
CONTENTS	
INCARNATE HYBRID CLASS	2
Incarinate Mysteries ..	4
Incarinate Spels Known	9
OGL	12

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INCARNATE

Destined by otherworldly beings to be the incarnation of their nefarious will on earth, an incarnate is an avatar of the gods. During battle, her dark patron takes possession of her mortal husk and she becomes a living, breathing weapon. Dominated by her tyrannical master, an incarnate has two choices; advance her master's cause or resist her calling and earn the ire of an almighty foe.

Role: Incarnates thrive in the thick of battle, where their prowess is bolstered by the inspiration of their vile patron.

Alignment: any.

Hit Die: d12.

Parent Classes: Barbarian and oracle.

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The Incarnate's class skills are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes)(Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Swim (Str).

Skills Per Level: 4 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency:

An incarnate is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Spells: An incarnate casts divine spells drawn from the cleric spell lists. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an incarnate must have a Charisma score equal to at least

10 + the spell level. The Difficulty Class for a saving throw against an incarnate's spell is 10 + the spell's level + the incarnate's Charisma modifier.

An incarnate can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on **Table: Incarnate**. In addition, she receives bonus spells per day if she has a high Charisma score.

An incarnate's selection of spells is extremely limited. At 4th level an incarnate gains two 1st-level spells of her choice. As she gains new incarnate levels, she gains new spells as indicated on **Table: Incarnate Spells Known**. The number of spells an incarnate knows is not affected by her Charisma score; the numbers on **Table: Incarnate Spells Known** are fixed.

In addition to the spells gained as they gain levels, each incarnate also adds all of either the cure spells or the inflict spells to her list of spells known. These spells are added as soon as the incarnate is capable of casting them. This choice is made when the incarnate gains her first level and cannot be changed.

Upon reaching 6th level, and at every even-numbered incarnate level after that, an incarnate can choose to learn a new spell to replace one she already knows. The new spell's level must be the same as that of the spell being exchanged. An incarnate may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap



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TABLE: INCARNATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Fast movement, mystery, incarnate's curse, revelation power, soulrage	-	-	-	-
2nd	+2	+3	+0	+0	Uncanny dodge	-	-	-	-
3rd	+3	+3	+1	+1		-	-	-	-
4th	+4	+4	+1	+1	Revelation power	1	-	-	-
5th	+5	+4	+1	+1	Improved uncanny dodge	1	-	-	-
6th	+6/+1	+5	+2	+2		1	-	-	-
7th	+7/+2	+5	+2	+2	Damage reduction 1/—, mystery spell	1	1	-	-
8th	+8/+3	+6	+2	+2	Revelation power	1	1	-	-
9th	+9/+4	+6	+3	+3		2	1	-	-
10th	+10/+5	+7	+3	+3	Damage reduction 2/—, mystery spell	2	1	1	-
11th	+11/+6/+1	+7	+3	+3	Greater soulrage	2	1	1	-
12th	+12/+7/+2	+8	+4	+4	Revelation power	2	2	1	-
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—, mystery spell	3	2	1	1
14th	+14/+9/+4	+9	+4	+4	Indomitable will	3	2	1	1
15th	+15/+10/+5	+9	+5	+5		3	2	1	1
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, mystery spell, revelation power	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+5	Tireless soulrage	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+6		4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Apotheosis, mighty soulrage	4	4	3	3

any cure or inflict spells, nor can she swap any spells gained from her mystery.

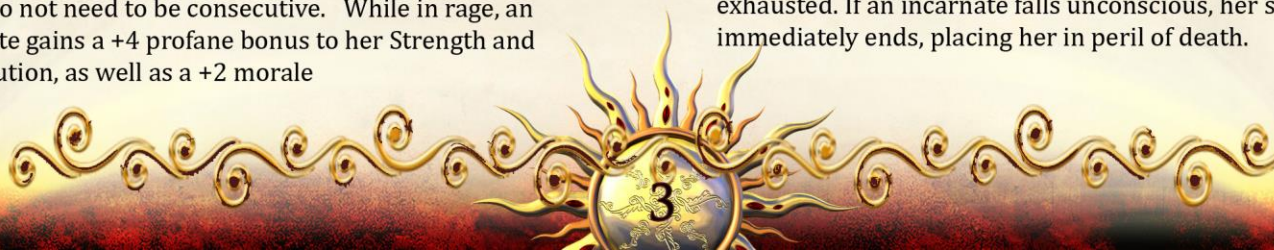
An incarnate can cast any spell she knows without preparing them in advance, assuming she has not yet used up her spells per day for that spell level. Incarnates do not require a divine focus (DF) as part of a spells components.

