SECOND EDITION

JULN



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CHARACTER SHEET PACK



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Ancestry Feats and Abilities	CLASS FEATS AND ABILITIES				
SPECIAL 1st	FEATURE 1st				
HERITAGE 1st	FEATURE 1st				
FEAT 1st	FEAT 1st				
FEAT 5TH	FEAT 2ND				
FEAT 9TH	FEATURE 3RD				
FEAT 13 тн	FEAT 4TH				
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DESCRIPTION

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DESCRIPTION

CHARACTER SKETCH	ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT
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	CHARACTER		PLAYER	NOTE	S		

	CAMPAIGN NOTES		CAMPAIGN	NOTES
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SPELL ATTACK ROLL	SPELL SLOT	S Per Day
= KEY PROF T E M L	CANTRIP	
SPELL DC	LEVEL 1 2 3 4 5	<u> 6 7 8 9 10 </u>
DC BASE KEY PROF T E M L		
	SPONTANEOUS SPELL	SLOTS REMAINING
MAGIC TRADITIONS	CANTRIPS	SPELLS
	LVL PREP	
	ACTIONS	HEIGHTEN
PRIMAL		ACTIONS
PREPARED SPONTANEOUS	LVL PREP ACTIONS	LVL PREP
		HEIGHTEN
INNATE SPELLS		ACTIONS
	LVL PREP ACTIONS	MESEV
LVL FREQUENCY		LVL PREP
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ACTIONS	Actions	HEIGHTEN
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FOCUS SPELLS	LVL PREP	
CURRENT MAXIMUM	ACTIONS	HEIGHTEN
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Spellcasting Abilities								
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DESCRIPTION								

	Spells	
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	Formulas									
LEVEL		PRICE	LEVEL		PRICE	LEVEL		PRICE		

CRAFT

You craft an item of your level or lower. You must have master proficiency to craft an item that's 9th level or higher or legendary proficiency to craft 16th or higher. You must have raw materials equal to 1/2 Price.

REQUIREMENTS

SUCCESS&FAILURE Critical Success Reduce materials for extra days by level + 1 and rank. Success Reduce by level and rank. Critical Failure Ruin 10% of raw materials.

MONEY TABLE

MONEY TABLE								
LEVEL	FAIL	TRAINED	EXPERT	MASTER	LEGENDARY			
0	1 cp	5 cp	5 cp	5 cp	5 cp			
1	2 ср	2 sp	2 sp	2 sp	2 sp			
2	4 cp	3 sp	3 sp	3 sp	3 sp			
3	8 cp	5 sp	5 sp	5 sp	5 sp			
4	1 sp	7 sp	8 sp	8 sp	8 sp			
5	2 sp	9 sp	1 gp	1 gp	1 gp			
6	3 sp	1.5 gp	2 gp	2 gp	2 gp			
7	4 sp	2 gp	2.5 gp	2.5 gp	2.5 gp			
8	5 sp	2.5 gp	3 gp	3 gp	3 gp			
9	6 sp	3 gp	4 gp	4 gp	4 gp			
10	7 sp	4 gp	5 gp	6 gp	6 gp			
11	8 sp	5 gp	6 gp	8 gp	8 gp			
12	9 sp	6 gp	8 gp	10 gp	10 gp			
13	1 gp	7 gp	10 gp	15 gp	15 gp			
14	1.5 gp	8 gp	15 gp	20 gp	20 gp			
15	2 gp	10 gp	20 gp	28 gp	28 gp			
16	2.5 gp	13 gp	25 gp	36 gp	40 gp			
17	3 др	15 gp	30 gp	45 gp	55 gp			
18	4 gp	20 gp	45 gp	70 gp	90 gp			
19	6 gp	30 gp	60 gp	100 gp	130 gp			
20	8 gp	40 gp	75 gp	150 gp	200 gp			
20 (crit)	-	50 gp	90 gp	175 gp	300 gp			

CRAFTING FEATS

ALCHEMICAL CRAFTING
 SNARE CRAFTING

SPECIALTY CRAFTING

IMPECCABLE CRAFTING

MAGICAL CRAFTING

CRAFTING ACHIEVEMENTS

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PERMANENT ITEMS CRAFTED

SPECIFIC CRAFTING NOTES



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	CLASS FEATS AND ABILITIES
FORMULAS 6	Alchemy Gain the Alchemical Crafting feat, infused reagents, advanced alchemy, and Quick Alchemy. Alchemical Crafting You can use Craft to create alchemical items. Formula Book Contains six 1st-level alchemical item formulas, plus two based on your research field. Each time you level up, add two formulas of any level you can create. Research Field 1st FEAT 1st
+2	FEAT 2nd
+2	3rd
+2	FEAT 4тн
+2	Field Discovery 5th
+2	FEAT 6тн
+2	Alchemical Weapon Expertise Gain expert proficiency with simple weapons, unarmed attacks, and alchemical bombs. Iron Will Gain expert Will. Perpetual Infusions Create two 1st-level items with Quick Alchemy without spending reagents. The items depend on your research field. 7th
+2	FEAT 8TH
+2	Alchemical Expertise Gain expert class DC. Alertness Gain expert Perception. Double Brew You can spend two batches with Quick Alchemy to make two items at once. 9TH
+2	FEAT 10тн
+2	Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes. Perpetual Potency Increase perpetual infusions to their moderate versions.
+2	FEAT 12 тн
+2	Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary.
+2	FEAT 14тн
+2	Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items. Evasion Gain master Reflex. Successes on Reflex saves are critical successes. 15тн
+2	FEAT 16тн
+2	Alchemical Mastery Gain master class DC. Perpetual Perfection Increase perpetual infusions to their greater versions. 17TH
+2	FEAT 18тн
+2 +2	FEAT 18тн 19тн

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ANCESTRY FEATS AND A	BILITIES
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	FEAT 13TH
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SKILL FEATS	
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41	TH
61	TH
81	гн
101	TH
121	гн
141	гн
161	TH
181	гн
201	TH

GENERAL FEATS	
	3rd
	7тн
	11тн
	15тн
	19тн

ALCHEMY

LEVEL + INT PER DAY

INFUSED REAGENTS

Advanced Alchemy During daily preparations, use infused reagents to create alchemical items without a Crafting check. For each batch spent, choose an item of your level or lower and make two of it. They have the infused trait and lasts for 24 hours or until your next preparations.

Quick Alchemy � Cost 1 batch of infused reagents; Requirements You have alchemist's tools, the formula for the alchemical item you're creating, and a free hand. Effect Create a single alchemical item of your level or lower that's in your formula book. You don't have to spend the normal monetary cost or need to attempt a Crafting check. This item has the infused trait, remaining potent only until the start of your next turn.



CLASS FEATS AND ABILITIES	
Rage Instinct Ability1s1s	т
FEAT 1s	т
FEAT 2n	D
Deny Advantage You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack.	D
FEAT 4⊤	н
Brutality Gain expert simple, martial, and unarmed. While raging, gain critical specialization with melee.	H
FEAT 6T	H
Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes. Weapon Specialization +2 damage if expert, +3 if master, +4 if legendary. Instinct Specialization Ability:7]
FEAT 8T	=
Lightning Reflexes Gain expert Reflex. Raging Resistance 3+ Con resistance to 9T	H
FEAT 10T	H
Mighty Rage Gain expert class DC. FEAT 11T	H
FEAT 12T	H
Greater Juggernaut Gain legendary Fortitude. Critical failures on Fortitude saves are failures. Take half damage when you fail a Fortitude save against damage. Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense. Weapon Fury Gain master simple, martial, and unarmed.	H
FEAT 14T	H
Greater Weapon Specialization +4 damage if expert, +6 if master, +8 if legendary. Greater Instinct Specialization Ability:	٦
Indomitable Will Gain master Will. Successes on Will saves are critical successes. 15T	H
FEAT 16T	H
Heightened Senses Gain master Perception. Quick Rage 17T	H
FEAT 18T	H
Armor of Fury Gain master light armor, medium armor, and unarmored defense. Devastator Gain master class DC. Your melee Strikes ignore 10 of your target's resistance to physical damage. 19T	H
FEAT 20T	H



ANCESTRY FEATS AND ABILITIES SPECIAL 1st HERITAGE 1st FEAT 1st FEAT 5th FEAT 9th FEAT 13th

FEAT 17тн

SKILL FEATS

BACKGROUND
2nd
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16тн
18тн
20тн

GENERAL FEATS

3rd
7тн
11тн
15тн
19тн

RAGE AND MIGHTY RAGE

Rage ◆ [concentrate, emotion, mental] Requirements You aren't fatigued or raging. Effect Gain temporary Hit Points equal to your level plus your Con modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- Deal 2 additional damage with melee weapons and unarmed attacks. This damage is halved if your attack is agile.
- Take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek
 while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

 $\begin{array}{l} \mbox{Mighty Rage} \diamondsuit \mbox{Trigger} \mbox{ You Rage}. \mbox{ Effect Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait. <math display="inline">\Box \mbox{ 11th} \end{array}$

Quick Rage After you spend a full turn without raging, you can Rage again without needing to wait a minute.
□ 17th



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C	LASS FEATS AND ABILITIES
spells 5 cantrips, 2 1st	Occult Spellcasting Cast occult spells spontaneously from the selections in your repertoire. Spell Repertoire You know two 1st-level occult spells and five occult cantrips. When you gain a new spell slot, choose a new spell to your repertoire of the same level. Composition Spells Learn the counter performance composition spell and gain 1 Focus Point. Learn the inspire courage composition cantrip. You must use a type of Performance while casting a composition spell. Muse
+1 1st	FEAT 2ND
2 2nd	Lightning Reflexes Gain expert Reflex. Signature Spells Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.
+1 2nd	FEAT 4th
2 3rd	5тн
+1 3rd	FEAT 6тн
2 4th	Expert Spellcaster Gain expert occult spell attack rolls and spell DC. $~7_{TH}$
+1 4th	FEAT 8th
2 5th	Great Fortitude Gain expert Fortitude. Resolve Gain master Will. Successes on Will saves are critical successes. 9TH
+1 5th	FEAT 10тн
2 6th	Bard Weapon Expertise Gain expert simple weapons, longsword, rapier, sap, shortbow, whip, and unarmed. While one of your compositions is active, gain critical specialization with the listed weapons and unarmed attacks. Vigilant Senses Gain master Perception.
+1 6th	FEAT 12TH
2 7th	Light Armor Expertise Gain expert light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 if master, +4 if legendary. 13TH
+1 7th	FEAT 14 _{TH}
2 8th	$\textbf{Master Spellcaster} \text{ Gain master occult spell attack rolls and spell DC.} \qquad \textbf{15}_{TH}$
+1 8th	FEAT 16тн
2 9th	Greater Resolve Gain legendary Will. Critical failures on Will saves are failures. Take half damage when you fail a Will save against damage. 17 TH
+1 9th	FEAT 18тн
1 10th	Magnum Opus Gain a 10th-level spell slot. Legendary Spellcaster Gain legendary occult spell attack rolls and spell DC. 19_{TH}
_	FEAT 20th