Soulrage (Sp): A conduit for cosmic beings, an incarnate attains supernatural abilities during moments of zeal.

As a free action, an incarnate can enter soulrage, similar to a barbarian's rage, for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution do not increase the total number of rounds that an incarnate can soulrage per day. The total number of rounds of soulrage per day is renewed after resting or meditating for 8 hours. These hours do not need to be consecutive. While in rage, an incarnate gains a +4 profane bonus to her Strength and Constitution, as well as a +2 morale

bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the incarnate 2 hit points per Hit Dice, but these disappear when the soulrage ends and are not lost first like temporary hit points. Unlike a barbarian, an incarnate has no restrictions on using Charisma-, Dexterity-, or Intelligence-based skills or any ability that requires patience or concentration, while in soulrage. While soulraging, she can only cast and concentrate on her incarnate spells; spells from other classes cannot be cast during soulrage.

An incarnate can end her soulrage as a free action and is fatigued after soulrage for a number of rounds equal to 2 times the number of rounds spent in the soulrage. An incarnate cannot enter a new soulrage while fatigued or exhausted. If an incarnate falls unconscious, her soulrage immediately ends, placing her in peril of death.



SHATTERED SKIES

CAMPAIGN SETTING

Soulrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Fast Movement (Ex): An incarnate gains fast movement as the barbarian class feature.

Incarnate's Curse (Ex): At 1st level, an incarnate gains the Oracle's Curse class feature.

Mystery: Each incarnate is imbued with alien power in the form of a mystery, which represents an aspect of her patron. This mystery grants additional class skills, additional spells and revelation powers as the incarnate gains levels. An incarnate must pick one mystery upon taking her first level of incarnate. Once made, this choice cannot be changed.

At 4th level, and every four levels thereafter, an incarnate learns an additional spell derived from her mystery. The spell she gains is equivalent to an incarnate of half her level, (at 4th level she gains a 2nd level spell, a 4th level spell at 8th level and so on). These spells are in addition to the number of spells given on **Table: Incarnate Spells Known**. They cannot be exchanged for different spells at higher levels.

Uncanny Dodge (Ex): An incarnate gains uncanny dodge as the barbarian class feature.

Revelation Power (Su): An incarnate gains revelation powers from her mystery. An incarnate gains the benefits of revelation powers only while raging, and some of these powers require the incarnate to take an action first. At 20th level, an incarnate becomes a true incarnation of her patron deity, gaining the relevant apotheosis power for her mystery.

Improved Uncanny Dodge (Ex): At 5th level, an incarnate gains improved uncanny dodge as the barbarian class feature.

Damage Reduction (Ex): At 7th level, an incarnate gains damage reduction. Subtract 1 from the damage the incarnate takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every 3 levels thereafter, this damage reduction increases by 1 point. Damage reduction can reduce damage to 0, but not below 0.

Greater Soulrage (Su): At 11th level, when an incarnate enters a soulrage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3. In addition, upon entering a soulrage, the incarnate can apply the effects of a cleric or mystery spell she knows of 2nd level or lower to herself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the soulrage. This use

consumes an incarnate spell slot, as if she had cast the spell; she must have the spell slot available to take advantage of this effect.

Greater soulrage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Indomitable Will (Ex): At 14th level, an incarnate gains a +4 bonus on Will saves to resist enchantment spells while soulraging. This bonus stacks with all other modifiers.

Tireless Soulrage (Su): At 17th level, an incarnate no longer becomes fatigued at the end of her soulrage.