ANCESTRY FEATS AND ABILITIES
SPECIAL 1st
HERITAGE 1st
FEAT 1st
FEAT 5TH
FEAT 9тн
FEAT 13тн
FEAT 17тн

SKILL F	EATS
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	10тн
	12тн
	14тн
	16тн
	18тн
	20тн

GENERAL FEAT	S
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	11тн
	15тн
	19тн

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DESCRIPTION				DESCRIPTION			



	Champion's Code
HERITAGE 1st	Deity and Cause Deific Weapon Gain access to deity's favored weapon if it's uncommon. If it's simple, increase
FEAT 1st	damage die by one step. Champion's Reaction
FEAT 5TH	Devotion Spells Gain a devotion spell from your cause (with 1 Focus Point) Shield Block
FEAT 9TH	FEAT 1st
FEAT 13™	FEAT 2nd
FEAT 17™	Divine Ally Blade Ally Choose a weapon when you prepare to gain disrupting, ghost touch,
	returning, or shifting. Gain the weapon's critical specialization. □ Shield Ally Increase your shield's Hardness by 2 and its HP and BT increase by half. □ Steed Ally Gain a young animal companion mount. 3RD
SKILL FEATS	Weapon Expertise Gain expert in simple, martial, and unarmed.
BACKGROUND	
2nd	5тн
4тн	FEAT 6TH
бтн	Armor Expertise Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy.
8тн	Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 7тн
 10тн	FEAT 8TH
12тн	Champion Expertise Gain expert class DC, spell attacks, and spell DCs. Divine Smite Champion's reaction improves.
14 _{TH}	Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes. Lightning Reflexes Gain expert Reflex. 9TH
	FEAT 10тн
<u>16тн</u>	Alertness Gain expert Perception Divine Will Gain master Will. Successes on Will saves are critical successes.
18тн	Exalt Champion's reaction benefits allies.
20тн	FEAT 12TH
GENERAL FEATS	Armor Mastery Gain master armor and unarmored defense. Weapon Mastery Gain master simple, martial, and unarmed.
3rd	FEAT 14TH
7тн	Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.
11тн	FEAT 16TH
15тн	
19тн	Legendary Armor Gain legendary armor and unarmored defense.
	FEAT 18TH
CAUSE	Hero's Defiance Gain hero's defiance devotion spell. 19TH
CAUSE	FEAT 20тн
TENETS OF GOOD	Actions and Activities
1. Never perform acts anathema to your deity or willingly commit an evil act. 2. Never knowingly harm an innocent, or allow immediate harm to one when you could reasonably prevent it.	NAME ACTIONS AND ACTIVITIES PAGE
TENETS OF CAUSE	DESCRIPTION
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CHAMPION'S REACTION	REACTION TRAITS FACE

TRIGGER

DESCRIPTION

SPECIAL 1st

CLASS FEATS AND ABILITIES

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DESCRIPTION

Shield Block Trigger While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage.

ANCESTRY FEATS AND ABILITIES



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C	LASS FEATS AND ABILITIES
spells 5 cantrips, 2 1st	Deity Gives a trained skill, a favored weapon, spells, and anathema. Divine Spellcasting You can prepare any common spells from the divine list. Divine Font Based on your deity, you gain 1 + Cha □ harm spells or □ heal spells of your highest spell level. First Doctrine Choose cloistered or warpriest and gain a benefit. □ Cloistered Domain Initiate feat □ Warpriest Trained light and medium armor, expert Fortitude, Shield Block general feat. If deity's weapon is simple, gain Deadly Simplicity feat.
+1 1st	FEAT 2ND
2 2nd	Second Doctrine Cloistered Gain expert Fortitude Warpriest Trained martial weapons.
+1 2nd	FEAT 4тн
2 3rd	Alertness Gain expert Perception. 5TH
+1 3rd	FEAT 6тн
2 4th	Third Doctrine □ Cloistered Gain expert spell attack rolls and spell DC. □ Warpriest Gain expert simple, favored weapon and unarmed. Gain critical specialization with favored weapon, using your spell DC. 7 TH
+1 4th	FEAT 8th
2 5th	Resolve Gain master Will. Successes on Will saves are critical successes. 9_{TH}
+1 5th	FEAT 10th
2 6th	Fourth Doctrine Cloistered Gain expert favored weapon. Gain critical specialization with it, using your spell DC. warpriest Gain expert spell attack rolls and spell DC. Warpriest Gain expert spell attack rolls and spell DC. Lightning Reflexes Gain expert Reflex. 11TH
+1 6th	FEAT 12тн
2 7th	Divine Defense Gain expert unarmored defense. Warpriest Gain expert light and medium armor. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13тн
+1 7th	FEAT 14тн
2 8th	Fifth Doctrine □ Cloistered Gain master spell attack rolls and spell DC. □ Warpriest Gain master Fortitude. Successes on Fortitude saves are critical successes. 15TH
+1 8th	FEAT 16тн
2 9th	FEAT 17тн
+1 9th	FEAT 18th
1 10th	Final Doctrine □ Cloistered Gain legendary spell attack rolls and spell DC. □ Warpriest Gain master spell attack rolls and spell DC. Miraculous Spell Gain a 10th-level spell slot. 19τΗ
	FEAT 20th