Mighty Soulrage (Su): At 20th level, when an incarnate enters a soulrage, the morale bonus to her Strength and Constitution increases to +8, and the morale bonus on her Will saves increases to +4. Furthermore, the spell she can apply to herself at the beginning of a soulrage due to the greater soulrage class feature is not limited to only spells of 2nd level or lower.

INCARNATE MYSTERIES

Each incarnate must choose from among the following mysteries. Unless otherwise noted, the DC to save against her revelations is equal to 10 + 1/2 the incarnate's level + the incarnate's Charisma modifier.

BATTLE

Class Skills: An incarnate with the battle mystery adds Intimidate, Knowledge (engineering) and Ride to her list of class skills.

Bonus Spells: *enlarge person* (7th), *fog cloud* (10th), *magic vestment* (13th), *wall of fire* (16th).

Revelation Powers: During soulrage an incarnate with the battle mystery becomes an incarnation of war.

Inspired Warrior (Ex): At 1st level you gain proficiency in all martial and exotic weapons while raging.

Litany of Doom (Ex): At 4th level, you can chant the war rites of your patron to inspire your allies. All allies within 100 feet who hear your chant gain a +1 morale bonus on attack rolls, skill checks, and saving throws as you continue to chant in soulrage. At 10th level, this bonus increases to +2.

Unexpected Strike (Ex): At 8th level, you can make an attack of opportunity against a foe that moves into any square you threaten, regardless of whether or not that movement would normally provoke an attack of oppor-



SHATTERED SKIES

CAMPAIGN SETTING

opportunity. This power can only be used once per soulrage.

Divine Weapon (Ex): At 12th level select one weapon with which you are proficient. You gain Weapon Focus, Greater Weapon Focus and Improved Critical with that weapon. You do not need to meet the prerequisites to receive these feats.

Iron Skin (Su): At 16th level your skin hardens and takes on the appearance of iron, granting you DR of 10/adamantine and replacing your existing DR. This functions as *stoneskin*, using your incarnate level as the caster level.

Apotheosis: Upon reaching 20th level, you become an avatar of battle. You can take a full-attack action and move up to your speed as a full-round action (you can move before or after the attacks). Whenever you score a critical hit, you can ignore any DR the target might possess. You gain a +4 insight bonus to your AC for the purpose of confirming critical hits against you. When you are below 0 hit points, you do not die until your negative total is in excess of twice your Constitution score.

BONES

Class Skills: An incarnate with a bones mystery adds Bluff, Disguise, Intimidate, and Stealth to her list of class skills.

Bonus Spells: *cause fear* (7th), *false life* (10th), *animate dead* (13th), *fear* (16th).

Revelations: During soulrage an incarnate with the bones mystery becomes an incarnation of undeath.

Bone Armor (Su): At 1st level, during soulrage, you are incased in bone armor, granting you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/bludgeoning. This armor lasts for 2 hours after your soulrage ends.

Bleeding Wounds (Su): At 4th level, whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as inflict light wounds or the death's touch revelation power), it begins to bleed, taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Death's Touch (Su): At 8th level, you can inflict terrible wounds on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two incarnate levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier. In addition, you gain Command Undead as a bonus feat. You can channel negative energy through your touch a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

Soul Siphon (Su): At 12th level, as a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts until your soulrage ends. Whenever this ability gives a target a negative level, you heal a number of hit points equal to your incarnate level. You can use this ability twice per day, plus one additional time at 15th level and at 19th level.

Raise the Dead (Su): At 16th level, when entering soulrage, as a swift action, you can summon a single advanced skeleton or zombie to serve you. The undead creature has a number of Hit Dice equal to your incarnate level. It remains for the duration of your soulrage. You can use this ability twice per day.

Apotheosis: Upon reaching 20th level, you become a master of death. Once per round, you can cast bleed or stabilize as a free action. If you are brought to below 0 hit points, you automatically stabilize. You can cast *animate dead* at will without paying a material component cost (although you are still subject to the usual Hit Die control limit). Once per day, you can cast *power word kill*, but the spell can target a creature with 150 hit points or less.

FLAME

Class Skills: An incarnate with the flame mystery adds Intimidate and Perform to her list of class skills.

Bonus Spells: *burning hands* (7th), *resist energy* (10th), *fireball* (13th), *wall of fire* (16th).