ANCESTRY FEATS AND ABILITIES
SPECIAL 1st
HERITAGE 1st
FEAT 1st
FEAT 5TH
FEAT 9TH
FEAT 13 тн
FEAT 17 тн

SKILL FEATS		
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GENERAL FEATS		
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ACTIONS AND ACTIVITIES			
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destroying the shield.

DEITY			
DEITY	FOLLOWER ALIGNMENTS		
CLERIC SPELLS			

EDICTS AND ANATHEMA

FREE ACTIONS AND REACTIONS FREE ACTION TRAITS NAME PAGE Shield Block **?** Trigger While you have your shield raised, you would take damage from a physical attack. Effect Your shield prevents you from taking an amount of damage up to the REACTION shield's Hardness. You and the shield each take any remaining damage, possibly breaking or TRIGGER DESCRIPTION



C	LASS FEATS AND ABILITIES
^{SPELLS} 5 cantrips, 2 1st	Druidic Order Gives a class feat, an order spell (with 1 Focus Point), and a trained skill. Primal Spellcasting You can prepare any common spells from the primal list. Shield Block Wild Empathy You can use Diplomacy to Make an Impression on animals and make simple Requests of them.
+1 1st	FEAT 2ND
2 2nd	Alertness Gain expert Perception. Great Fortitude Gain expert Fortitude. 3RD
+1 2nd	FEAT 4th
2 3rd	Lightning Reflexes Gain expert Reflex. 5TH
+1 3rd	FEAT 6тн
2 4th	Expert Spellcaster Gain expert primal spell attack rolls and spell DC. 7TH
+1 4th	FEAT 8th
2 5th	9тн
+1 5th	FEAT 10th
2 6th	Druid Weapon Expertise Gain expert simple weapons and unarmed attacks. Resolve Gain master Will. Successes on Will saves are critical successes.
+1 6th	FEAT 12TH
2 7th	Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13TH
+1 7th	FEAT 14th
2 8th	Master Spellcaster Gain master primal spell attack rolls and spell DC. 15TH
+1 8th	FEAT 16th
2 9th	17тн
+1 9th	FEAT 18th
1 10th	Legendary Spellcaster Gain legendary primal spell attack rolls and spell DC. Primal Hierophant Gain a 10th-level spell slot. 19TH
	FEAT 20th

ORDER

ORDER	
ORDER S	PELL

OTHER BENEFITS

ANATHEMA

You lose your magical abilities if you use metal armor or shields, despoil natural places, teach Druidic to non-druids, or do other acts determined by your order.

ORDER ANATHEMA

DESCRIPTION

FREE ACTIONS AND REACTIONS you would take damage from a gran amount of damage up to the ng damage, possibly breaking or TRIGGER

SPECIAL 1st HERITAGE 1st FEAT 1st FEAT 5th FEAT 9th FEAT 13th FEAT 17th

ANCESTRY FEATS AND ABILITIES

SKILL FEATS		
	BACKGROUND	
	2nd	
	4тн	
	6тн	
	8тн	
	10тн	
	12тн	
	14тн	
	16тн	
	18тн	
	20тн	

Gener	AL FEATS	
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		11тн
		15тн
		19тн

ACTIONS AND ACTIVITIES				
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Shield Block \supseteq **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

PAGE



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FEATS AND ABILITIES	CLASS FEATS AND ABILITIES	
SPECIAL 1st	Attack of Opportunity Shield Block	sт
HERITAGE 1st	FEAT 1	ст
FEAT 1st	FEAT 2	
FEAT 5TH	Bravery Gain expert Will. Successes on Will saves against fear are critical successes.	RD
FEAT 9TH		
FEAT 13 тн	FEAT 4	TH
FEAT 17тн	Fighter Weapon Mastery Gain master simple and martial weapons of one group, expert advanced. Gain critical specialization with all master weapons. 5	тн
	FEAT 6	ітн
ATS BACKGROUND	Battlefield Surveyor Gain master Perception. +2 circumstance bonus to Perception for initiative.	тн
	Weapon Specialization +2 damage if expert, +3 master, +4 legendary FEAT 8	тн
	Combat Flexibility Gain an extra 8th-level or lower fighter feat each day.	тн
4тн бтн	Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.	TH
8тн	Armor Expertise Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy armor.	TH
10тн	Fighter Expertise Gain expert class DC. FEAT 12	тн
12тн	Weapon Legend Gain master simple and martial weapons; expert advanced weapons. Gain legendary simple and martial weapons of one group, master advanced.	бтн
14тн	Evasion Gain master Reflex. Successes on Reflex saves are critical successes. FEAT 14	TH
16тн	Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.	тн
18тн	Improved Flexibility Gain an extra 14th-level or lower fighter feat each day. FEAT 16	ітн
20тн	Armor Mastery Gain master armor and unarmored defense. 17	тн
FEATS	FEAT 18	тн
F E/ATIS 3rd	Versatile Legend Gain legendary simple and martial weapons; legendary unarmed; master advanced weapons; master class DC. 19	тн
7тн	FEAT 20	тн
11тн	BONUS FEATS	122
15тн	BONUS FEATS	

ANCESTRY FEATS AND	ABILITIES
	SPEC
	HERITA

FEAT 1st
FEAT 5TH
FEAT 9TH
FEAT 13TH
FEAT 17 тн

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4 _{TH}
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10 _{TH}
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NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
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	FREE ACTIONS AND REACTIONS						
Attack of Opportunity Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. Effect Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate		NAME	FREE ACTION	I TRAITS	PAGE		
action, you disrupt that action.		TRIGGER					
Shield Block → Trigger While you have your shield raised, you would take damage from a physical attack. Effect Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.		DESCRIPTION					

19тн



ANCE	STRY FEATS AND ABI	LITIES		CLASS FEAT	S AND ABL	LITIES
		SPECIAL 1st	Flurry of Blow	s		
		HERITAGE 1st		Your fist deals 1d6 damage. ' ur unarmed attacks.	You don't take the −2 pe	nalty to make a lethal 1 st
		FEAT 1st				FEAT 1st
		FEAT 5TH				FEAT 2nd
		FEAT 9TH		/ement +10-foot status bonu Unarmed attacks are magic		earing armor. 3 RD
		FEAT 13TH				FEAT 4TH
		FEAT 17TH		expert Perception. Gain expert unarmed attack	s and simple weapons.	5тн
	SKILL FEATS		<u> </u>			FEAT 6TH
		BACKGROUND		vement +15 feet.		.1
		2nd	are critical suc	tion Gain master one saving cesses. alization +2 damage if exper		7
		4тн			t, to matter, the bond	FEAT 8 тн
		6тн		Unarmed attacks treated as e Gain expert class DC, plus sp		<u>^</u>
		8тн	Monk Expertise	e dan expert class DC, plus s		FEAT 10TH
		10тн		vement +20 feet.	d turno of only for moth t	44
		12тн	Second Path to	• Perfection Choose a secon	a type of save for path t	FEAT 12тн
		14тн		ery Gain master unarmored		12
		16тн	Master Strikes	Gain master unarmed attac	ks and simple weapons.	FEAT 14тн
		18тн	Greater Weapo	on Specialization +4 damage	if expert, +6 master, +8	
		20тн	Third Path to P	rement +25 feet. Perfection Gain legendary in o perfection. Critical failures o		s and you take
	GENERAL FEATS			hen you fail those saves.		15тн
		3rd				FEAT 16 тн
		7тн	Graceful Legen	trikes Unarmed attacks trea nd Gain legendary unarmore tacks and spell DCs if you h	d defense and master cla	ass DC. Gain 17 тн
		11тн				FEAT 18TH
		15тн	Perfected Form	n (fortune) On your first Stril he roll as a 10.	ke of your turn, if you ro	oll lower than 10, 19 тн
		19тн				FEAT 20TH
	A	CTIONS ANI	D ACTIV	ITIES		
their damage for the p	purish) Make two unarmed Strikes. If both hit the s urpose of resistances and weaknesses. Apply your y. As it has the flourish trait, you can use Flurry of	same creature, combine multiple attack penalty	NAME Description	ACTIONS	TRAITS	PAGE
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DESCRIPTION



Hunt Prey Hunter's Edge	1 5T
	FEAT 1st
	FEAT 2ND
Iron Will Gain expert Will.	3rd
	FEAT 4TH
Ranger Weapon Expertise Gain expert simple, martial, and unarmed. Gain critica specialization with these against hunted prev.	
Trackless Step Always Cover Tracks in natural terrain without moving at half Sp	eed. 5th
	FEAT 6TH
Evasion Gain master Reflex. Successes on Reflex saves are critical successes. Vigilant Senses Gain master Perception. Weapon Specialization +2 damage if expert, +3 master, +4 legendary.	7тн
	FEAT 8TH
Nature's Edge Enemies are flat-footed to you in natural difficult terrain, on natura ground, or in difficult terrain resulting from a snare. Ranger Expertise Gain expert class DC.	al uneven 9 тн
	FEAT 10TH
Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successe Medium Armor Expertise Gain expert light armor, medium armor, and unarmored de Wild Stride Ignore non-magical difficult terrain.	
	FEAT 12TH
Weapon Mastery Gain master simple, martial, and unarmed.	13тн
	FEAT 14TH
Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary. Improved Evasion Gain legendary Reflex. Turn critical failures on Reflex saves to Take half damage when you fail a Reflex save against damage. Incredible Senses Gain legendary Perception.	failures. 15 тн
	FEAT 16TH
Masterful Hunter Gain master class DC. When using a master ranged weapon, ig and third range increment penalty. If master Perception, +4 circumstance bonus Seek or Track prey. Additional hunter's edge benefit.	
	FEAT 18TH
Second Skin Gain master light armor, medium armor, and unarmored defense. Rest in light or medium armor without being fatigued.	19тн
	FEAT 20TH