Revelations: During soulrage an incarnate with the flame mystery becomes an incarnation of fire.

Heat Aura (Su): At 1st level, as a swift action, you can cause waves of heat to radiate from your body. This heat deals 1d4 points of fire damage per two incarnate levels (minimum 1d4) to all creatures within 10 feet. A Reflex save halves the damage. In addition, your form wavers and blurs, granting you 20% concealment until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. In addition, you gain resist fire 5.

Burning Magic (Su): At 4th level, whenever a creature fails a saving throw and takes fire damage from one of your spells, it catches on fire. This fire deals 1 point of fire damage per spell level at the beginning of the burning creature's turn. The fire lasts for 1d4 rounds, but it can be extinguished as a move action if the creature succeeds at a Reflex save (using the spell's DC). Dousing the creature with water as a standard action grants a +2 bonus on this save, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a save do not cause a creature to catch on fire.



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CAMPAIGN SETTING

Fire Breath (Su): At 8th level, as a standard action, you can unleash a 15-foot cone of flame from your mouth. This flame deals 1d4 points of fire damage per level. A Reflex save halves this damage. You can use this ability twice per day, plus one additional time per day at 10th level and every five levels thereafter. The save DC is Charisma-based. In addition, your resistance to fire increases to 10.

Touch of Flame (Su): At 12th level, as a standard action, you can perform a melee touch attack that deals 1d6 points of fire damage +1 point for every two incarnate levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Any weapon that you wield is treated as a *flaming weapon*. In addition, your resistance to fire increases to 20.

Form of Flame (Su): At 16th level, as a standard action, you can assume the form of a Huge fire elemental, as *elemental body IV*.

Apotheosis: Upon reaching 20th level, you become a master of fire. You gain immunity to fire. You may cast the warm shield version of *flame shield* at will. Once per day you may cast *fire storm*. Both spells are cast using your incarnate levels as your caster level.

HEAVANS

Class Skills: An incarnate with the heavens mystery adds Fly, Knowledge (arcana) and Survival to her list of class skills.

Bonus Spells: *color spray* (7th), *hypnotic pattern* (10th), *daylight* (13th), *rainbow pattern* (16th).

Revelations: During soulrage an incarnate with the heavens mystery becomes an incarnation of interstellar space.

Star Coat (Su): At 1st level, a coat of starry radiance enshrouds you while in soulrage, granting you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. The coat lasts for 2 hours after your soulrage ends.

Star Fire (Su): At 4th level, weapons you wield while in soulrage become infused with otherworldly star fire, shedding eerie green light as candles. You gain the benefit of the spell *greater magic weapon*, using your incarnate level as your caster level. Creatures dealt damage from your attacks become bathed in green star fire, as if you had cast *faerie fire* on them.

Void Whispers (Su): At 8th level, the whispers of your patron reveal deep secret truths from beyond. Once per day, as a swift action, you gain the benefit of the spell *commune*.

Dweller in Darkness (Sp): Once per day, at 12th level, you cast your psyche into the void of space to attract the attention of an otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one

TABLE: INCARNATE SPELLS KNOWN
Level 1st 2nd 3rd 4th

1st	-	-	-	-
2nd	-	-	-	-
3rd	-	-	-	-
4th	2	-	-	-
5th	2	-	-	-
6th	3	-	-	-
7th	3	1	-	-
8th	4	2	-	-
9th	4	2	-	-
10th	5	3	1	-
11th	5	3	2	-
12th	5	4	2	-
13th	5	4	3	1
14th	5	5	3	2
15th	5	5	4	2
16th	5	5	4	3
17th	5	5	4	3
18th	5	5	4	4
19th	5	5	4	4
20th	5	5	4	4

creature, as if you had cast *weird*.

Interstellar Void (Su): At 16th level, you call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage per level and is exhausted. Furthermore, the target is stunned for 1 round. A successful Fortitude save halves this damage and negates the exhausted and stunned conditions.

Apotheosis: Upon achieving 20th level, your rapport with the heavens grants you perfect harmony with the universe. You receive a bonus on all saving throws equal to your Charisma modifier. You automatically stabilize if you are below 0 hit points, are immune to fear effects, and automatically confirm all critical hits. Should you die, you are reborn 3 days later in the form of a star child, who matures over the course of 7 days (treat as the *reincarnate* spell).