BONUS FEATS

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HUNT PREY AND HUNTER'S EDGE

Hunt Prey ◆ (concentrate) Designate a single creature you can see or hear, or who you are tracking, as your prey. Against your prey, gain a +2 circumstance bonus to Perception checks to Seek and Survival checks to Track, and ignore the penalty for your second range increment with ranged attacks. You can have only one prey at a time.

HUNTER'S EDGE

□ Flurry The multiple attack penalty against your prey is -3 (-2 with agile weapon) on your second attack and -6 (-4 with agile weapon) on your third or later attack. □ Precision The first time you hit your prey in a round, deal 1d8 precision damage (1th 2d8 damage, 19th 3d8 damage). □ Outwit Gain +2 circumstance bonus to Deception, Intimidation, Stealth, and Recall Knowledge against your prey and a +1 circumstance bonus to AC against their attacks.



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		1997		2
ESTRY FEATS	S AND ABILITIES	5	CLASS FEATS AND ABILITIES	
	SPEC	IAL 1st	Rogue's Racket	
	HERIT	AGE 1st	Sneak Attack Deal 1d6 precision damage to flat-footed creatures. Melee or thrown weapons multiple agile or finesse to benefit. Increase the number of dice by one at 5th, 1th, and 17th levels.	IST
	E	EAT 1st	Surprise Attack If you roll Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to you.	зт
			FEAT 1s	ST
		АТ 5тн	FEAT 2N	D
	FE	АТ 9тн	Deny Advantage You aren't flat-footed to hidden, undetected, or flanking creatures of	
	FE/	АТ 13тн	your level or lower, or creatures of your level or lower using surprise attack. 3	D
	FE/	AT 17TH	FEAT 41	H
Skill F	FEATS		Weapon Tricks Gain expert simple weapons, rapier, sap, shortbow, shortsword, and unarme Gain critical specialization against flat-footed creatures when using agile or finesse simple weapons or the listed weapons.	
	BACKGR	OUND	FEAT 61	TH
1 5T		11тн	Evasion Gain master Reflex. Successes on Reflex saves are critical successes.	
2nd		12тн	Vigilant Senses Gain master Perception. Weapon Specialization +2 damage if expert, +3 master, +4 legendary.	H
3rd		13тн	FEAT 81	'H
4тн		14тн	Debilitating Strike Great Fortitude Gain expert Fortitude. 91	ïH
5тн		15тн	FEAT 101	H
бтн		16тн	Rogue Expertise Gain expert class DC.	'H
7тн		17тн	FEAT 12	'H
8тн		18тн	Improved Evasion Gain legendary Reflex. Turn critical failures on Reflex saves to failures. Take half damage when you fail a Reflex save against damage.	;
9тн		19тн	Incredible Senses Gain legendary Perception. Light Armor Expertise Gain expert light armor and unarmored defense.	
			Master Tricks Gain master simple weapons, rapier, sap, shortbow, shortsword, and unarmed. 13	
10тн		20тн	FEAT 14	Ή
GENERAL	L FEATS	2	Double Debilitation Apply two debilitations with Debilitating Strike.Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.15	ΓH
		3rd	FEAT 161	'H
		7тн	Slippery Mind Gain master Will. Successes on Will are critical successes. 17	гн
		11тн	FEAT 181	H
		15тн	Light Armor Mastery Gain master light armor and unarmored defense. Master Strike 191	Ή
		19тн	FEAT 201	Ή
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		Free Act	IONS	AND REACTION	IS		
end of your next turn, the target eith		FREE ACT at-footed creature and deals damage. Ef of ot status penalty to its Speeds or is	ffect Until the	AND REACTION	S FREE ACTION REACTION	I TRAITS	PAGE
		at-footed creature and deals damage. Ef	ffect Until the			I TRAITS	PAGE