LIFE

Class Skills: An incarnate with the life mystery adds Handle Animal, Knowledge (nature), and Survival to her list of class skills.

Bonus Spells *detect undead* (7th), *lesser restoration* (10th), *neutralize poison* (13th), *restoration* (16th).

Revelations: During soulrage an incarnate with the life mystery becomes an incarnation of vitality.

Channel (Su): At 1st level, you can channel positive energy like a cleric, using your incarnate level as your effective cleric level when determining the amount of damage healed (or caused to undead) and the DC. You can use this ability only while in soulrage.

Spirit Boost (Su): At 4th level, whenever your healing spells heal a target up to its maximum hit points, any excess points persist for 1 round per level as temporary hit points (up to a maximum number of temporary hit points equal to your incarnate level).

Combat Medic (Ex): At 8th level, you do not provoke attacks of opportunity when using the Heal skill to stabilize another creature or casting healing spells. Furthermore, you may reroll any 1s when determining how much damage your healing spells heal.

Lifesense (Su): At 12th level, you notice and locate living creatures within 30 feet, just as if you possessed the blindsight ability. You can determine the condition of these creatures as if you had cast deathwatch. This does not allow you to detect undead, or creatures that are neither alive nor dead (such as a construct).

Energy Body (Su): At 16th level, as a standard action, you can transform your body into pure life energy, resembling a golden-white fire elemental. In this form, you gain the elemental subtype and give off a warm, welcoming light that increases the light level within 10 feet by one step, up to normal light. Any undead creature striking you with its body or a handheld weapon deals normal damage, but take 1d6 points of positive energy damage + 1 point per incarnate level. Creatures wielding melee weapons with reach are not subject to this damage. If you grapple or attack an undead creature using unarmed strikes or natural weapons, you may deal this damage in place of the normal damage for the attack. Once per round, if you pass through a living allied creature's square or the ally passes through your square, it heals 1d6 hit points + 1 per incarnate level. You may use this ability to heal yourself as a move action. You choose whether or not to heal a creature when it passes through your space. You may return to your normal form as a free action. You may remain in energy body form for a number of rounds per day equal to your incarnate level.

Apotheosis: Upon reaching 20th level, you become a perfect channel for life energy. You become immune to bleed, death attacks, exhaustion, fatigue, nausea effects, negative levels, and sickened effects. Ability damage and drain cannot reduce you below 1 in any ability score. You automatically make saving throws against massive damage. You can maintain soulrage even while unconscious. When you are below 0 hit points, you do not die until your negative total is in excess of twice your Constitution score.



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LORE

Class Skills: An incarnate with the lore mystery adds Appraise and all Knowledge skills to her list of class skills.

Bonus Spells: *identify* (7th), *tongues* (10th), *locate object* (13th), *legend lore* (16th).

Revelations: During soulrage an incarnate with the lore mystery becomes an incarnation of knowledge.

Arcane Prophecy (Su): At 1st level, upon entering soulrage, your patron reveals secrets pertaining to your future, scrawled in arcane runes on your skin. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a divination with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required. You may use this ability once per day.

War Sage (Ex): At 4th level, you gain a superior understanding of the ebb and flow of combat, granting you the ability to preempt your opponents' attacks. You gain Dodge as a bonus feat while in soulrage. When you are the target of an attack of opportunity, you may make an attack of opportunity before that attack is resolved.

Brain Drain (Su): At 8th level, you can, as a standard action, violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage per incarnate level. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat the knowledge gained as if you used detect thoughts. This is a mind-affecting effect. You can use this ability twice per day at 8th level, plus one additional time per day at 10th level and for every 5 levels beyond 10th.

Arcane Acuity (Su): At 12th level, your patron grants you the ability to understand and cast arcane spells. Once per day, you can cast a spell from the sorcerer/wizard spell list as if it were on your list of spells known. The spell consumes a spell slot one level higher than the level of the spell. You must have a spellbook containing the spell to cast it in this way, and the spell is erased when you complete the casting.

Battle Focus (Ex): At 16th level, your soulrage grants you trance-like focus against the attacks of a single designated enemy. During the trance you may only make attack actions against the designated enemy. You gain a bonus equal to your level on all saves against your designated enemy's attacks. In addition, you gain a +2 insight bonus on attacks and you gain a +10 insight bonus to your AC. You may end your battle focus as a swift action. You may use this ability a

number of times per day equal to your Charisma modifier.

Apotheosis: You gain the ability to take 20 on all Knowledge skill checks while in soulrage and to take 10 on all Knowledge skill checks while out of soulrage. Your understanding of the fundamental underpinnings of reality has also become so advanced that you can cast *wish* once per day. This ability does not require a material component, but the wish cannot be used to grant ability score bonuses, nor can it be used to replicate spells with expensive material components. You must be in soulrage to use *wish*.

NATURE

Class Skills: An incarnate with the nature mystery adds Fly, Knowledge (nature), Ride and Survival to her list of class skills.

Bonus Spells: *charm animal* (7th), *barkskin* (10th), *speak with plants* (13th), *grove of respite* APG (16th).

Revelations: During soulrage an incarnate with the nature mystery becomes an incarnation of the wild.

Nature's Tenacity (Su): At 1st level, when in a natural setting, whenever you are reduced to negative hit points, you automatically stabilize and gain fast healing 1 for 1d4 rounds. At 5th level, you gain fast healing 3 for 1d4 rounds whenever you are reduced to negative hit points. At 10th level, the ability works everywhere, even in civilized or wholly artificial realms. At 15th level, you gain fast healing 5 for 1d4 rounds when reduced to negative hit points. You do not need to be in soulrage for this effect to take place.

Erosion Touch (Su): At 4th level, as a melee touch attack, you can deal 1d6 points of damage per level to objects or constructs. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver. You can use this ability once per day, plus one time per day for every three levels you possess.

Life Leach (Su): At 8th level, you can draw life force from the bodies of enemies and channel it into yourself. As a standard action, you can drain the life essence from one living target within 30 feet. The target takes 1d6 points of damage per two levels you possess (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the target's current hit points + the target's Constitution score (which is enough to kill the subject). The temporary hit points last a number of hours equal to your Charisma modifier. The target receives a Fortitude save to halve the damage (and the temporary hit points you gain). You may use this ability once per day at 8th level, plus one additional time per day for every 4 levels you possess beyond 8th.

Undo Artifice (Sp): At 12th level, you gain the ability to



SHATTERED SKIES

CAMPAIGN SETTING

reduce a nonliving item you touch or strike with your weapon to its component parts, essentially erasing the hand of artifice and rendering the item into a pile of raw natural materials. This effect acts as the spell *polymorph any object*, working on both magical and nonmagical non-living objects. The duration is always permanent. Unlike *polymorph any object*, it cannot be used to mimic the effects of other spells. Items subject to this effect receive a Fortitude saving throw to negate the effect. Magic items receive a circumstance bonus on this save equal to +1 for every 5,000 gp in the item's value. You may use undo artifice a number of times per day equal to your Charisma modifier.

Nature's Ally (Sp): At 16th level, animal allies appear adjacent to you whenever you enter soulrage, as if you had cast *summon nature's ally VII*. At 18th level and 20th level, the power of this ability increases by one spell level,

to a maximum of *summon nature's ally IX* at 20th level. The animal allies disappear when your soulrage ends.

Apotheosis: At 20th level, your patron reveals the intrinsic secrets of life itself, granting you incredible control over your own body. Once per day, when your soulrage ends, you can surround yourself with an organic cocoon as a full-round action. While enclosed in the cocoon, you are considered helpless.

Eight hours later, you emerge having changed your type to plant, animal, or humanoid, gaining superficial physical characteristics as appropriate (see the *Pathfinder Role Playing Game: Bestiary*). This change does not alter your Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Each time the transformation is made, you are cleansed of all poisons or diseases, are restored to full hit points, and heal all ability damage. You must select a new type every time the transformation is made.

STONE

Class Skills: An incarnate with the stone mystery adds Appraise, Intimidate, and Survival to her list of class skills.