C	LASS FEATS AND ABILITIES
spells 5 cantrips, 3 1st	Bloodline Determines tradition, bloodline skills, granted spells, bloodline spells, and blood magic. Spell Repertoire You know two 1st-level spells and four cantrips, plus one of each from your bloodline. When you gain a new level of spells, gain your bloodline spell and choose any other spells you gain.
+1 1st	FEAT 2nd
3 2nd	Signature Spells Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.
+1 2nd	FEAT 4тн
3 3rd	Magical Fortitude Gain expert Fortitude. 5TH
+1 3rd	FEAT 6тн
3 4th	Expert Spellcaster Gain expert spell attack rolls and spell DC. 7TH
+1 4th	FEAT 8th
3 5th	Lightning Reflexes Gain expert Reflex. 9TH
+1 5th	FEAT 10TH
3 6th	Alertness Gain expert Perception. Simple Weapon Expertise Gain expert simple and unarmed.
+1 6th	FEAT 12TH
3 7th	Defensive Robes Gain expert unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13тн
+1 7th	FEAT 14тн
3 8th	Master Spellcaster Gain master spell attack rolls and spell DC. 15TH
+1 8th	FEAT 16TH
3 9th	Resolve Gain master Will. Successes on Will saves are critical successes. 17 _{TH}
+1 9th	FEAT 18тн
1 10th	Bloodline Paragon Gain a 10th-level spell slot. Legendary Spellcaster Gain legendary spell attack rolls and spell DC. 19TH
	FEAT 20тн
	BLOODLINE

ANCESTRY FEATS AND ABILIT	IES
	SPECIAL 1st
Н	ERITAGE 1st
	FEAT 1st
	FEAT 5TH
	FEAT 9TH
	FEAT 13TH
	FEAT 17TH

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BLOODLINE

BLOOD MAGIC



C	LASS FEATS AND ABILITIES	
spells 5 cantrips, 2 1st	Arcane Bond Arcane School Gain an extra slot for each level you can cast, which can h only a spell of your school. Gain school spells. School Universalist Feat	old
	Arcane Spellcasting Spellbook contains 10 arcane cantrips and 5 1st-leve arcane spells. When you level up, add 2 spells of any level you can cast. Arcane Thesis	1 sт
+1 1st	FEA	T 2nd
2 2nd		3rd
+1 2nd	EEA	Эки Т 4тн
2 3rd		_
	Lightning Reflexes Gain expert Reflex.	5тн -
+1 3rd		Т 6тн
2 4th	Expert Spellcaster Gain expert proficiency in arcane spell attack rolls and spell DC.	7тн
+1 4th	FEA	Т 8тн
2 5th	Magical Fortitude Gain expert Fortitude.	9тн
+1 5th	FEAT	10th
2 6th	Alertness Gain expert Perception. Wizard Weapon Expertise Gain expert club, crossbow, dagger, heavy crossbow, and unarmed staff.	11тн
+1 6th	FEAT	12th
2 7th	Defensive Robes Gain expert unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary.	13тн
+1 7th	FEAT	14тн
2 8th	Master Spellcaster Gain master arcane spell attack rolls and spell DC.	15тн
+1 8th	FEAT	16тн
2 9th	Resolve Gain master Will. Successes on Will saves are critical successes.	17 тн
+1 9th	FEAT	18тн
1 10th	Archwizard's Spellcraft Gain a 10th-level spell slot. Legendary Spellcaster Gain legendary arcane spell attack rolls and spell DC.	19тн
-	FEAT	20th
D ACTIVI	TIES	
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ANCESTRY FEATS AND A	Abilities
	SPECIAL 1st
	HERITAGE 1st
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	FEAT 9th
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	FEAT 17 тн

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		FREE ACT	IONS	AND REACTIONS	S		
Drain Bonded Item Frequency Effect This turn, you can cast one a spell slot.	once per day; e spell you pro	Requirements You haven't acted yet o epared today and already cast, without	n your turn. ut spending		FREE ACTION REACTION	TRAITS	PAGE
Universalist You can use this c	ince per day fo	or each level.		TRIGGER DESCRIPTION			
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BASIC ACTIONS

Aid 2 DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary). **Crawl** (move) Move 5 feet while prone.

Delay ♦ Select this when your turn begins; take your turn later. **Drop Prone** ♦ (move) Fall prone.

Escape \blacklozenge (attack) Attempt to get free when grabbed, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

Interact \blacklozenge (manipulate) Grab an object, open a door, draw an item, or do a similar action.

Leap \blacklozenge (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.

Ready (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.

Release \diamondsuit (manipulate) Release something you're holding without triggering reactions.

Seek \blacklozenge (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

Sense Motive ◆ (concentrate, secret) See if a creature is lying.

Stand (move) You stand up from prone.

Step \blacklozenge (move) Move 5 feet without triggering reactions.

Stride ◆ (move) Move up to your Speed.

Strike ◆ (attack) Attack with a weapon or unarmed attack.

Take Cover Sain cover, or get greater cover if you have cover.

SPECIALTY BASIC ACTIONS

Arrest a Fall → Use Acrobatics to slow your fall while flying. Avert Gaze → Get a +2 circumstance bonus against visual abilities. Burrow → (move) Move up to your burrow Speed.

Fly \blacklozenge (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet

for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall.

Grab an Edge → (manipulate) Try to catch something to stop a fall. Mount → (move) Get on an allied animal bigger than you to ride it. Point Out → (auditory, manipulate, visual) Reveal unobserved creature. Raise a Shield → Put up a shield to get its bonus to AC.

HERO POINTS

Spend 1 Hero Point to reroll a check and use the second result. This is a fortune effect.