Bonus Spells: *magic stone* (7th), *stone call* APG (10th), *meld into stone* (13th), *wall of stone* (16th).

Revelations: During soulrage an incarnate with the stone mystery becomes an incarnation of rock.

Stone Stability (Ex): At 1st level, you receive a +4 bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. At 5th level, you gain Improved Trip as a bonus feat. At 10th level, you gain Greater Trip as a bonus feat. You do not need to meet the prerequisites to gain these feats. In addition, you gain resist acid 5.

Clobbering Strike (Ex): At 4th level, whenever you score a critical hit against an opponent with a melee attack or a spell that requires an attack roll, you may immediately attempt to trip your opponent as a swift action. You do not provoke an attack of opportunity as normal for this trip attempt. You cannot be tripped in return when using this ability.

Steelbreaker Skin (Su): At 8th level, as a standard action, you can harden your flesh so that weapons that strike you are damaged or destroyed. Anytime a melee or ranged weapon strikes you, the

weapon takes an amount of damage equal to your incarnate level.

This ability does not prevent the weapon from harming you unless the damage destroys the weapon attacking you.

You can use this ability once per day, but the duration is 1 minute/level and lasts after your soulrage ends. At 15th level, the damage from this ability ignores up to 10 points of hardness. In addition, your resistance to acid increases to 10.



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CAMPAIGN SETTING

Acidic Touch (Su): At 12th level, as a standard action, you can perform a melee touch attack that deals 1d6 points of acid damage +1 point for every two incarnate levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Any weapon that you wield deals +1d6 points of acid damage, similar to how a flaming weapon operates. In addition, your resistance to acid increases to 20.

Shard Explosion (Su): At 16th level, as a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two incarnate levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the broken shards make the area difficult terrain for all other creatures other than yourself, until your next turn. You can use this ability three times per day, plus one additional time per day at 20th level.

Apotheosis: Upon reaching 20th level, you become a master of acid and earth. You gain immunity to acid. In addition, you can apply any one of the following feats to any acid or earth spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

WAVES

Class Skills: An incarnate with the waves mystery adds Escape Artist and Knowledge (nature) to her list of class skills.

Bonus Spells: *touch of the sea* APG (7th), *slipstream* APG (10th), *water breathing* (13th), *wall of ice* (16th).

Revelations: During soulrage an incarnate with the waves mystery becomes an incarnation of stormy seas.

Fluid Nature (Ex): At 1st level, you receive a +4 bonus to your Combat Maneuver Defense against bull rush, drag, grapple, reposition, and trip attempts. A creature trying to confirm a critical hit against you has a -4 penalty on its confirmation roll. At 5th level, you gain Dodge as a bonus feat. You do not need to meet the prerequisite to gain this feat. In addition, you gain resist cold 5.

Freezing Blow (Su): At 4th level, whenever you score a critical hit against an opponent with a melee attack or an attack spell, the target is slowed (as the *slow* spell) for 1 round. At 11th level, the duration increases to 1d4 rounds.

Wintry Touch (Su): At 8th level, as a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two incarnate levels you possess. You can use the wintry touch ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a frost weapon. In addition, your resistance to cold increases to 20.

Blizzard (Su): At 12th level, as a standard action, you can create a blizzard of snow and ice. You can create one 10-foot-cube of storm per incarnate level. These cubes can be



be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in the blizzard takes 1d4 points of cold damage per incarnate level, with a Reflex save resulting in half damage. The storm lasts for a number of rounds equal to your Charisma modifier; the ground remains icy (+5 to Acrobatics DCs) as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. You can use this ability once per day. In addition, your resistance to cold increases to 20.

Water Form (Su): At 16th level, as a standard action, you can assume the form of a Huge water elemental, as *elemental body IV*.

Apotheosis: Upon reaching 20th level, you become a master of cold and water. You gain immunity to cold. You can apply any one of the following feats to any cold or water spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

WIND

Class Skills: An incarnate with the wind mystery adds Escape Artist, Fly, and Stealth to her list of class skills.

Bonus Spells: *alter winds* APG (7th), *gust of wind* (10th), *cloak of winds* APG (13th), *river of wind* APG (16th).

Revelations: During soulrage an incarnate with the wind mystery becomes an incarnation of air.

Air Barrier (Ex): At 1st level, while in soulrage, an invisible shell of air forms around you that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. In addition, you gain resist electricity 5.

Vortex Attack (Ex): At 4th level, whenever you score a critical hit against an opponent with a melee attack or an attack spell, the target is staggered for 1 round. At 11th level, the duration increases to 1d4 rounds.

Thunderburst (Ex): At 8th level, as a standard action, you can create a blast of air accompanied by a loud peal of thunder. The blast has a range of 100 feet and has a 20-foot radius, increasing by 5 feet for every 4 incarnate levels after 7th. Creatures in the area take 1d6 points of bludgeoning damage per incarnate level and are deafened for 1 hour, with a Fortitude save resulting in half damage and no deafness. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter. In addition, your resistance to electricity increases to 10.

Electric Touch (Su): At 12th level, as a standard action, you can perform a melee touch attack that deals 1d6 points of electricity damage +1 point for every two incarnate levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Any weapon that you wield is treated as a shock weapon. In addition, your resistance to electricity increases to 20.

Wings of Air (Su): At 16th level, as a swift action, you can manifest a pair of translucent, cloud-like wings that grant you a fly speed of 90 feet with perfect maneuverability. After your soulrage ends, these wings remain for 1 minute per day per two incarnate levels you possess.

Apotheosis: Upon reaching 20th level, you become a master of air and electricity. You can apply any one of the following feats to any air or electricity spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. In addition, you gain immunity to electricity.



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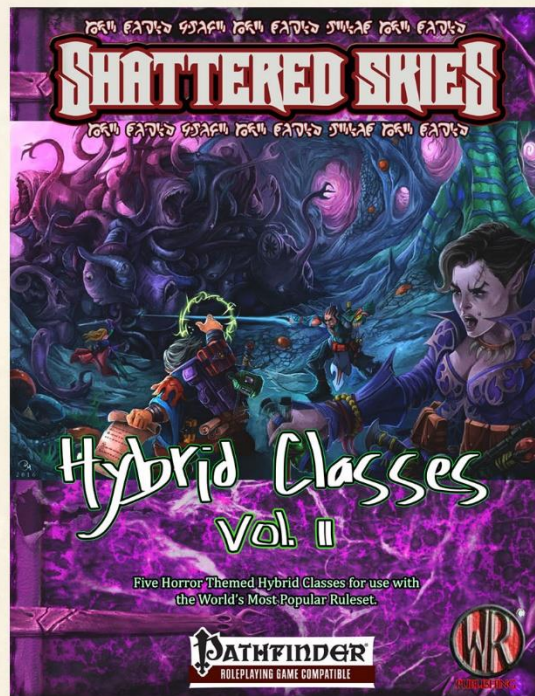
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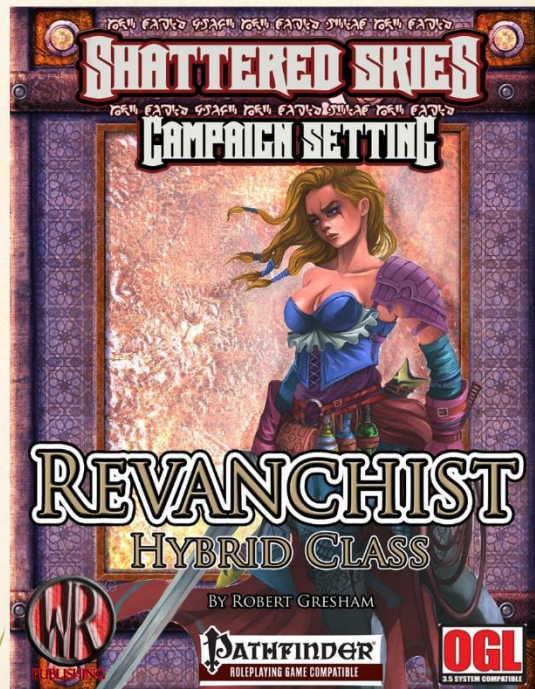
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