Spend all your Hero Points to avoid death. You can do this when your dying condition would increase. Lose the dying condition and stabilize with 0 Hit Points. Don't gain or increase your wounded value from losing the dying condition in this way, but if you already had that condition you don't lose it or decrease it.

SKILL ACTIONS

E Exploration action, **D** Downtime action

ACROBATICS (Dex, Core 240) Balance �, Tumble Through �

Trained Maneuver in Flight �, Squeeze^E

ARCANA (Int, Core 241) Recall Knowledge � (Core 238)

Trained Borrow an Arcane Spell^E, Decipher Writing^E (*Core* 234), Identify Magic^E (*Core* 238), Learn a Spell^E (*Core* 238)

ATHLETICS (Str, Core 241) Climb �, Force Open �, Grapple �, High Jump �, Long Jump �, Shove �, Swim �, Trip �

Trained Disarm 🔶

CRAFTING (Int, Core 243) Recall Knowledge \clubsuit (Core 238), Repair^E **Trained** Craft^D, Earn Income^D (Core 236), Identify Alchemy^E

DECEPTION (Cha, Core 245) Create a Diversion �, Impersonate^E, Lie

LEPTION (Cha, Core 243) Create a Diversion \checkmark , Impersonate", I

Trained Feint 🔶

DIPLOMACY (Cha, *Core* 246) Gather Information^E, Make an Impression^E, Request ◆

NTIMIDATION (Cha, Core 247) Coerce^E, Demoralize �

LORE (Int, Core 247) Recall Knowledge � (Core 238)

Trained Earn Income^D (Core 236)

MEDICINE (Wis, Core 248) Administer First Aid ↔, Recall Knowledge ↔ (Core 238)

Trained Treat Disease^D, Treat Poison �, Treat Wounds^E

NATURE (Wis, Core 249) Command an Animal ♣, Recall Knowledge ♣ (Core 238)

Trained Identify Magic^E (*Core* 238), Learn a Spell^E (*Core* 238)

DCCULTISM (Int, Core 249) Recall Knowledge ◆ (Core 238)

Trained Decipher Writing^E (*Core* 234), Identify Magic^E (*Core* 238), Learn a Spell^E (*Core* 238)

PERFORMANCE (Cha, Core 250) Perform

Trained Earn Income^D (Core 236)

RELIGION (Wis, Core 250) Recall Knowledge � (Core 238)

Trained Decipher Writing^E (*Core* 234), Identify Magic^E (*Core* 238), Learn a Spell^E (*Core* 238)

Solution Subsist^D (Core 240) Recall Knowledge \blacklozenge (Core 238),

Trained Create Forgery^D, Decipher Writing^E (*Core* 234)

STEALTH (Dex, Core 251) Conceal an Object �, Hide �, Sneak �

SURVIVAL (Wis, Core 252) Sense Direction^E, Subsist^D (Core 240)

Trained Cover Tracks^E, Track^E

THIEVERY (Dex, Core 253) Palm an Object �, Steal �

Trained Disable a Device 🚸, Pick a Lock 🚸

CONDITIONS

BLINDED All terrain is difficult terrain. Automatically critically fail Perception checks that require sight. Take a -4 status penalty to Perception checks.

CLUMSY Status penalty to Dex-based checks and DCs equal to your clumsy value.

DEAFENED Automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also other senses. If you perform an auditory action, you must succeed at a DC 5 flat check or it is lost.

DRAINED Status penalty on Con-based checks equal to your drained value. Lose HP and reduce maximum HP equal to your level times the value. When you regain HP by resting for 8 hours, the value is reduced by 1, but you don't immediately recover the lost HP.

ENFEEBLED Status penalty to Str-based rolls and DCs equal to your enfeebled value.

FATIGUED Take a -1 status penalty to AC and saves. During exploration, you can't take an exploration activity. Recover after a night's rest.

FRIGHTENED Status penalty to all checks and DCs equal to your frightened

value. At the end of each of your turns, the value decreases by 1.

GRABBED You're flat-footed and immobilized. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

PERSISTENT DAMAGE Take this damage at the end of each of your turns, then roll a DC 15 flat check to see if you recover. You or an ally can help you recover, typically with 2 actions, allowing an additional flat check. **PRONE** You're flat-footed with a -2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. You can Take Cover to gain greater cover against ranged attacks.

RESTRAINED You're flat-footed and immobilized, and can't use any actions with the attack or manipulate traits except Escape or Force Open.

SICKENED Status penalty on all checks and DCs equal to your sickened value. You can't willingly ingest anything. You can attempt a Fortitude save with an action, reducing the value by 1 if you succeed (2 on a critical).

STUPEFIED Status penalty to checks and DCs based on Int, Wis, or Cha equal to your stupified value. Any spell you cast fails unless you succeed at a flat check (DC = 5 + value).

DEATH AND DYING

UNCONSCIOUS You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't reduce you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

WDUNDED Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

KNOCKED DUT When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dying condition.

DYING You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure). **RECOVERY CHECKS** At the start of your turn when you're dying, attempt a

flat check (DC 10 + your dying value).Critical Success Your dying value is reduced by 2.Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

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